

PORTABLE NAVAL WARGAME – PRE-DREADNOUGHT

Ship Flotation Values (FV)

Ship Type	Ship's Flotation Points	Critical Point	Rules
Modern Pre-dreadnought	16 points	5 points	a) All hits are cumulative.
Older Pre-dreadnought	12 points	4 points	b) When a ship's Flotation Points (FP) are reduced to the Critical Point, the ship must break off from battle.
Ironclad/Coastal Defence Battleship	10 points	3 points	c) When a ship's Flotation Points reaches 0, it sinks.
Armoured Cruiser	10 points	3 points	
Protected Cruiser	8 points	3 points	
Light Cruiser	6 points	2 points	
Destroyer	4 points	1 point	
Torpedo Boat	3 points	1 point	

Turn Sequence

- Both sides fire their guns.
- Both sides fire their torpedoes.
(N.B. Firing guns and torpedoes is deemed to be simultaneous, and a ship that has been hit and sunk may fire its guns and/or torpedoes that turn – as it sinks – if a suitable target is in range.)
- Both sides throw a D6 die. The side with the lowest score moves its ships first that turn.
- Once the first side has moved its ships, the other side moves theirs.
- Once both sides have had the opportunity to fire and move, the turn is complete and the next turn can commence.

Firing Guns

Ship Type	Gun Range	Number of D6 dice thrown	Rules
Modern Pre-dreadnought	8 hexes	8	a) No ship may fire its guns at more than one target each turn.
Older Pre-dreadnought	6 hexes	6	b) No ship may fire its guns at a target that is not in direct line-of-sight.
Ironclad/Coastal Defence Battleship	4 hexes	4	c) If the target ship is not ahead or astern of the firing ship (i.e. it is in a hex that <u>is not</u> wholly within a sixty degree arc either side of the hex ahead or astern of the firing ship), the firing ship may 'fire' with full effect. The number of D6 dice thrown is reduced by 1 for every hex the target ship is distant from the firing ship.
Armoured Cruiser	6 hexes	6	
Protected Cruiser	4 hexes	4	
Light Cruiser	4 hexes	4	
Destroyer	2 hexes	2	
Torpedo Boat	2 hexes	2	d) If the target ship is ahead or astern of the firing ship (i.e. it is in a hex that is wholly in a hex that is within a sixty degree arc either side of the hex ahead or astern of the firing ship), the firing ship may 'fire' with half effect (i.e. it only throws half the number of dice it may normally throw). The number of D6 dice thrown is reduced by 1 for every 2 hexes the target ship is distant from the firing ship.

e) Results –
 Dice score = 6 :Major 'hit': target ship loses 2 FP
 Dice score = 4 or 5: Minor 'hit': target ship loses 1 FP
 Dice score = 1, 2, or 3: Gunfire has been ineffective.

Firing Torpedoes

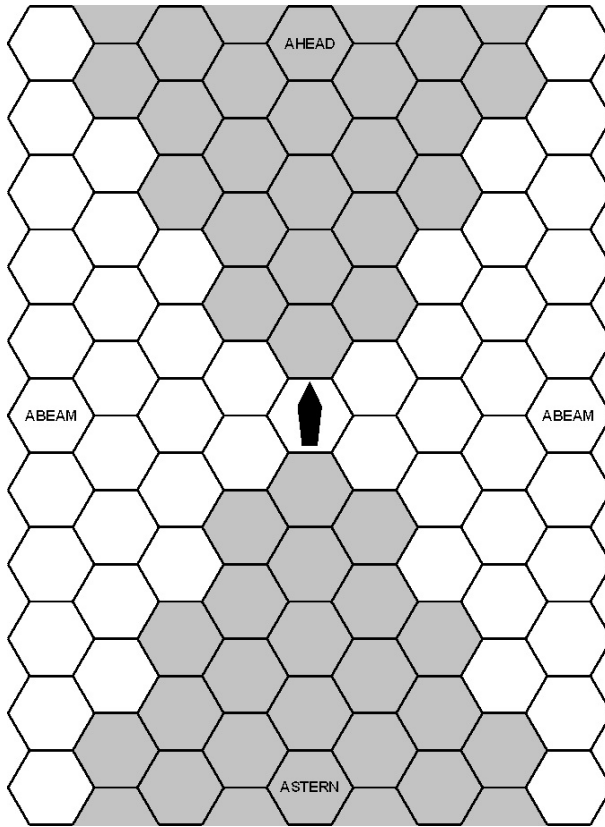
- Torpedoes have a range of 3 hexes and throw 3 D6 dice regardless of the number of hexes the target ship is distant from the firing ship.
- Only ships equipped to fire torpedoes may do so.
- No ship may fire more than 1 torpedo each turn and a maximum of 4 torpedoes during a battle.
- Ships larger than destroyers are only able to fire torpedoes directly ahead, astern, or abeam (i.e. at ninety degrees to the ship's side).
- Destroyers and torpedo boats with trainable torpedo tubes are allowed to fire at targets that are anywhere that is abeam of them (Only destroyers and torpedo boats with fixed bow tubes are also allowed to fire ahead).
- Results –
 Dice score = 6 :Major 'hit': target ship loses 2 FP
 Dice score = 4 or 5: Minor 'hit': target ship loses 1 FP
 Dice score = 1, 2, or 3: Torpedo has been ineffective.

Movement

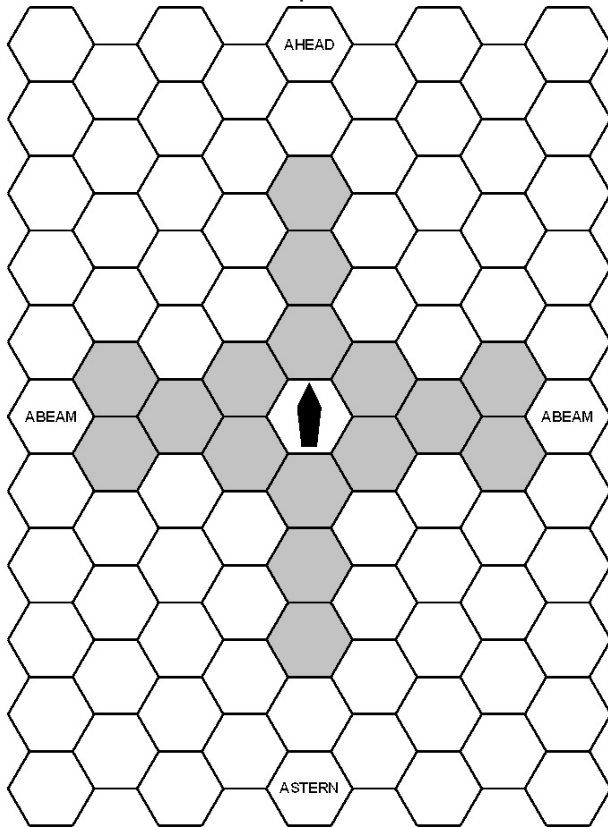
Ship Type	Movement	Rules
Modern Pre-dreadnought	2 hexes	a) Movement is measured in hexes.
Older Pre-dreadnought	2 hexes	b) Ships may turn sixty degrees after moving forward one hex, the turn 'costing' one hex of movement.
Ironclad/Coastal Defence Battleship	2 hexes	
Armoured Cruiser	3 hexes	
Protected Cruiser	3 hexes	
Light Cruiser	4 hexes	
Destroyer	5 hexes	
Torpedo Boat	5 hexes	

Arcs of Fire

Guns



Fixed torpedo tubes



Trainable torpedo tubes

