

**The Maidstone Wargames Society**  
**'Typed up in a lunch hour WWI Naval Rules'**

**Movement**

1 inch per knot.

1 45° turn every five inches of movement.

**Firing**

Ranges :-

Gun	Short	Medium	Long
mg	4	8	16
3pdr	15	30	60
6pdr	18	36	72
12pdr	24	48	96

Modifiers :-

Short range	+4
Long range	-4
Automatic weapon	+2
6pdr	-1
12pdr	-2
Smoke interference	-2
Target length under 50'	-1
Target speed 8" or more	-2

A modified role of 12 on a D20 is required to hit.

A natural 20 always hits.

A natural 1 causes the gun to jam. To un-jam, role a 6 on a D6.

**Hit Locations**

- 1 - 60 Hull hit only
- 61 - 71 Crew hit
- 72 - 83 Gun hit
- 84 - 87 Engine hit
- 88 - 90 Rudder hit
- 91 - 94 Helm hit
- 95 - 98 Fuel hit
- 99 - 100 Magazine hit

All hits cause hull damage.

## Effects of hits

### Hull hits :-

Gun	Die roll					
	1	2	3	4	5	6
mg	0	1	1	1	1	2
3pdr	3	5	7	9	12	15
6pdr	4	8	12	16	20	25
12pdr	8	18	30	42	55	70

The result is the number of hull points destroyed.

### Crew hits :-

Crew hits strike a random crewman ( dice for which ).

Gun	No effect	Wounded	Killed
mg	1 - 3	4	5 - 6
3pdr	n/a	1 - 2	3 - 6
6pdr	n/a	1	2 - 6
12pdr	n/a	n/a	1 - 6

Two wounds on the same crewman kill.

### Gun hits :-

Gun	No effect	Destroyed
mg	1 - 5	6
3pdr	1 - 3	4 - 6
6pdr	1	2 - 6
12pdr	n/a	1 - 6

### Engine hits :-

Gun	No effect	Damaged	Destroyed
mg	1 - 5	6	n/a
3pdr	1 - 3	4 - 5	6
6pdr	1 - 2	3 - 4	5 - 6
12pdr	1	2 - 3	4 - 6

Damaged engines take D6 turns to repair.

Rudder hits :-

Gun	No effect	Destroyed
mg	1 - 5	6
3pdr	1 - 3	4 - 6
6pdr	1	2 - 6
12pdr	n/a	1 - 6

Helm hits :-

Gun	No effect	Damaged
mg	1 - 5	6
3pdr	1 - 3	4 - 6
6pdr	1	2 - 6
12pdr	n/a	1 - 6

If damaged :-

- 1 - 2 Turn left at maximum speed
- 3 - 4 Travel straight at maximum speed
- 5 - 6 Turn right at maximum speed

Fuel Hits :-

Gun	N/E	Petrol		N/E	Coal	
		Fire	Explosion		Fire	Explosion
mg	1 - 3	4 - 5	6	1 - 5	6	n/a
3pdr	1 - 2	3	4 - 6	1 - 3	4 - 5	6
6pdr	1	2	3 - 6	1 - 2	3 - 5	6
12pdr	n/a	1	2 - 6	1	2 - 5	6

Explosions cause 2 D20 hull points of damage for ships user 100 tins and 3 D20 hull points of damage on larger ships.

All movement ceases after an explosion.

Magazine hits :-

Gun	No effect	Explosion
mg	1 - 5	6
3pdr	1 - 3	4 - 6
6pdr	1	2 - 6
12pdr	n/a	1 - 6

A magazine explosion destroys the ship.

Fires :-

To put out a fire :-

On a wooden ship, 10 on a D10.

On a metal ship, 9 or 10 on a D10.

Fire causes damage as below :-

Turn	Points of damage
1	2
2	D4
3	D6
4	D8
5	D10
6	D12
7	D20
8	D100
9	Ship sinks