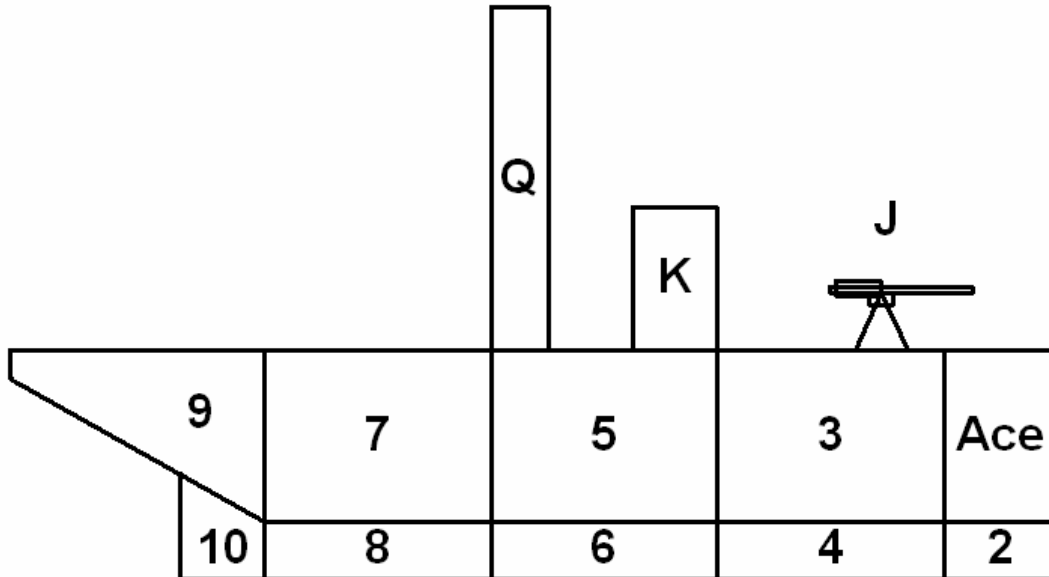


Mimi and Toutou go forth

Kingani



General Rules

1. Ships are activated when a card with their name on it is turned over.
2. When activated a ship can move one square (if able to move), then it may turn 45° (if able to do so), and then fire at a target if it is in range.
3. A ship will sink when all its underwater compartments (2, 4, 6, and 8) have been hit.
4. All weapon ranges are measured orthogonally.

Kingani Rules

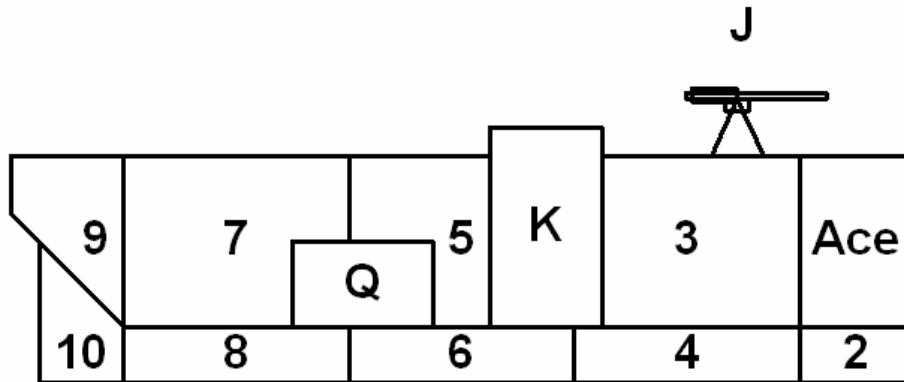
1. Movement is 1 square.
2. Firing range is 20 squares.
3. The arc of fire is 45° to either side of the bow.
4. Firing dice used is D20. If the range is equal to or less than the number thrown, a hit has been scored.
5. If a hit is scored on an enemy ship, a playing card is turned over and the result is read from the damage chart.
6. Hits are recorded on the diagram above.

Damage Chart

- Ace: Bow damaged
- 2: Bow underwater compartment damaged. Ship loses ¼ of its flotation.
 - 3: Superficial damage to the hull.
 - 4: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 5: Superficial damage to the hull.
 - 6: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 7: Superficial damage to the hull.
 - 8: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 9: Superficial damage to the hull.
 - 10: Rudder hit. Ship must maintain current course for D6 turns.
- Jack: 12 pdr gun hit. Ship may not fire for D6 turns.
- Queen: Engine hit. Ship may not move for D6 turns.
- King: Charthouse and steering hit. Ship may not turn or fire for D6 moves. N.B. If the charthouse and steering are hit for a second time, throw a 2nd D6. If the score is a 5 or 6, the ship will surrender.

Mimi and Toutou go forth

Mimi



General Rules

1. Ships are activated when a card with their name on it is turned over.
2. When activated a ship can move one square (if able to move), then it may turn 45° (if able to do so), and then fire at a target if it is in range.
3. A ship will sink when all its underwater compartments (2, 4, 6, and 8) have been hit.
4. All weapon ranges are measured orthogonally.

Mimi Rules

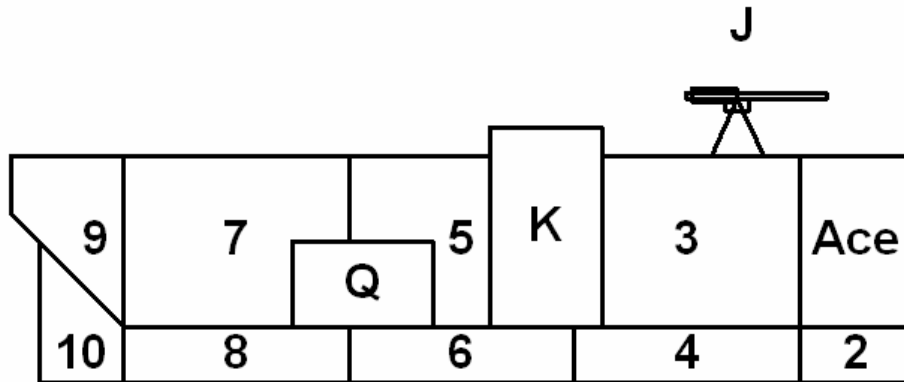
1. Movement is 1 square.
2. Firing range is 12 squares.
3. The arc of fire is 45° to either side of the bow.
4. Firing dice used is D12. If the range is equal to or less than the number thrown, a hit has been scored.
5. If a hit is scored on an enemy ship, a playing card is turned over and the result is read from the damage chart.
6. Hits are recorded on the diagram above.

Damage Chart

- Ace: Bow damaged
- 2: Bow underwater compartment damaged. Ship loses ¼ of its flotation.
 - 3: Superficial damage to the hull.
 - 4: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 5: Superficial damage to the hull.
 - 6: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 7: Superficial damage to the hull.
 - 8: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 9: Superficial damage to the hull.
 - 10: Rudder hit. Ship must maintain current course for D6 turns.
- Jack: 6 pdr gun hit. Ship may not fire for D6 turns.
- Queen: Engine hit. Ship may not move for D6 turns.
- King: Charthouse and steering hit. Ship may not turn or fire for D6 moves. N.B. If the charthouse and steering are hit for a second time, throw a 2nd D6. If the score is a 5 or 6, the ship will surrender.

Mimi and Toutou go forth

Toutou



General Rules

1. Ships are activated when a card with their name on it is turned over.
2. When activated a ship can move one square (if able to move), then it may turn 45° (if able to do so), and then fire at a target if it is in range.
3. A ship will sink when all its underwater compartments (2, 4, 6, and 8) have been hit.
4. All weapon ranges are measured orthogonally.

Toutou Rules

1. Movement is 1 square.
2. Firing range is 12 squares.
3. The arc of fire is 45° to either side of the bow.
4. Firing dice used is D12. If the range is equal to or less than the number thrown, a hit has been scored.
5. If a hit is scored on an enemy ship, a playing card is turned over and the result is read from the damage chart.
6. Hits are recorded on the diagram above.

Damage Chart

- Ace: Bow damaged
- 2: Bow underwater compartment damaged. Ship loses ¼ of its flotation.
 - 3: Superficial damage to the hull.
 - 4: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 5: Superficial damage to the hull.
 - 6: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 7: Superficial damage to the hull.
 - 8: Underwater compartment damaged. Ship loses ¼ of its flotation.
 - 9: Superficial damage to the hull.
 - 10: Rudder hit. Ship must maintain current course for D6 turns.
- Jack: 6 pdr gun hit. Ship may not fire for D6 turns.
- Queen: Engine hit. Ship may not move for D6 turns.
- King: Charthouse and steering hit. Ship may not turn or fire for D6 moves. N.B. If the charthouse and steering are hit for a second time, throw a 2nd D6. If the score is a 5 or 6, the ship will surrender.