

Victory at Sea Realism Modifications

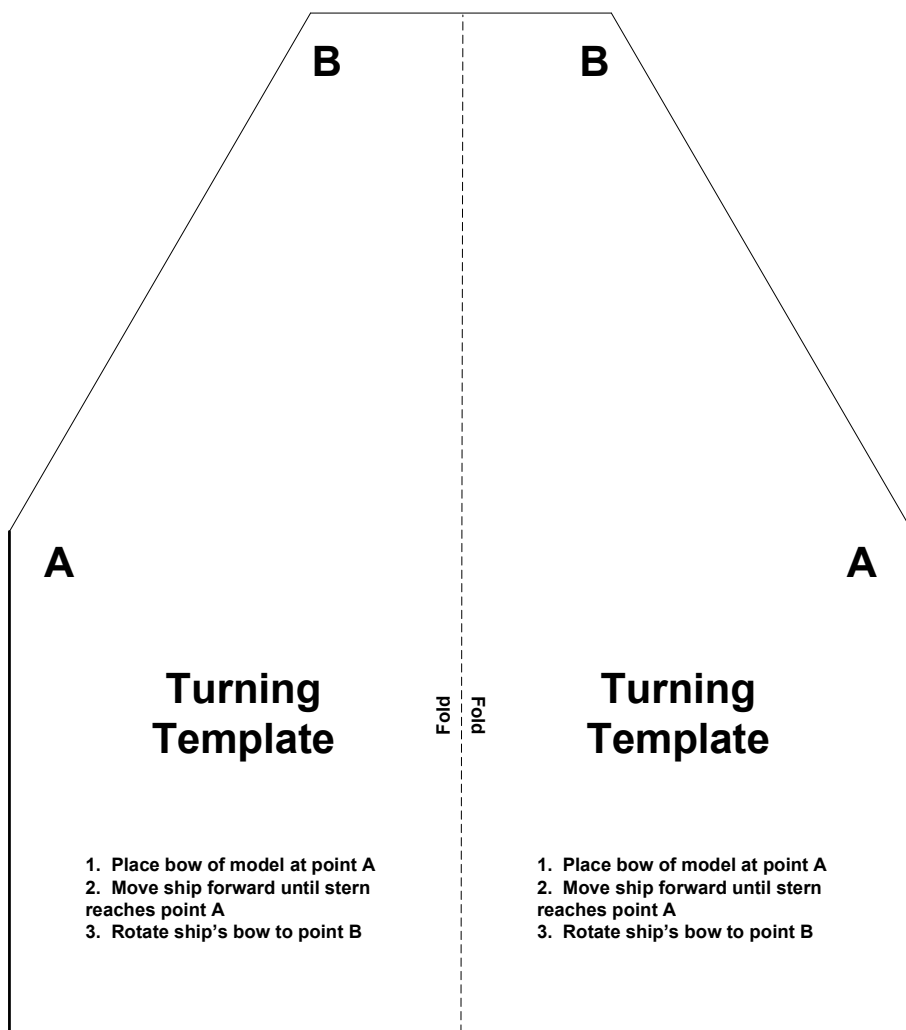
Version 1.1

Questions or comments: jlmartin@wi.rr.com

Movement Phase

Moving Ships

In Victory at Sea, the use of the turning characteristic has larger ships turning more slowly than the smaller and more nimble destroyers. The problem, of course, is that this notion, while it seems intuitive, is incorrect. If you research "tactical diameter" (Naval term for how tight a ship turns) it will become clear that ship size DOES NOT determine how tightly a ship turns. In fact, battleships often have a smaller tactical diameter than destroyers! There are many factors that make up tactical diameter: dual rudder, multiple propellers, and draft to beam ratio because ships that are deeper in the water, like Battleships, will heel over less while turning. Navies have charts listing the tactical diameters of various ships at different speeds and rudder angles; and, no doubt, one could use these charts for extreme accuracy on the gaming table. In terms that are close enough for wargaming, however, use the template shown below.



Note that if a ship makes more than one 30 degree turn during its movement, it counts as having successfully taken Evasive! special action (and preventing other special actions)

Attack Phase

Firing

If the score needed to be a hit is 7 or more, it is still possible to score a hit. If the attack die roll was a 6, roll the die again to see if the shot hit

7	6, followed by a 4, 5, or 6
8	6, followed by a 5, or 6
9	6, followed by a 6
10 or more	Impossible

Each ship after the first that fires on a target suffers a -1 attack die penalty. This effect is cumulative; so, the third ship shooting would have a -2 penalty and so on. You can use shell splash markers to help remember how many ships have fired at a particular target.

Long and Extreme Ranges

Weapons firing at targets in the last 20% of their maximum range gain the +1 damage die modifier due to plunging fire hitting the weaker deck armor. For simplicity, record this range bracket on the ship record sheets; so, for example, weapons with a 40" maximum range should have their range listed as 32/40

Weapons

Six inch main guns and secondary weapons firing at half range or less are considered to be Twin-Linked.

Splitting Fire

Primary and Secondary weapons can shoot at different targets; but, they cannot split their Attack Dice

Special Actions

Flank Speed!

Ships without the Agile trait that perform this action may only move straight ahead. Agile ships may make one turn half way through their movement.

Advanced Rules

Night Battles

Ships on fire at night can always be spotted, even at long and extreme ranges.

Aircraft.

Observation Aircraft

Observation Aircraft have a speed of 12"

Observation Aircraft provide a +1 attack die bonus for shooting at Long and Extreme range only. They provide no benefit for attacks under 20".

Torpedoes

Players fire the torpedoes from their ships in the attack phase along with other gunnery and do so by placing one torpedo counter touching the firing ship for each Attack Die the weapon mount. Counters should be pointing in the direction the torpedo will travel.

After all ships have moved in the following turn, torpedo counters on the board move 10" in the direction they were pointing. The first ship touched by the torpedo counter is hit. If the torpedo has failed to strike a target after its movement, remove the counter from the board. Note that Japanese Long Lance torpedoes have a 20" range and will therefore move twice before being removed from the board.

There is no need to roll attack dice for a torpedo counter that hits a ship. Roll damage dice for the successful hits as normal.

Quick Reference Sheet

Including realism modifications

Turn Sequence

1. Initiative Phase
2. Movement Phase
 - a. Players alternate moving their ships/squadrons
 - b. Players move their torpedoes
 - c. Players alternate moving aircraft types
3. Attack Phase
 - a. Players resolve damage from torpedo hits
 - b. Ships conduct AA fire
 - c. Players alternate firing with ships/squadrons or may attack with all their aircraft in lieu of a ship/squadron
4. End Phase

Initiative Phase

Both sides roll 2d6

- 1 Side has civilian ships
- 2 Side has only civilian ships
- +1 Side has at last one observation aircraft aloft

Surface Gunnery

Roll Target's Target characteristic with the following modifiers

- 2 Target is more than 30 inches away
- 1 Target is more than 20 inches and up to 30 inches away
- 1 Target moved more than 7 inches in the current turn
- +1 Firer is in the port or starboard arc of the target
- 1 Each ship after the first firing at the same target
- +1 Target is over 20 inches away and firer has an observation aircraft within 6 inches
- 1 Bad Weather rules are in effect
- 1 Night rules are in effect and the target is not on fire
- +1 AA weapons attacking Dive Bombers and Torpedo Bombers attacking this turn.
- +1 Target is over 20 inches away and firer has detected target with Radar

Twin-Linked weapons can re-roll attack die misses

6" Primary Weapons and Secondary Weapons firing at half range or less are assumed to be Twin-Linked.

Aircraft Attacks

Roll Target's Target characteristic with the following modifiers

- 1 Non dive bomber attacking a ship with bombs

Damage

Roll Target's Armor characteristic with the following modifiers

- +1 Target is in the last 20% if the firing weapon's range unless target has Armored Deck trait
 - +1 Weapon has AP trait
 - +2 Weapon has Super AP trait
 - 1 Weapon has Weak trait
 - 1 Aircraft dropping bomb on target with Armored Deck trait
- Successful Torpedo Damage dice on target with Torpedo Belt trait are re-rolled

Critical Hits

Roll 2d6

2	Vital Systems
3-5	Crew
6-8	Engines
9-11	Weapons
12	Vital Systems

D6 Area Damage Crew Effect**Crew**

1-2	Fire	+0	+2	Fire starts
3-4	Multiple Fires	+0	+3	1d6 fires start
5	Hull Breach	+2	+5	
6	Multiple Explosions	+1d6	+2d6	1d6 fires start

Engines

1-2	Turbine Damaged	+1	+1	-1 Speed
3-4	Props Damaged	+1	+1	-2 Speed
5	Fuel Systems Ruptured	+2	+2	-3 Speed
6	Engines Disabled	+3	+3	Speed to zero, no special actions allowed. Target score drops by one

Weapons

1-2	AA Weapons Damaged	+1	+1	AA weapons lose one AD
3-4	Secondary Weapons Damaged	+2	+0	Secondary weapons lose one AD
5	Turret Destroyed	+3	+4	Random turret destroyed, fire starts
6	Magazine Explosion	+4	+6	No weapon fire for 1d3 turns, 1d6 fires start

Vital Systems

1	Bridge Hit	+0	+1	No Special Actions permitted
2	Rudder	+2	+1	No turns permitted
3	Engineering	+2	+4	No Damage Control permitted
4	Fire Control	+3	+4	Each weapon system may only fire on a 4+
5	Secondary Explosions	+1d6	+1d6	1d6 fires start
6	Catastrophic Explosion			Damage score to zero. Ship sinks

Special Actions

Each ship may attempt one special action per turn by rolling 1d6 and adding its command score.
-1 modifier if Bad Weather rules are in effect

All Hands on Deck!**Command Check: 8**

+1 modifier on all damage control checks. Can attempt to repair any number of critical hits

Create Smoke!**Automatic**

Place smoke counters behind the ship as it moves

Evasive!**Command Check 8**

All attacks hitting the ship and all successful attacks made by the ship must be re-rolled.

Flank Speed!**Automatic**

Ship adds 50% to its speed. May only move straight unless Agile, then it may make one turn.

Rig for Silent Running!**Command Check 9**

Enemy has -1 detection penalty. May only move half of full speed and cannot attack

Damage Control

Ships may attempt to repair a single critical by rolling 1d6 plus Command score attempting to get a 9 or more.

Fire

Players roll 1d6 plus Command score for each fire on a ship. Fire is extinguished on a 7 or more. For each fire ship fails to extinguish, lose two crew.