

When Dreadnoughts Ruled the Seas

WW1 Quick Reference Sheet

Sequence of Play

1. Roll for Initiative
2. Side A make 1/2 of move
3. Side B make full move
4. Side A make second 1/2 of move
5. Move Mist (if present)
6. Side B fire
7. Side A fire
8. Torpedo Attacks
9. Damage Control

1. Initiative

Roll 1d12 per side. Each ship not part of a line (within 2") counts as -1 penalty to the initiative roll, except DD. Highest result chooses to be Side A or Side B.

2-4. Movement

Ships move 1/2" per knot and must maintain 1" space to avoid collisions. No speed changes mid-movement. Destroyer squadrons can make smoke.

5. Mist & Fog

Move mist or fog if present. See page 3 for the chart.

Hit Table

GUN	>10"	>20"	>30"	>40"	>50"	>60"	>70"
Primary Guns	7+	8+	9+	10+	11+	12	12* British 15" only
British Short Range 12" Guns	7+	8+	9+	11+	12	-	-
CA Guns	7+	8+	9+	11+	12	-	-
Secondary Guns	9+	10+	11+	-	-	-	-

6-7. Firing

Declare all firing targets before any rolls are made. Measure range model to model. Ships cannot fire through or over other capital ships. Bow and aft main turrets fire 270-degrees. Secondary guns fire 180-degrees from each side. Roll 1d12 per gun firing on the Hit Table.

- 1 Main guns (non-secondary) targeting CL or DD
- 1 Multiple ships firing at the same target with main guns (secondary guns do not impact this modifier)

Damage Results

Secondary guns do not roll and will automatically do 1 Hull hit to CA, CL or DD targets. Larger ships ignore secondary gunfire results. All other gun classes roll 1d12 on the Damage Table for each hit.

- +2 All 15" guns
- +1 All 13.5" - 14" guns
- 1 German Old 11" guns
- 2 CA guns (only -1 vs. CA/CL/DD targets)
- 3 Small CA guns (only -2 vs. CA/CL/DD targets)

ROLL	EFFECT
1 or less	No effect.
2-8	1 Hull hit
9	1 Hull hit + 1 Secondary Gun Hit
10	2 Hull hits + 1 Deck Critical
11	2 Hull hits + 1 Turret Critical* <i>*Must be within 40" for Critical</i>
12	2 Hull hits + 1 Belt Critical* <i>*Must be within 30" for Critical</i>
13+	3 Hull hits + 1 Turret Critical* <i>*Must be within 40" for Critical</i>

Critical Hits

Roll 1d12 for each critical hit if firing within the appropriate range noted in the Damage Table. Secondary guns cannot score Critical Hits.

ROLL	DECK	TURRET	BELT
1	Fire Control -1 to hit when firing	Turret A out of action	Steering Hit! Move straight until repaired
2	Engine Room -6 knots	Turret B out of action	Turn right until repaired
3	Boiler Room -6 knots	Turret C out of action	Turn left until repaired
4	Funnel hit -4 knots	Turret D out of action	Waterline hit -6 knots
5 - 6	Funnel hit -4 knots	Turret E or F out of action	Engine Room -6 knots
7	Explosion! 2 Hull hits	Lose random Turret	Hull hit
8	Explosion! 2 Hull hits	Lose 1 Secondary	Explosion! 2 Hull hits
9	Lose 1 Secondary	Lose 1 Secondary	Fire! 1 Hull hit until fixed
10 - 11	Fire! 1 Hull hit until fixed	Sunk unless Magazine fire control	Sunk unless Magazine fire control
12	Magazine hit Sunk	Magazine hit Sunk	Magazine hit Sunk

8. Torpedo Attacks

All torpedo attacks are announced and resolved simultaneously. They have a 360-degree arc. If not targeting the closest enemy ship, you must have at least a 2" wide gap to target another ship. Measure the range from ship model to ship model and roll 1d12.

- +2 Target moving 10 knots or slower
- +1 Within 45 degrees of broadside to target

RANGE	>10"	>20"
d12 roll	10+	11+

Torpedo Damage

ROLL	Target is a Ship	Target is a DD Sqn.
1	1 Hull hit	Miss
2 - 4	2 Hull hits	1 Hull hit
5	3 Hull hits	2 Hull hits
6	4 Hull hits	2 Hull hits
7 - 8	4 Hull hits & Flooding -4 knots	2 Hull hits
9 - 10	6 Hull hits & Flooding -6 knots	2 Hull hits
11	8 Hull hits & Flooding -8 knots	2 Hull hits
12	Sunk	2 Hull hits

9. Damage Control

Cross off hull boxes or gun mounts as they are hit. Gray hull boxes indicate a permanent speed penalty, reducing a ship's maximum speed. A ship is sunk when all hull boxes are crossed off. Each ship can attempt to repair two different items per turn by rolling 1d12 and scoring a 1-3. Repairable items include fires or steering.

Remove any lingering destroyer smoke to end the turn.

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BATTLE BOX STUDIOS

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