

WHEN DREADNOUGHTS RULED THE SEAS

RJW 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

Initiative

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

Moving

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

Mist

Prevailing wind direction is established before the game.

ROLL	EFFECT
1 – 2	No mist movement.
3 – 5	Mist shifts 3" with prevailing wind
6 – 8	Mist shifts 6" with prevailing wind
9 – 10	Shift 3" 45 degrees left of wind direction
11+	Shift 3" 45 degrees right of wind direction

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.

- 1 Targeting Destroyers over 30" range
- 1 Bow and aft turrets firing at different targets

GUN	<10"	<20"	<30"	<40"	<50"
Class A	7+ AA	9+ AA	10+ AA	11+ B	12 B
Class B	7+ AA	9+ AA	10" AA	11+ B	
Class C	7+ AA	9+ A	10+ B	11+ D	
Class D	7+ A	9+ C	10+ D	11+ E	
Class E	7+ C	9+ D	10+ F	11+ G	
Class F	7+ D	9+ E	10+ G		
Class G	7+ F	9+ G			

Damage

Roll 1d12 per successful hit.

- +1 Class A guns
- 1 Class C guns
- 2 Class D/E guns
- 3 Class F/G guns

ROLL	EFFECT
1 or less	No effect.
2-7	1 Hull hit
8	1 Hull hit + 1 Deck Critical*
9	1 Hull hit + 1 Turret Critical*
10	1 Hull hit + 1 Belt Critical*
11	2 Hull hits + Secondary gun lost
12	2 Hull hits + 1 Turret Critical*
13	2 Hull hits + Fire

Critical Hits

Firing gun must be able to match or exceed the armor rating of the target's hit location to roll for critical damage. Otherwise, ignore the critical effect. Refer to Firing Table for armor penetration requirements at the given range. If armor is matched or exceeded, roll 1d12 against the hit location described in the Damage Table.

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 A out of action	Steering Hit! Turn right until repaired
3	Boiler Room -6 knots	Turret B out of action	Steering Hit! Turn left until repaired
4	Funnel hit -4 knots	Turret B out of action	Waterline hit -6 knots
5	Funnel hit -4 knots	Turret A or B out of action	Waterline hit -6 knots
6	Lose 2 Torpedoes	Lose 1 Secondary	Engine Room -4 knots
7	Hull hit	Lose 1 Secondary	Waterline hit -2 knots
8	Explosion! 2 Hull hits	Lose 1 Secondary	Hull hit
9	Lose 1 Secondary	Lose 1 Secondary	Explosion! 2 Hull hits
10	Fire! 1 Hull hit until fixed	Fire! 1 Hull hit until fixed	Fire! 1 Hull hit until fixed
11	Fire! 1 Hull hit until fixed	Fire! 1 Hull hit until fixed	Fire! 1 Hull hit until fixed
12	Magazine hit 1-6 = 6 Hull 7+ = Sunk	1 Turret out of action and 7+ = Sunk	Magazine hit 1-6 = 6 Hull 7+ = Sunk

Torpedo Attacks

Torpedoes have a 90-degree firing arc measured from the center of the model. Destroyer squadrons can fire 360-degrees. Roll 1d12 per torpedo attack attempt.

- +1 Target within 45-degrees of broadside
- 1 Target moving 10+ knots
- 2 Target moving 20+ knots

RANGE	<10"	<20"
d12 roll	11 - 12	12

Torpedo Damage

Roll 1d12 per successful hit.

ROLL	TARGET B/M/ACR/C	TARGET CS/D/Trans.
1	Dud!	Dud!
2	1 Hull hit	1 Hull hit
3	2 Hull hits	1 Hull hit
4	2 Hull hits	2 Hull hits
5	2 Hull hits	2 Hull hits
6	3 Hull hits	2 Hull hits
7	4 Hull hits & Flooding -4 knots	3 Hull hits
8	4 Hull hits & Flooding -4 knots	3 Hull hits
9	4 Hull hits & Flooding -6 knots	4 Hull hits
10	4 Hull hits & Flooding -6 knots	4 Hull hits
11	4 Hull hits & Flooding -8 knots	Sunk
12	Sunk	Sunk

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.

by Brian DeWitt © 2010, 2025

BATTLE BOX STUDIOS