

## Surface Action – Example of Play – Gun Combat

In the Gunfire Combat Phase, Exeter engages a damaged Graf Spee at a range of 11 inches. Exeter has 3 factors of 8 inch guns that need a 3 to hit at that range. The Royal Navy player rolls 3 dice for 3 or less; he rolls 1, 3, 5. He now rolls 2 dice against Graf Spee's gunfire size rating of 3; he rolls 2, 1 (lucky). He now rolls against the penetration value of the 8 inch guns (4), subtracting 1 for the range and 1 for Spee's armor for an adjusted value of 2; he rolls 2, 1 (very lucky). The Kriegsmarine player marks Spee with a die with 2 pips up – 2 hits on Spee.

In the Damage Control Phase, the German player tries to repair existing damage. Spee had previously suffered a P hit and a fire hit. While the P hit may be more significant, the Kriegsmarine player must first extinguish all fires before trying to repair any other damage. He rolls a die for a 6: instead of the fire going out, it causes another hit. The German player turns the die next to Spee so that its 3 face is up.

In the Damage Resolution Phase, the German player checks for damage by rolling 3 dice (2 for the gunfire hits and 1 from the fire). He rolls 1, 3, 6, for another P hit, another fire hit and an M hit. Noting the M hit, he immediately rolls another die and gets a 2 – yet another fire hit. Unlucky Spee now has 1 M hit, 2 P hits and 3 fire hits. She is dead in the water and cannot use any weapons until the fires are put out and the P hit repaired.