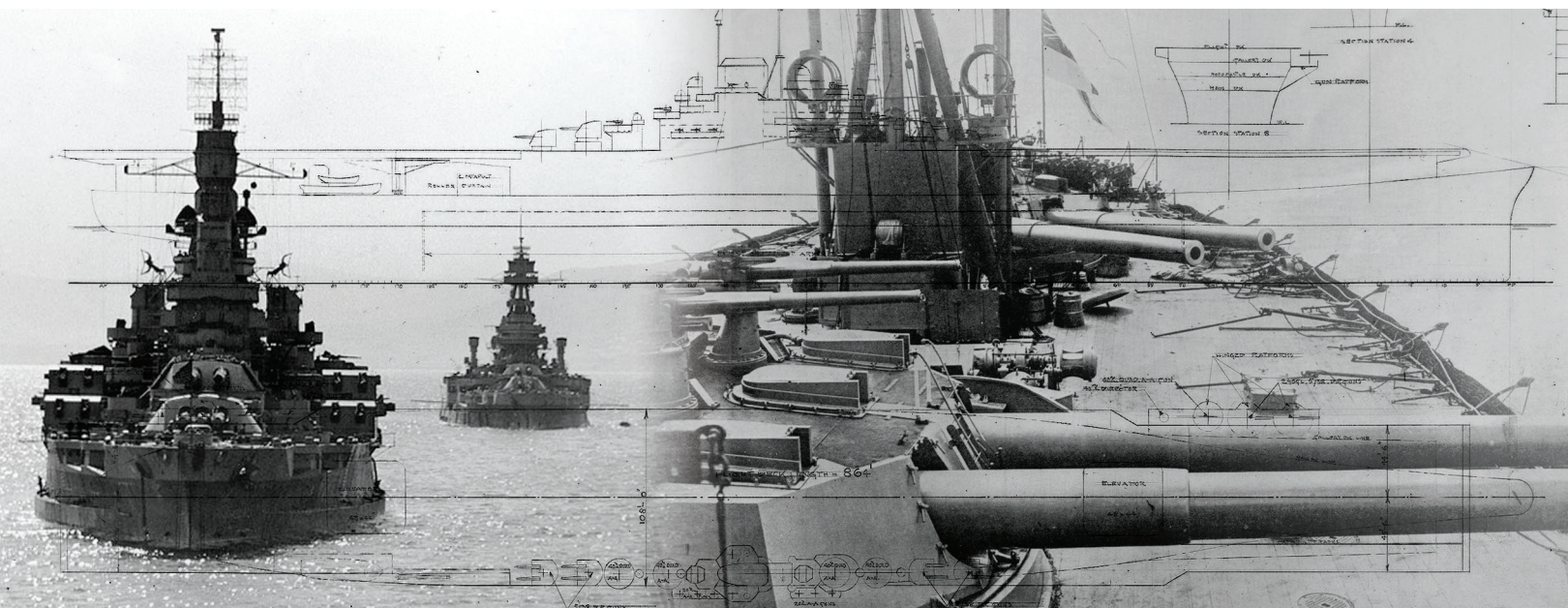


DREADNOUGHTS & BATTLEWAGONS

FOLIO STANDARD RULES



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1.0 INTRODUCTION

Each folio game represents an actual or hypothetical naval battle, as included in the separate Exclusive Rules. The map included with the game represents a body of water, and the pieces represent the actual units that participated in the naval battle. The Standard Rules are rules that generally fit all the naval folio games, and the Exclusive Rules are specific to each naval battle represented.

1.1 Map & Time Scale

Each hex on the map represents one nautical mile (2,025 yards or 1,852 meters) from side to opposite side. Each of the game turns represents 10 minutes.

2.0 COMPONENTS

2.1 Inventory

A complete game contains this Standard Rules set, an Exclusive Rules set, a 22x17 inch map, and one sheet of 98 die cut cardboard counters. Players must provide themselves with one or more six-sided dice to resolve various probabilistic events during play.

2.2 Map

A hex-grid has been superimposed across the playing area to regulate the action. Each hex has a four-digit identification number for purposes of recording game piece positions.

For purposes of spotting (6.2) and smoke interference (8.6), you trace a straight line connecting the center dots of the firing ship's and target ship's hexes.

- a) If any portion of that line is in (for example) a smoke hex, then that smoke affects the line of sight/line of fire.
- b) If the line is along a hexside of the smoke hex, then it does not affect the line of sight.

Exception: If the hexside separates two smoke hexes the line of fire is impacted.

2.3 Counter Types & Colors

There are two types of counters; ships and markers. Ship counters show a top-down view of each vessel with a colored stripe at the bottom; this stripe signifies the stern or back side of the ship for the purposes of orienting each ship's facing during play, and the color of each ship's stripe is indicative of that ship's nationality.

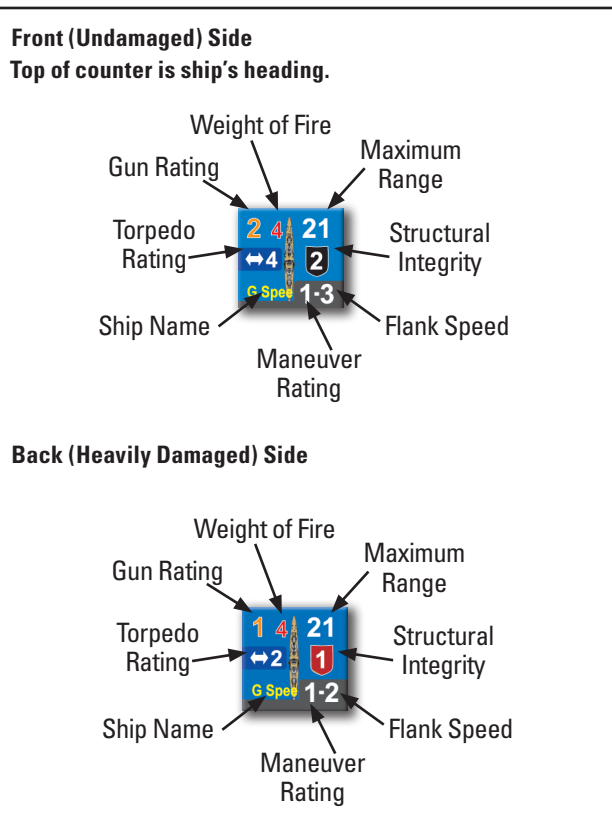
2.4 Ships

Each ship counter represents a single vessel that features a top-down view with a colored strip along the bottom edge (stern) of that ship. The opposite non-striped edge of a ship counter indicates the ship's bow and the direction it is moving (its course or heading); see 8.5.

2.5 Counting Range

Range is always counted in whole hexes.

- a) Count from the firing ship to the targeted ship. Do not count the hex in which the firing ship is located; do count the hex in which the targeted ship is located.
- b) The distance of connected hexes from (but not including) the firing ship's hex to (and including) the targeted ship's hex is the current range.
- c) The maximum firing distance of a ship's guns is expressed in hexes and



is printed on each ship counter itself as a white number on the upper right-hand corner of a ship game piece.

- d) There are four range brackets referred to throughout the rules:

Long (2.7)
 Effective (2.6)
 Close (2.8)
 Minimum (8.4)

- e) The printed range of some ships exceed the maximum spotting distance of eighteen hexes (6.3) but is necessary for purposes of counting effective range.

Important: When required to halve or quarter a ship's maximum range, round all fractions up to the nearest whole number.

2.6 Effective Range

Effective range is half of each ship's printed maximum range. Firing a ship at a distance that is within its effective range is neither hampered nor enhanced; it is the distance-spread that ships are most likely to engage a target.

2.7 Long Range

Firing at long range (beyond effective range) incurs a loss of accuracy. Roll one less firing throw die than would normally be allowed if firing within effective range.

2.8 Close Range

Close range is half of each ship's effective range (no more than one-fourth of a ship's maximum range).

- a) Firing a ship at a distance that is within its close range provides an

increase in accuracy. Roll one extra firing throw die than would normally be allowed if firing within effective range.

b) When firing at close range, a ship's printed weight of fire is increased by one.

2.9 Gun Rating

Gun rating is the number of dice thrown when the ship fires its guns. That number may be modified by range, speed and other considerations. Gun ratings decrease as vessels suffer damage from enemy fire.

2.10 Weight of Fire

Weight of fire is a quantification of the size and power of a ship's guns, based on a combination of their bore size, barrel length, and quantity of those guns. Weight of fire decreases due to range and as the firing vessels suffer damage.

2.11 Structural Integrity

Structural integrity is a quantification of the ability of a ship to sustain hits before sinking. Each hit suffered by a ship decreases its structural integrity by one point (6.11). Keep track of that by adding a hit marker to each ship whenever it is hit. There are "1" and "2" type hit markers to use for easy accounting.

2.12 Torpedo Rating

This is the basic number of dice thrown when the ship launches torpedoes (if it possesses any). The ability to fire torpedoes decreases as vessels suffer damage from enemy attacks (7.0).

2.13 Speed

Speed is expressed in terms of the number of hexes a ship can move in each Movement Phase.

a) When counting movement, do not count the hex in which the ship begins its move; do count the hex in which it ends its move.

b) Each ship is printed with its maximum speed. This is known as Flank Speed.

c) There are three speeds; Cruise, Standard, and Flank. See 8.0 for rules pertaining to damage and speed.

Important: In some scenarios, ships are printed with a reduced speed due to previous damage or existing ship conditions.

2.14 Maneuver Rating

This is a quantification of the ability of a ship to alter course (in-hex) to evade enemy attack, as well as its ability to suddenly increase speed rapidly. See 7.2, 8.2 & 8.5 for more details.

2.15 Heavily Damaged

Some ship counters are printed on both sides. The back of the counter represents its heavily damaged side. If a ship counter is not back printed, it does not have a heavily damaged side (6.0).

2.16 Heading

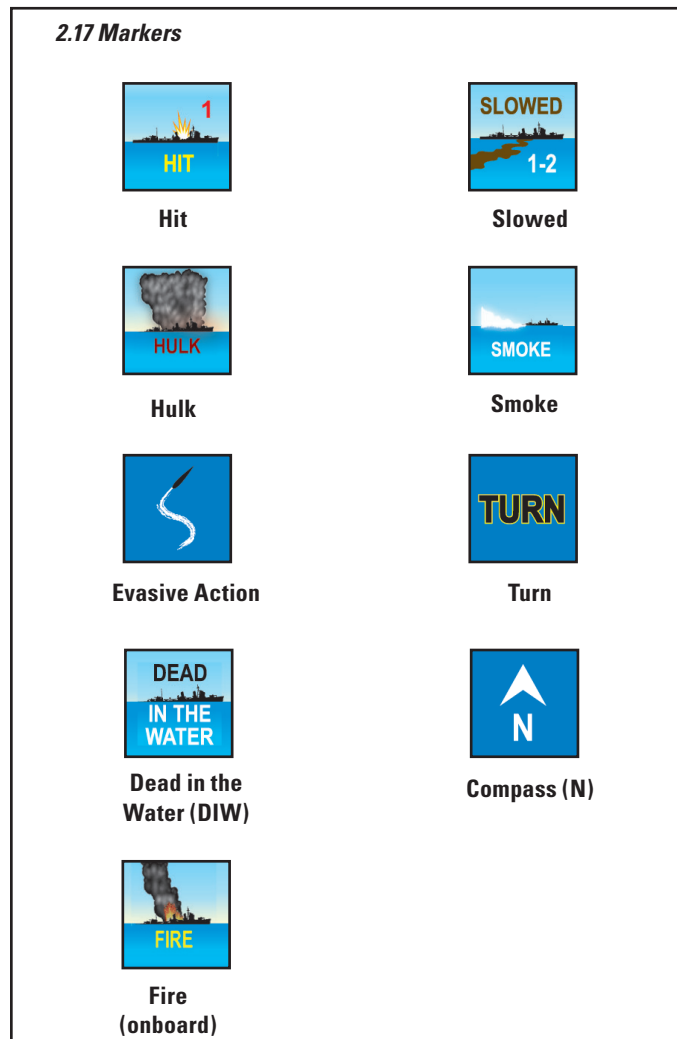
Ships travel in the direction their bow is pointing (that is the opposite side of the color stripe printed on that ship).

a) Given the nature of the hex-field printed on the map, that heading can be expressed as north, northeast, southeast, south, southwest, or northwest.

b) A ship must always be placed in a hex such that its bow always faces some hexside, never the point where two hexsides meet. If there is any

ambiguity about that, the opposing player makes the minimum adjustment necessary to clarify it.

c) When being moved, a ship moves across the hexside facing its bow. It may turn (i.e., alter heading) upon entering the next hex (in any direction). Heading can also affect gunnery (6.0 & 7.0).



2.17 Markers

The various markers are used as follows.

Hit Markers ("1" or "2"): Indicate a ship's current damage when placed beneath the ship counter on the map. They represent the accumulated hits from enemy attacks. The number printed on each hit marker indicates the reduction of that ship's structural integrity (SI) equal to that marker. See sections 6.0, 7.0 and 8.0 for more details.

Hulk Markers: A ship marked as a hulk is in the final process of sinking. It cannot move and/or conduct any type of gunnery/torpedo attacks (6.11, 6.12, 8.1 & 8.5).

Evasive Action Markers: A ship so marked indicates that it's maneuvering in-hex to try to better avoid enemy attacks (7.2 & 8.5).

Dead in the Water (DIW) Markers: Indicate a ship has lost all propulsion and may no longer move. A DIW ship may still fire; however, see the restrictions outlined in 6.9, 8.0, 8.1 & 8.5.

Fire (onboard) Markers: This is a potential further effect (beyond structural damage) of hits in combat (6.10).

Slowed Markers: This is a potential further effect (beyond structural damage) of hits in combat (6.9 & 8.1).

Smoke Markers: Smoke can be made by ships to try to obscure themselves from enemy gunners' vision (8.6 & 8.7).

Turn Marker: Is used to indicate current turn on the Turn Track printed on the exclusive rules.

Compass (N) Marker: Is used to indicate the compass orientation of the map for the scenario being played. Scenarios will indicate which hexside is north by listing a hexside number. Hexsides are numbered one through six (counting clockwise), with one being the hexside above the hex number.

3.0 SET UP

See the exclusive rules for each scenario's specific set up.

4.0 HOW TO WIN

Each game's exclusive rules indicate the victory conditions for its specific scenario.

5.0 SEQUENCE OF PLAY

Each turn consists of three separate and sequential phases. Only the activities specified for each phase may be conducted in a phase. All game turns have the same exact phase sequence as shown in the outline below.

5.1 Turn Sequence Outline

- I. Combat Phase
- II. Movement Phase
- III. Administrative Phase

5.2 Combat Phases

All ships of both sides conduct gunfire and torpedo attacks.

- a)** The attacks are all considered to take place simultaneously, so no hits take effect until the end of the Combat Phase.
- b)** Conduct each ship's fire in any order that the first player prefers. The first player is indicated by the exclusive rules for each scenario.
- c)** The first player is not required to predetermine the order that all the ships fire. He fires one ship at a time, in any order he desires.
- d)** In any case, each ship is always entitled to fire (unless it is damaged to such an extent that it cannot fire).

5.3 Movement Phases

All ships of both sides move. Movement is conducted one ship at a time, with each side alternating moving one ship in the order specified by the first player.

- a)** The movement of one ship must be completed before that of another is begun.
- b)** The first player does not predetermine the movement order of all ships, only one at a time, provided that each ship is given an opportunity to move (unless it is damaged to such an extent that it cannot move).

Optional: Prior to any movement, each player rolls one die, the first player adds one to his die roll. The player with the higher die roll moves one ship, then the other player may move one ship. After both players have moved,

repeat the process until all ships have moved. If one player has more ships than the other, those additional ships are moved after all opposing ships have moved.

5.4 Administrative Phases

During the Administrative Phase, roll to potentially remove smoke and fire markers.

- a)** Note all speed and other status changes to each ship in play and implement any relevant special rules in the exclusive rules.
- b)** Lastly, if more turns remain to be played in the current scenario, advance the turn marker to the next box on the Game Turn Record Track. If no turns remain, determine the victor.

6.0 GUNNERY

In general, gunnery occurs simultaneously during the Combat Phase (exception 8.4), always one ship at a time in the order specified by the first player.

Execution of each attack requires one or more dice throws, each using one or more dice. See Gun Firing Throw Modifications Chart at the end of the rules for die roll modifications to the firing throw.

Note: Firing more than one ship on the same target during a turn will result in a reduction of the number of dice rolled for the firing throw.

Firing Throw: The first throw in each attack (the firing throw) determines whether the firing ship has scored any hits on its predesignated target.

Damage Throw: The second throw (the damage throw) determines the effect of each hit on a stricken target ship.

In any one Combat Phase, a firing ship may not direct its fire against more than one target ship. Friendly ships may not fire on one another (there is no potential for friendly fire).

6.1 Procedure

A ship may fire its guns once in a single Combat Phase, but not in the same phase as it launches torpedoes. For each gunnery attack by each ship, conduct the following steps:

- a)** Determine the range to the target (counted via most-direct sea hexes).
- b)** Determine the number of dice to be used for the firing throw.
- c)** Determine the number of hits scored, if any.
- d)** Determine the nature and extent of the damage caused by the hit(s).

6.2 Spotting

The maximum distance that a ship may be spotted by another ship is 18 hexes, although intervening factors may block the ability of a ship to spot a target.

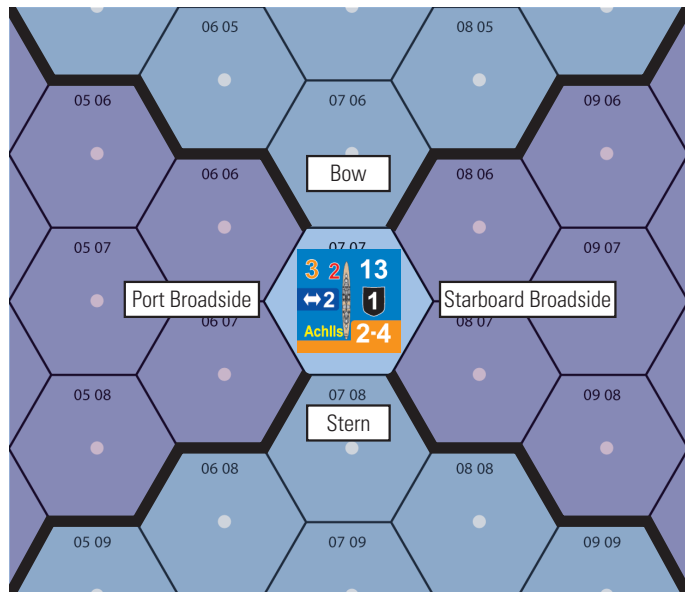
- a)** Smoke, fire, and/or hulk markers are all treated as smoke markers when determining modifiers to the number of dice used in the firing throw (8.6).
- b)** Non-targeted ships lying within a spotting range (even if on fire) do not block a ship from firing on a target unless that non-targeted ship is in the hex directly adjacent to the firing ship and between the firing ship and target ship.

6.3 Range Categories & Their Effects

If the target ship is within the unblocked spotting range of the firing ship, there are four possible range categories in which its fire may take place (long, effective, close and minimum range). Fire is more difficult at long range, but easier at close and minimum range. See 2.5 through 2.8

6.4 Facing (Heading)

A ship's facing affects its ability to target an enemy ship with its bow turrets, its stern turrets, or both (i.e., broadside firing). The illustration below shows which hexes are encompassed by each side of a firing ship's counter. Broadside firing receives a dice throw benefit.



a) A ship's bow and stern guns may not fire separately during the same combat phase, so their different encompassment doesn't permit the targeting of different ships.

b) Broadside firing receives a dice throw benefit of +2.

6.5 Firing Throws

The firing player rolls the number of dice equal to his firing ship's gun rating.

a) The number of dice is modified up or down by the applicable modifiers (Firing Throw Modifications Chart).

b) If the final number of dice to be thrown is determined to be zero or a negative number, no fire is possible from that ship against that target.

c) If the final number of dice to be thrown is one or more, all of them should be rolled simultaneously; each may potentially achieve a hit, a critical hit, or a miss.

6.6 Hits

A firing throw scores a possible hit on a result of "5" or "6." Tally the total number of hits scored in that way. Each hit result, no matter the exact number rolled, is just one hit and not five or six hits.

6.7 Damage Results

When a possible hit occurs, compare the firing ship's weight of fire rating to the targeted ship's structural integrity rating.

Important: While hits are marked showing structural damage, do not reduce the structural integrity value when determining hits until a ship has been heavily damaged. Ships without a heavily damaged side always

determine damage using their original SI rating, no matter the number of hits.

Example: The SI of the *Prince of Wales* is "5" and she has taken two SI hits. When determining hits, use the five rating until the ship is heavily damaged (flipped over). Once heavily damaged, each SI hit reduces her SI by one for firing purposes.

Subtract the SI of the targeted ship from the weight of fire of the firing ship.

a) If the result is "-2" or less, there is no affect.

b) If the result is "-1" roll 1d6. If the result is "6" the ship has been damaged and loses one point of SI.

c) If the result is "0 to 1," roll 1d6. If the result is a "5" the targeted ship suffers one point of SI damage. If the result is "6" roll on the Critical Hit Table but subtract two from the die roll. If that modified DR is less than "1" no critical hit takes place treat as a SI hit.

d) If the result is "2" or greater conduct as (c), but do not modify the DR for the Critical Hit Table.

6.8 Critical Hits

Critical hits do not normally affect a ship's structural integrity but cause other kinds of damage instead (see Critical Hit Table). If a critical hit is redundant (previous critical is in effect) the critical hit is converted to a structural hit.

6.9 Waterline Hit

This kind of critical hit affects a ship's speed.

a) The first waterline hit slows the ship to a speed of 2 (unless it was already at a speed of 1); mark its counter with a slowed marker which changes its speed to "2." If the ship already has a speed of "2" it is slowed to a speed of "1." The ship may no longer move faster than "1" or "2" per Movement Phase.

b) The second waterline hit stops the ship dead in the water; mark its counter on the map with a dead in the water marker. Dead in the water ships may not move for the rest of the game. The ship may still fire at targets within their gunnery encompassments (6.4). A third or subsequent waterline hit is not treated as a critical hit, instead it is treated as a hit to the structural integrity only.

Note: In some scenarios, ships may start the scenario with a maximum speed of less than two. In this case, the ship may still only move one, not two. It is still marked with a slowed marker.

6.10 On Board Fire

This kind of critical hit affects a ship's ability to attack. A ship marked with a fire marker may not attack (gunnery or torpedo).

a) Each fire marker stays with its burning ship as it moves. Multiple fire markers can be accumulated on a ship.

b) Roll one die during each Administrative Phase per each fire marker on a ship. Remove one fire marker for each roll of "1," "2," or "3" only.

6.11 Cumulative Damage

When a ship receives a number of SI hits greater than its SI rating, it is flipped over to its back (heavily damaged) side, or it is marked with a hulk marker if it was already heavily damaged. If the ship does not have a heavily

damaged side, it is sunk. It does not become a hulk. Hits in excess of the number required to initially flip a ship are not applied towards the number needed to make it a hulk. Each SI hit suffered by a heavily damaged ship decreases its SI rating by one point.

a) If at the end of the Combat Phase, a heavily damaged ship's structural integrity is exactly zero, the ship counter is removed from the map and it is replaced with a hulk marker.

b) When the quantity of hits against a heavily damaged ship lowers its structural integrity (the structural integrity number on the heavily damaged side) to less than zero, that ship counter is sunk and removed from the map.

Important: When determining cumulative damage, do not count the number of critical hits (they do not affect structural integrity).

Example: The *Prince of Wales* has a SI of "6" on the front. If its SI is reduced to less than zero, the counter is turned over to show its heavily damaged side. It now possesses a SI of "5." If that SI is reduced to exactly zero it becomes a hulk. If that SI is reduced to less than zero, the ship sinks.

6.12 Hulks & Sink Checks

At the beginning of each Administrative Phase, roll a die for each hulk marker.

a) On a roll of "1" or "2," it sinks; permanently remove it and any markers associated with it from the map.

b) On a roll of "3," "4," "5," or "6," it remains in place for at least another turn. While the hulk marker is in place, it acts like a smoke marker for spotting purposes.

7.0 TORPEDO ATTACKS

Torpedo attacks are conducted like gunnery attacks, with the exceptions and special considerations given below.

7.1 Firing & Target Ship Status

Neither the launching ship's nor the targeted ship's headings are a consideration when making torpedo attacks. A ship cannot launch torpedoes when taking evasive action (2.24).

Exception: Torpedo hits are never nullified by a target ship's structural integrity rating.

7.2 Torpedo Values

To determine the quantity of dice that will be thrown when conducting a torpedo attack:

a) Determine the launching ship's torpedo rating (instead of its gun rating).

b) The maximum range of all torpedo attacks is six hexes (in any direction relative to the ship's facing).

c) If the target is from four to six hexes away from the firing ship, subtract one die from the firing throw.

d) If a target ship is conducting evasive actions, subtract the target ship's maneuver rating from the number of hit dice rolled.

Important: In some scenarios the range of torpedoes is reduced.

7.3 Torpedo Firing Limit

A ship may not fire torpedoes and guns during the same Combat Phase (only one or the other, as preferred by the ship's owning player).

A ship may never conduct more than two torpedo attacks per game. After any ship has conducted a torpedo attack, it is marked with a Torps Fired marker. If that same ship conducts a second torpedo attack anytime thereafter, it is marked with a Torps Out! marker to indicate that it is out of torpedoes and cannot conduct any more torpedo attacks during that game.

Important: Torpedo firing is not affected by other ships firing on the same target, nor is gun fire affected by other ships firing torpedoes on the same target.

8.0 MOVEMENT

During the Movement Phase, each player must move all his ships currently under way. The movement of each ship is conducted by moving that ship from its current hex into contiguously adjacent hexes in the direction of its current facing (8.5). The distance a ship may travel is contingent on its current speed.

a) Hulks and ships that are dead in the water may not be moved.

b) A ship must move the number of hexes equal to its speed rating range, depending on the specific ship speed (cruise, standard, or flank) that the moving player assigned it to move (8.2).

8.1 Ship Speed

A ship's current speed is shown by secretly placing either a cruise or a flank marker under that ship (at the start of the Movement Phase), or (in the case of standard speed) placing no marker under that ship at all.

Note: To provide some fog of war, players may opt to place a spare 1/2 inch counter under a ship that is moving at standard speed.

a) Standard speed is the movement of a ship if it is moving faster than its cruise speed but slower than its flank speed.

Example: A ship has a flank (or maximum) speed of four. If the ship is moving at standard speed, it could move two or three hexes.

b) If a cruise marker is placed under a ship, that ship must move at a speed of exactly one (i.e., one hex per movement). Cruise speed allows a ship to fire more accurately while still moving. When ships are heavily damaged, they cannot receive the gun firing throw modification for cruise speed.

c) If a flank marker is placed under a ship, that ship must move at its maximum speed rating. Flank speed is the maximum speed at which a ship may move across the map.

d) When a ship is slowed, which may occur in both damage states, it is traveling at only one or two hexes per Movement Phase.

e) A ship may only voluntarily increase or decrease speed by one level per turn.

Example: A ship at cruise speed on turn 4 may increase to standard speed on turn 5, but not to flank speed.

Exception: This is not applicable when a ship becomes a hulk or dead in the water because of enemy attacks. In that case, a ship must stop immediately, regardless of the speed it was moving before that.

f) Hulk and dead in the water vessels only have a speed of zero and may never move. They may not change their heading.

g) A ship may not increase its speed beyond its printed flank speed rating, unless a special scenario rule specifically permits it.

8.2 Heading

A ship must be placed in a hex such that its front (bow) faces a hexside (never the point where two hexsides meet).

- a) When underway, a ship must move across the hexside that its bow is currently facing.
- b) After entering a hex, the owning player may rotate the ship one hexside from its current heading. If the ship has a maneuver rating of two or more, it may rotate two hexsides. A ship may turn in each hex entered, not in its starting hex for that turn.
- c) A ship may not rotate in the hex it starts the turn in (unless it is moving at cruise speed), nor in the last hex it enters.

8.3 Other Ships

A moving ship may generally move freely near or in the same hex as other vessels, enemy or friendly, although any ship that enters another ship's hex causes that entering ship's movement to be immediately reduced to zero for the remainder of that Movement Phase. Any other ship(s) already in that same hex are not affected.

Important: There are no stacking restrictions, any number of ships may be in one hex unless restricted by scenario instructions.

8.4 Reaction Fire (optional)

Whenever a ship moves within two hexes (minimum range) of an enemy ship that can fire its weapons, the enemy ship may immediately conduct one additional gunnery (but not torpedo) attack on that moving ship. This additional gunnery attack does not detract from a ship's normal gunnery opportunity during the combat phase. Immediately resolve and apply any hits and/or critical hits.

***Note:** Reaction fire is permitted once from each ship that can fire within that minimum range, and against every enemy ship that enters that firing ship's minimum range. This is an exception to the normal rule that disallows more than one enemy ship to be targeted during a phase (as this is happening during the enemy movement phase).*

8.5 Evasive Action

At the beginning of any Movement Phase, you may choose to place an evasive action marker on any of your moving ships that are not already heavily damaged, a hulk, or marked dead in the water.

- a) No more than one evasive action marker may be on any given ship at any one time.
- b) The speed of a moving ship is irrelevant to conducting evasive action. However any ship taking evasive action moves one less hex than its current speed would allow (minimum of one hex).
- c) An evasive action marker affects the accuracy of incoming enemy gunfire and torpedoes against that ship, as well as the outgoing gunnery attacks from that ship.
- d) Torpedoes cannot be fired if the firing ship is taking evasive action.
- e) An evasive action marker may be removed at the beginning of any ship's movement; that ship then returns to normal immediately in terms of incoming gunfire and torpedoes, as well as outgoing gunnery.

8.6 Making Smoke

All moving ships can make smoke.

- a) Beginning with the first hex entered during any ship's movement, the owning player may (but is never required to) place one smoke marker in each hex exited by that ship.
- b) All ships, friendly or enemy, firing guns or torpedoes into, out of, and/or through a smoke marker's hex as defined by 6.2, suffers a "-1" modifier to the number of firing throw dice for each such hex between the firing ship and the targeted ship.

8.7 Removing Smoke

During each Administrative Phase, the first player must roll one die per smoke marker anywhere on the map, regardless of which ship created that smoke; on a die roll of "1," "2," or "3," that smoke marker is removed from the map immediately. Any other roll has no effect.

8.8 Entering or Exiting the Map

Ships that enter the map count the first hex entered as their first hex of movement, unless several ships entering on the same turn are entering at the same hex.

- a) Each successive ship that enters the map via the same hex is assumed to have moved from a position one hex further out than the previous ship. Ships can only exit the map when permitted by the exclusive rules.
- b) Notwithstanding that allowance, a ship that exits the map, voluntarily or involuntarily, is eliminated immediately and permanently.
- c) When permitted to exit the map, a ship must be at a speed which allows the ship to move into one additional hex (i.e., one hex beyond the edge of the map).

Important: Do not count half hexes (they are off map).

CRITICAL HIT TABLE

Die Roll	Type of Hit	Result
1	Steering Jammed	Roll 1d6 and halve the result (round down). Result is number of turns that ship cannot turn or conduct evasive maneuver.
2	On Board Equipment Damaged	Ship systems are damaged. Remove any evasive action markers on the ship. Ship may not make smoke or conduct evasive actions for the remainder of this turn. If the target is equipped with torpedoes, mark it with a Torps Out marker for the remainder of the game.
3	Waterline Hit	Ship is slowed. Mark the ship with a slowed marker. Ship's movement is immediately reduced to "2" and maneuverability of "1."
4	Onboard Fire	Fire breaks out on the ship. Mark the ship with a fire marker. The ship cannot attack (gunnery or torpedoes) until the fire is put out. Treat the hex in which the ship is located as a smoke hex.
5	Dead in the Water	Ship suffers severe damage. The ship is immediately marked with a dead in the water marker, it may not move from that hex (it cannot maneuver within that hex). The ship is still eligible to launch attacks. On the next game turn, the owning player rolls 1d6. On a result of one or two, the ship has been repaired. Remove the DIW marker and start the ship with a speed of one that turn.
6	Catastrophic Damage	Ship suffers catastrophic damage. Mark the ship with a hulk marker. It may not move or attack for the remainder of the game. The hex the ship is in is treated as a smoke hex.

GUN FIRING THROW MODIFICATIONS

of dice added or subtracted to the firing ship's gunnery or torpedo rating.

Range

-1	Target is at long range (greater than one-half of the printed maximum range).
+1	Target is at close range (one-fourth of printed maximum range)

Speed

+1	Target is dead in the water (stopped).
-1	Firing ship is slowed or dead in the water due to damage.
-1	Firing ship is at flank speed.
+1	Firing ship is at cruise speed.

Other

+2	Target ship is in broadside area of firing ship.
- # ¹	Target is conducting evasive action.
-1	Firing ship is conducting evasive action.
-1	Per smoke marker hexes between firing ship and target ship.
-1	If the target has already been fired at by guns this turn.

TORPEDOES

of dice added or subtracted to the firing ship's torpedo rating.

-1	Torpedo fires at a range of 4 to 6 ² .
-1	Per smoke marker hex between firing ship and target ship.
-1	If firing ship is dead in the water.
- # ¹	Target is conducting evasive action.
+1	Target is dead in the water (stopped).

Notes:

¹ Number is maneuver rating of target ship.

² In scenarios taking place in WWI, torpedo range is reduced to 4 with the modifier in effect at a range of 3 or 4.

Other Die Roll Checks

Remove fire marker on a die roll of 1 to 3.

Hulk Sinks on a die roll of 1 or 2.

Remove smoke marker on a die roll of 1 to 3.

Modifiers to Weight of Fire: +1 Target is at close range (one-fourth of printed maximum range).