

BATTLELET SUMMARY CARD

Sequence of play is an IGOUGO sequence. First player moves, second player moves, followed by first and second players conduct gunnery simultaneously followed by torpedo firing. In other words, only one gunnery phase and torpedo firing phase per turn.

1. Play one event card each. Play face down and reveal simultaneously.
2. Both players check deployment plot for sightings.
3. First player moves.
4. Second player moves.
5. Both players check Intelligence plot for each side. Layout or record those ships that are in sight of each other.
6. First and second players conduct gunnery firing simultaneously and apply results.
7. First and second players fire any units with torpedo factors that are within range of eligible targets.
8. Conduct administration. Note the passage of one game turn and begin the next.

Speed	5 kts	10 kts	15 kts	20 kts	25 kts	30 kts
Move (in squares)	1	2	3	4	5	6

Range	Range Modifier for guns 7.5" and over	Range Modifier for QF guns (6" and under)
20-24,000 yds (6 squares)	-4	-
16-20,000 yds (5 squares)	-3	-
12-16,000 yds (4 squares)	-2	-2
8-12,000 yds (3 squares)	-1	-2
4-8,000 yds (2 squares)	0	+1
2-4,000 yds (1 square)	+1	+2
0-2000 yds (same square)	+2	+3

Firing Conditions	Modifier
If target has not been in range for a full move	-2
Firing in bow or Stern arcs	-2
More than one ship firing at target (apply to all ships firing)	-1
Number of guns firing 9-12	+1
Number of guns firing 13+	+2
Event Card modifiers	As on card
Crossing the T	+1
Target speed is under 12 knots	+1
Light forces firing in Sea State 3	-1
Light forces firing in Sea State 4	-2
AC and above firing in Sea State 4	-1
AC and above firing in Sea State 5	-2
AC and above firing in Sea State 6	-3

Gun Size	Modifier to saving roll
4", 88mm and below	+2
6"	+1
7.5 to Old 12"	No modifier
12", German 11"	-1
13.5" and over, German 12"	-2
15"	-3
Range	
Over 12,000 yds (56")(3)	+2
Over 8,000 yds (40")(2)	+1
Under 4000 yds (20")(1)	-2
Crossing the T	-1

NOTE: 'Old 12"' is the armament on a pre-dreadnought.

Gunnery Roll one die per ship, apply the modifiers and that is the number of salvos which score hits (1 or more shells hitting the target ship). Roll a second die for secondary armament in capital ships. Secondary armament can fire at capital ships or light forces. If the target is armoured, roll an armour save. If the save is failed the target suffers damage. Draw one card for each hit and apply the results, recording any damage with counters. Unmodified 1 (& 2s) are automatic misses.

Armour Penetration. Once a hit has been scored, the round must penetrate the ship's armour. This is done by the target ship having a "saving" roll. Hits which fail to penetrate (ie are saved) score no damage. Roll a 1d6 and score equal or over the number shown.

Damage Assessment. Once a hit has been rolled and the armour protection has not deflected the shell, the damage is assessed by drawing a card and applying the results as modified by the gunnery notes below.

Gunnery Notes	
12 pdr, 88mm	Can only be used against light forces and max damage on one hit is light damage.
4", 4.1", 5.5" and 6" guns	a. Can only cause light damage in any one hit against battleships, battlecruisers and dreadnoughts. b. Against light forces, severe damage result from 4" and 4.1" guns must roll 4+ on 1d6 otherwise count as light damage
7.5", 8.4", 9.2", 10", 11", 12"	No modifiers
12"	Min Severe damage against LC, 1 is still a dud.
15"	Min Severe damage against LC, 1 is still a dud. Draw 2 damage cards against Light Cruisers (LC).

13. Torpedoes. Torpedoes are fired after all gunnery has taken place. Base chance to hit is 6 modified as below. When fired, they are rolled immediately. Nominate the target and roll 1d6 per T notation (eg 2T would be 2d6 rolls). For modified rolls of 7 or more roll 1d6 to score 6 and then a second d6 and score 4+ to hit for 7 and 5+ for 8. The torpedo tubes cannot be reloaded at sea so the T notation is the total available. Keep track of the number of factors left.

14. Torpedo Damage. If hit by a torpedo, roll for armour save with a -1 modifier for a light torpedo (18") and a -2 modifier for a heavy torpedo (21"). If unsaved, roll again on the torpedo damage chart. The torpedo rules are slightly more complex than the firing rules to reflect the potential and difficulties of torpedoes.

Torpedo Chart	Range/Modifiers
17 .7", 18", 450mm	2 squares, 32", +2 to hit 1 square, 16", no modifier Same square, -1 to hit
21", 500mm	2 squares, 32", +1 to hit 1 square, 16", no modifier Same square, -1 to hit

Die Roll	Damage	Remarks
1	Dud	No significant damage
2, 3	Light Damage	
4, 5	Severe Damage	Severe flooding, half speed.
6	Severe Damage (Critical Hit)	Ship is stopped dead in the water

Factor	Modifier to die roll	Remarks
Fired from a position of torpedo advantage on the bow (45 degrees) of the target.	+1	
Fired from a position of torpedo disadvantage on the quarter (45 degrees) of the target.	-1	
Fired from a position of torpedo disadvantage directly on the bow or stern of the target.	-2	
Target manoeuvrability	+2 AC or B +1 Dreadnought -1 Light forces	Battle cruisers are large targets but very fast. They therefore have a zero modifier

15. Ship Torpedo Notes.

All German Torpedo Boats have 5T. Most German Cruisers have 1T German Pillau, Wiesbaden, Konigsberg(ii) and Koln classes have 500mm tubes with last three classes having 2T.

German TB classes S90-101, S102-107, G108-113, S114-119, S120-124, S126-131, S125, G132-136, G137, G138-149, V150-160, V161-164, S165-168, V105-108 TBD have 450mm tubes, rest have 500mm tubes.

British Eclipse, Highflyer, Arrogant and Gem class light cruisers have 1T of 18"

Arethusa Class have 4T, Caroline class light cruiser and later have 2T, D Class light cruiser has 3T

All Destroyer (DD) divisions have 4T except W class which has 10T British K class destroyers and later have 21" Torpedoes as do war build light cruisers, rest are 18" including Arethusa class.