#### PORTABLE NAVAL WARGAME - PRE-DREADNOUGHT

### Ship Flotation Values (FV)

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Ship Type	Ship's Flotation Points	Critical Point
Modern Pre-dreadnought	16 points	5 points
Older Pre-dreadnought	12 points	4 points
Ironclad/Coastal Defence Battleship	10 points	3 points
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

### Rules

- a) All hits are cumulative.
- When a ship's Flotation Points (FP) are reduced to the Critical Point, the ship must break off from battle.
- c) When a ship's Flotation Points reaches 0, it sinks.

### **Turn Sequence**

- 1. Both sides fire their guns.
- 2. 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 <u>if</u> a suitable target is in range.)
- 3. Both sides throw a D6 die. The side with the lowest score moves its ships first that turn.
- 4. Once the first side has moved its ships, the other side moves theirs.
- 5. 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	I
Modern Pre-dreadnought	8 hexes	8	ŧ
Older Pre-dreadnought	6 hexes	6	
Ironclad/Coastal Defence Battleship	4 hexes	4	
Armoured Cruiser	6 hexes	6	(
Protected Cruiser	4 hexes	4	
Light Cruiser	4 hexes	4	
Destroyer	2 hexes	2	
Torpedo Boat	2 hexes	2	

### Rules

- a) No ship may fire its guns at more than one target each turn.
- No ship may fire its guns at a target that is not in direct line-ofsight.
- 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.
- 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**

- a) 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.
- b) Only ships equipped to fire torpedoes may do so.
- c) No ship may fire more than 1 torpedo each turn and a maximum of 4 torpedoes during a battle.

Rules

- d) 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).
- e) 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).
- f) 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

MOVEMENT					
	Ship Type	Movement			
	Modern Pre-dreadnought	2 hexes			
	Older Pre-dreadnought	2 hexes			
	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			

- a) Movement is measured in hexes.
  - ) Ships may turn sixty degrees after moving forward one hex, the turn 'costing' one hex of movement.



