

BB 14" +5 Britain

+2  +3

King George V 6 6 9-6

BC 15" +5 Britain

+2  +2


Hood 7 8 10-4

BB 16" +6 Britain

+0  +4

Nelson 6 6 7-6

CA 8" +1 Britain


+1  +1

Kent 4 4 10-1

CL 6" +1 Britain

+0  +0

Ajax 3 4 10-0

KEY		Guns	Broadside	Country
Type	BC 15"	+3	Britain	
Stern	+1		+2	Bow
Name	Repulse	6	6	9-3
	Flotation	Turret	Speed-Armor	

Salvo! is a solitaire WW2 naval wargame consisting of rules, game tables, and several ships. You will also need three dice (d6), paper, and pencil.

PREPARE FOR PLAY: Select a ship (German or British) you wish to play, and an enemy ship you will play against. Roll 2d6 on the *Weather* table and note the result (results are *Fine*, *Fair*, *Misty*, and *Stormy*). Then roll 2d6 on the *Initial Range* table (modifying the roll if indicated by *Weather* result); ranges are (from closest to farthest) *Short*, *Medium*, *Medium-Long*, *Long*, and *Extreme*. This is the range between the ships at the start of play. *Note:* You do not physically move ships during play; the game tables tell you what happens as far as current range, effects of fire, etc. Each turn represents several minutes of real time.

ACTIONS: Each turn, each ship performs one Action (Act) of its choice. Roll 1d6 each turn to see who goes first: 1-3 = player; 4+ = enemy (+1 to roll if enemy has current speed slower than player's; -1 if faster). There are three Actions available each turn: *Close (C)*, *Offer Broadside (OB)*, and *Withdraw (W)*. The player chooses which Act his ship performs. The enemy ship rolls 1d6 to see what Act it performs this turn: 1-2 = *C*; 3-4 = *OB*; 5 = same Act as last turn (*OB* on turn 1); 6+ = *W*. (+1 to roll if it has smaller gun size than the player's ship.) Actions affect range between ships and the guns they can bring to bear vs. the other.

Action	Range	Guns Bearing
<i>Close</i>	1 closer	Bow
<i>Offer Broadside</i>	No change	Broadside
<i>Withdraw</i>	1 farther	Stern

If range ever goes farther than *Extreme*, the ships are out of range, and the game is *immediately* over. If it goes closer than *Short*, stay at *Short*. *Example:* *Ajax* & *Graf Spee* are at *Long* range at start of turn. *Graf Spee* chooses *OB*, and *Ajax C*. Range is now *Med-Long*, and *Graf Spee* has broadside guns bearing (+3 fire modifier), and *Ajax* bow guns (+0). Had *Graf Spee* chosen *C*, range would've been *Medium*.

FIRING: After implementing Actions, both ships fire. The ship with bigger gun size fires first. (If tied roll to see which fires first.) After all its fire has been resolved and all damage applied, the other ship fires. Each ship fires once per turn (twice if at *Short* or *Medium* range), rolling 2d6 on the *Fire Table*. A miss has no effect. A *straddle* means the target may have been hit; roll 3d6 on the *Straddle* table, modifying the roll as directed. *Example:* *Ajax* straddles *Graf Spee* (-2 *Armor*) with bow guns (+0), 6" gun size (+0 vs target), at *Long* range (-2), and rolls a 12 on the *Straddle* table, modified to 8, giving a result of *NE*.

SHIP DAMAGE: The *Straddle* table gives results of *no effect*, *F* (flotation damage), *T* (turret/fire control), *S* (speed), *Special Damage*, and *Critical Hit* to the target. A ship's ability may be affected by hits. Keep track of damage on a piece of paper; damage is cumulative, and can't be repaired. If a ship has as many *T* hits as its *Turret* rating, it can't fire anymore; if its speed drops to zero, it permanently performs Action *OB*. A ship is *sunk* when it has received more *F* hits than its *Flotation* rating.

TORPEDOES: If it is *Fair* or *Fine* weather, after

firing has been completed, a CL (only) at *Short* range launches torpedoes (simultaneously if two CL involved) by rolling on the *Torpedo* table.

END OF TURN: Roll 1d6 at end of each turn and consult the *End of Turn* table.

VICTORY: The game continues until a ship is sunk, ships are out of range, or game ends via the *End of Turn* table. If a ship is sunk, the other side wins. If the game ends without a ship sunk, the game is drawn.

SALVO! GAME TABLES

WEATHER 2d6

2-3 = Stormy (-8)

4-6 = Misty (-4)

7-10 = Fair

11+ = Fine (+2)

() modifies *Initial Range* roll

INITIAL RANGE 2d6

1 and lower = Medium

2-4 = Medium-Long

5-9 = Long

10+ = Extreme

FIRE TABLE 2d6

Effect	Short	Med	Med-Long	Long	Extr
Miss	2-4	2-5	2-6	2-7	2-9
Straddle	5+	6+	7+	8+	10+

DR Modifiers: Misty: -1; Stormy: -3; If firer has previously Straddled target anytime this game: +2

STRADDLE TABLE 3d6

9 & below = NE	14 = T	19 = FFST
10 = F	15 = <i>Special</i>	20 = FFSST
11 = <i>Special</i>	16 = <i>Critical</i>	21+ = <i>Critical</i>
12 = T	17 = FF	
13 = FS	18 = TT	

DR Modifiers: *Target's Armor:* subtract target's Armor rating.

Firer's Guns Bearing: add firer's bow/broadside/stern rating (as applicable). *Range:* Short +5; Med +2; Med-Long 0; Long -2; Extreme -5. *Each T hit Firer has:* -1. *If gun size 8":* -1*. *If gun size 6":* -2*. (* = if target armor 0,1,2, modifier is 0)

KEY: NE = no effect; F = target receives F hit; T = target receives T hit; S = target receives S hit and loses 2 from its current speed; *Special* = roll 2d6 on *Special Damage* table; *Critical* = roll 2d6 on *Critical Hit* table. If more than one result given (e.g. FS, TT, etc.), *all* apply.

SPECIAL DAMAGE

2-3 = *Listing*; FF

4 = *Flooding*; FS

5 = *Fire Control*; ship can't fire next turn

6 = *Turret*; T

7 = *Engineering*; S

8 = *Hydraulics*; FS

9 = *Magazine Flooded*; TT

10 = *Transverse Bulkhead*; F

11-12 = *Steering*; SS

CRITICAL HIT

2-3 = *Flooding*; FFFS

4-6 = *Fire director*; TT

7 = *Explosion*; FFFSS if Short/ Med range; otherwise FFS

8 = *Bridge/Navigation*; SS

9-11 = *Gunnery*; FTT

12 = *Plunging fire*; if Long/Ext

range, 2d6 minus Armor

rating = number of FS hits;

otherwise NE

TORPEDO TABLE 2d6

2-9 = no effect; 10+ = hit. (-1 if target is CL/CA; +3 if target's current speed is <5). If hit, roll 1d6; target gets that many FS.

END OF TURN TABLE 1d6

1-5 = begin new turn; 6+ = game over.

DR Modifiers: -1 if either ship had *C* Action this turn; +1 if either had *W* this turn; +1 if weather is Misty; +2 if Stormy.

We hope you have fun with Salvo! Watch for Advanced Salvo!, which adds ships, two-player rules, and scenarios. For our current price list of wargames, visit the Minden Games website, home of award-winning PANZERSCHRECK magazine.



www.homestead.com/minden_games



PB 11" +3 *Germany*

+1  +1


Graf Spee 4 4 8-2

CL 6" +1 *Germany*

+0  +0


Nürnberg 3 4 10-0

CA 8" +2 *Germany*

+1  +1

Prinz Eugen 4 4 10-1

BC 11" +4 *Germany*

+1  +2

Scharnhorst 6 6 10-4

BB 15" +6 *Germany*

+3  +3

Bismarck 7 8 9-5

Type: BB (battleship), BC (battle-cruiser), PB (pocket battleship), CA (heavy cruiser), CL (light cruiser).

Guns: main gun size. **Speed:** maximum speed (x3 equals knots).

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