

Firing Only 1 Battery At The Same Target (no fire penalty)

Once first fire rolled for at a target ship, no more ships may fire at that ship this turn.
This is the default card. If multiple ship(s)' batteries are to be fired at the same target ship, flip this card over to the other side before the first fire roll.

4 or higher Point Turn Fire Penalty: 1 shift up

Two turn markings is a 4 point turn. This causes a **Fire Penalty Of One Level Ship Up**. If card is not displayed or fire was not penalized, then rolls that hit must be re-rolled.

Reminder: when ordering turns, note initial(s) of Left or Port (Red) versus Starboard or Right (Green). See chart. **Before each turn, the ship must advance at least 5 knots/markings.**

Not Engaged Fire bonus: 1 shift down

Normal evasive maneuvers are presumed. When a ship is **not** engaged, she can maintain a straight course, enhancing her fire control solution. 1.5.13

Prepare Torpedo Launch O...

May play this card **any time during movement**, where the **last half of the move was straight**.
Then on the next turn, it may plot a torpedo attack by turning over this card.
Or if this is a false attack, discard next turn.
If attacking a battleship, must change to Deep setting now by marking "D" on ship's Deck Log.

Rapid Fire O O O O O O

When at or under 12,000 yards range to target, use gun/scores marked in reverse type,) *also* hit on **11=1 hit & 12=2 hits**; uses up all ammo in 6 turns, place a tick mark along the left border of the firing Ship Log to track # of Rapid Fires.

Mass Fire (GMS Master Ship in the Royal Navy) (no fire penalty)

O O
2-3 adjacent (within 1,000 yards) ships from the same division can employ Mass fire to engage the same target with their **main** batteries only and **if identical guns**, *without the multiple battery penalty*.

If any fire from ships outside the division or secondary/tertiary batteries also engaging the same target, the penalty apply for all batteries after all. A target must be visible for two consecutive Game Turns. Ships that have taken Fire Control damage or Bridge/CT hit has disabled her gunnery communication links, a ship may no longer employ massed fire. 1.5.14

Launch Floatplane O O O

Roll 2D12 to determine Floatplane's servcability: okay to lauch unless if dice match, that's the hours to fix. Mark the 3 Game Turns that are required to prepare a FP for launch. The warship then trains her catapult outboard and you order an altered course so the plane is launched into the wind on the 3rd turn. The warship's course must be within 45° of the wind direction. **She cannot make gunnery attacks in the launch Game Turn.**

If floatplane hit while aboard*, can no longer launch or retrieve FPs. Mark off her catapult, shown as a grey bar on the Ship Log, and place a red Fire marker alongside. Mark off one Hull box. Next turn, mark off ½ Hull box at the end of each Damage Control Phase if not extinguished.
*When no FPs are aboard, treat the fire as a superstructure Fire & may not retrieve FP.

Continue Smoke Screen

Remove smoke screen next turn if not continued. If continued, then this 2nd turn of smoke **neither guns can be fired through nor can torpedo attacks be plotted through a smoke screen**.
Smoke drifts downwind at half the wind speed in knots. Once a line of smoke is laid in a ship's wake, move the oldest end (i.e., furthest from the ship) downwind a distance equal to half the wind speed # in knots. The line of smoke (pipe cleaner) will thus curve from the fantail downwind, simulating drift. 1.10

Only or Both DCT(s) Hit Fire Penalty: 2 Shifts Up

All **Director Control Tower(s)** lost: if ship loses her 2nd or only DCT to a critical hit, shift the range UP two rows to simulate switching her guns to local control. Loss of director fire control applies to all her batteries, main, secondary & tertiary. **Keep card out as a reminder; not repairable.** Also used for ships with Local Control (dashes instead of DCT listed). 1.5.6

Ditch Floatplane ↻

If you can overcome your training & tradition (to not get rid of the floatplane), by rolling *higher* than your morale roll (11-12 British or 9-12 German), then a second Roll 1D12/3 (round fractions down so with a roll of 1-2 ditch being immediate) to determine how long it will take to off-load, catapulting the FP overboard without its pilot. The ship can make gunnery attacks in the ditch Game

Turn. *If floatplane hit while aboard*, can no longer launch or retrieve FPs. Mark off her catapult, shown as a grey bar on the Ship Log, and place a red Fire marker alongside. Mark off one Hull box. Next turn, mark off ½ Hull box at the end of each Damage Control Phase if not extinguished. *When no FPs are aboard, treat the fire as a superstructure Fire & may not retrieve FP.*

Lay Smoke Screen ↻

Any ship can create thick, black funnel smoke by partial combustion of oil or coal in her boilers. Only **for the last half of move**. Escorts [DDs, DEs, PCs & TBs] & cruisers [CA, CL & CS] can make white chemical smoke (8 times; mark an x the top of the Deck Log) **for a full move**. Smoke lasts **from gun fire phase & up thru the next turn's movement** in force 3-5 winds (2 turns if force 2; otherwise remove smoke screen turn after laid (3rd if force 2). Torpedo attacks are plotted *without penalty* during smoke screen laying but **guns can not fire through smoke**. 1.10

DCT Hit

Fire Penalty: 1 Shift Up

When a ship has lost one of two **Director Control Towers** (DCT) due to a critical hit, shift the indicated range for her attacks UP one row for reduced fire control effectiveness. **Keep card out as a reminder; not repairable.** Flip to other side if second DCT hit.

While both DCTs are intact, Graf Spee can split its main battery against 2 ships but Secondary & Tertiary battery always must each fire at one ship.

*The optical sighting and fire control equipment used to direct a ship's gun batteries.

Launch Torpedoes ↻

...○

Torpedo Attack Plot: only if the last half of *last* turn the ship moved *straight*, it may plot a torpedo attack. On Deck Log, note 1) Gyro Angle, 2) # of torpedoes fired, 3) Long Range="LR" & if Deep note "D" (otherwise assumed to be *standard* depth unless if attack Battleships then depth change must be noted in *previous* turn) • Mark launch location alongside attacking vessels • Record launch Turn on the velcro marker/tape & place by launching vessel • Mark off Torpedo mount; fires *once*. 1.4.5

Atrocity Points

Each turn a captain endangers survivors by steaming through a flotsam & jetsam area without stopping earns 1 Atrocity Point for violating the *Law Of The Sea* (no cost for steaming around the area). Atrocity Points are subtracted from a force's VP total. If a skipper observes any act during the scenario which he believes violates the Law Of The Sea or the laws of warfare—such as deliberately firing on civilians, friendly forces or endangering prisoners—can file a protest. The protest is heard at the conclusion of the scenario. The judgment of the referee is final. If no referee, all captains hear the protest & vote. In the event of a tie, decide by dice roll.

Crossing The "T"

In addition to the greater firepower of her broadside, **increase the armor penetration** of gunnery attacks against ships whose "T" has been crossed by one hull armor classification to simulate the target's thinner athwartship armor protection against fire received from ahead or astern. *Example: BC penetration becomes BB.* 1.6.6

Fire Multiple Batteries At The Same Target ↻

Fire penalty: 1 shift up

When two or more batteries (even from one ship) fire at the same target ship this turn. 1.5.6

Emergency Stop

May be made only after moving half of previous speed (otherwise may reduce or increase speed by 5 knots/maximum per turn).

Engaged By Enemy Fire ↻

(no fire penalty)

Flip this card over if **not** engaged by enemy fire, Normal evasive maneuvers are presumed when under fire. When a ship is **not** engaged, she can maintain a straight course, enhancing her fire control solution. 1.5.13

When Smoke Blocks During Turn

This Turn

Next Turn

0. Weather Determination
1. Damage Control & Morale Phase
2. Tactical Plot Phase: order movement & plot torpedo attacks
3. Movement & Lay Smoke Screens Phase
4. Torpedo Attack Phase
5. Detection Phase: *night & low visibility scenarios only*
6. Gunnery Phase: simultaneous so damage does not take effect until the end of the phase

Smoke from earlier in turn, **marked in grey**, only affects Gunnery Phase 6 & then through next turn's Phase 0 to 2, Tactical Plot (next turn's grey), before picked up in Phase 3 Movement unless if smoke laying is continued then blockage is shown in **light blue** too. Original turn's torpedoes continue to run. 1.1

Graf Spee Morale Special

(variant; not in GQ3 rules)

1. Additional reasons to roll for morale (which is okay on a roll of 1-8, fails on 9-12): after the loss of either main battery or a Bridge hit... and repeat each turn more damage received.
2. If his morale fails, ship must retire & must choose taking the Graf Spee to either: (D12 roll for success)

A. Montevideo, safely there on 1-10

B. Buenos Aires safely only on 1-8 (likely to hit bottom in channel as no pilot to guide the ship)

C. Mar de Plata safely on 1-9 but risk running out of fuel on a roll of 10-12!

Graf Spee failing a roll leaves her dead in the water (DIW) with the British ships able to approach at night to within DIW torpedo range safely but first each British ship's chance of an accident is a D12 roll of only 1 (having had time to find a pilot).

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Interment in Argentina ↶

(variant; not in GQ3 rules)

You and the crew will be taken from Uruguay to Argentina to confinement and have the possibility of escape. Allows you, as commanding officer, to continue to advocate for the good treatment of your crew. Flip the card over for the alternative. Which do you choose?

If desiring Interment and playing with pre-game choice of command styles (see that card), a D12 modified* roll of 1-6 allows you to Inter with the rest of the crew, or a modified roll of 7-12 means your sense of honor takes control and you do what's on the reverse.

*As modified by the chit you chose pre-game: Bold +2, Shrewd +1, Mediocre 0 or Cautious -1.

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Variant GQ3 Weather Determination

Before turn 1, roll: as per the reverse of this card. Then before each turn:

Every-Turn Weather Change Roll 3D10

Dice Roll*	Weather Change	Wind Change
000-032	Left 2 columns	Veer 2 pts clockwise
033-065	Visibility +D6x1000	No change
066-132	No Change	
133-165	Visibility -D6x1000	
166-182	Right 1 column	Back 1 pt counter-clockwise
183-199	Right 2 columns	Back 2 pts counter-clockwise
200-999	No Change	No Change

*Each turn, roll 1D10 & only if rolling a 0 or 1 do you roll 2D10 for 2nd & 3rd digits

Pre-Game Command Style ↶

Before our first River Plate game I laid out 4 chits before the 4 ship captains (would have been better if we had 3 players with 1 commanding the Ajax & Achilles' division) marked: **B, S, M & C.**

And said "who would modify their real-world personality for the sake of the game, to be Bold, Shrewd, Mediocre or Cautious? Then just grab one." No one moved a muscle. Then I flipped them over to show the modifiers, +2, +1, +0 & -1 respectively and said that, "this could affect some parts of the game and warned that it could particularly impact a certain roll at the end." But no guidelines of how (remember that none of these guys had ever played a wargame). *Life is uncertain and our past proclivities can groove us towards our destiny!* As no one acted to take one, I taunted then "who would be bold enough to even grab Cautious?" Finally, one grabbed the C. "And anyone else?" With trepidation the rest did.

Besides adding a role-playing feel, how did it matter? 3 ways: (over)

Adobe Acrobat may try to reduce the size of the printing area which may modify how the cards are printed back to back. In Print Set-Up, you may want to choose ACTUAL SIZE rather than FIT, and Borderless Printing (in Page Set-Up).

Find a typo or other error? www.g-design.us/ships to find my email & let me know.

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Pre-Game Command Style (continued from other side) ↻

1. I let them choose the ship they wanted in this order: Bold, Shrewd, Mediocre & Cautious gets what's left. *In our first game, the last to be chosen was Graf Spee by the cautious player!*
2. Simple morale modifier that drops by 1 for the second & subsequent rolls (main battery gone, yellow hole box) *otherwise the +2 guy would never fail morale.*
3. And as a Langsdorf suicide modifier assuming he didn't sink all British. See the Interment card. *In our 1st game, he was fished out of the water and with his -1 to die roll ended up with only 42% chance of having to "shoot" himself. He didn't have to and we said he retired to Uruguay and ran a tour company for British and German visitors into the 1960s.*

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Suicide Upon The Nazi Flag ↻

(variant; not in GQ3 rules)

To satisfy your honor in not going down with your ship, prove that you were not afraid to die in battle and see no point in sacrificing your crew in an apparently impossible situation, commit suicide.

Or flip the card over for the alternative. Which do you choose?

Standard GQ3 Weather Determination

Before turn 1, roll: D8 for Wind Direction, D12 for Weather, then D6 (x 1,000 yards) for Visibility, D12 for Fog or Squalls & if so, roll D6 for number of Squalls*.

Then for each turn: a 6 on D6 requires a D12 Weather Change roll & a D12 Wind Direction Change (and once Squalls are present another 6 on D6 roll, adds a Squall.

D6 to determine Squall(s) directional deviation: Drift to port: (1)00 yds (2)00 yds (3-4) drift dead down wind; drift to starboard: (5)100 yds (6) 200 yds. Squalls drift half wind speed in knots.

*D6 x 1,000 for Visibility in new squall or if Fog, whole table; write on Squall with AV marker.

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British Morale

(standard GQ3 rules)

1. Reasons to roll for morale (which is okay on a roll of 1-10, fails on 11-12): after the loss of either main battery or a Bridge hit... and repeat each turn more damage received.
2. If his morale fails, ship must retire immediately (any direction).

INSTRUCTIONS BEFORE PRINTING

Print page 2 on the back of page 1 & page 4 on the back of page 3. Cards' reverse (marked ↻) reflect action steps or a choice between 2 courses of action. Others' reverse just contain unrelated info.