



PLAYING EQUIPMENT

The following equipment is required to fight battles with these rules:

- A playing surface marked in squares.
- A pack of standard playing cards (Used to determine order on move).
- A pack of small playing cards (Used to determine Damage and Damage Control).
- Several D6s.
- Model ironclad warships (each model to be no longer than length of the side of one of the squares on the playing surface).
- A Ship's Record Sheet for each ship.
- A Flotation Point marker for each Ship's Record Sheet.

SET-UP

Place the opposing squadrons of three ships on opposite sides of the playing surface, heading towards each other. Only one ship may occupy each square. The ships are placed in the outside rank of squares.

SEQUENCE OF PLAY

- 1 The pack of small playing cards is shuffled by the Umpire, and placed face down where everyone can see them.
- 2 The pack of standard playing cards is shuffled by the Umpire, who then deals one of the cards face up to each ship.
- 3 The ship with the lowest playing card is activated first.¹ When that ship has completed all the actions it can take, the ship with the next lowest playing card is activated. This continues until every ship has been activated.
- 4 When activated a ship:
 - a) Draws a Damage Control Card for the most serious Damage Card currently in force, if any.
 - c) Moves as required by Damage Cards, or as under **Movement**.
 - d) Fires, and place Damage Cards on any target hit.
- 4 When all ships have been activated, all the discarded playing cards are collected in and shuffled.
- 5 The sequence of play is repeated until one or other side's ships are all sunk or off the board.

MOVEMENT

- 1 Ships move on squares:
 - One or two squares orthogonally.
 - One square diagonally.
 - Ships may turn 8 points (90 degrees) at the end of their move.
 - See **Firing** for movement of damaged ships.
- 2 Ships may not stop unless they are damaged.
- 3 Ships may not go astern.
- 4 See **Ramming** for any ship ending its movement in a square that is already occupied by ship.
- 5 Both squadrons have to move to the far edge of the playing surface, through the enemy line (if possible), turn round, and return to the ranks of squares they started in. Ships that leave the playing surface during this manoeuvre cannot return. Ships may turn to ram disabled enemy ships.

FIRING

- 1 Each ship fires after their own movement, at any target ship that is not more than 6 squares away counted orthogonally. A ship may not fire if it has suffered an unrepaired Conning Tower Hit (see below) or whilst it is **Ramming** another ship.

Note: Ships that are on fire have the range of their guns restricted to 4 squares counted orthogonally.
- 2 To see how many hits are made on a target ship, roll D6 for each gun able to bear. Each 6 will score a hit on the target ship.

Note: Guns that are 16" calibre or larger count as two guns for the purposes of firing.
- 3 The player controlling the target ship draws a Damage Card for each hit scored, and any Aces, Kings, Queens, Jacks, or 10s are placed face up on the Ship's Record Sheet. All damage caused has an immediate effect.
- 4 Damage Cards have the following effects:

Ace:	Conning Tower Hit – move one square straight ahead per turn, without firing.
King:	Engine Hit – move one square straight ahead and stop.
Queen:	Steering Hit – move one square straight ahead and turn 4 points (45°) to Port (red card) or Starboard (black

card). Continue turning until damage is repaired (See **Damage Control**).

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| Jack: | On Fire – move as usual: may blow up (See Damage Control). |
| 10 | Flotation Hit – lose one flotation point. |
| <u>Note:</u> | Once this damage has been recorded on the Ship's Record Sheet, the 10 is discarded. |

DAMAGE CONTROL

- 1 Ships with more than one Damage Card tackle damage in the following order: Conning Tower Hit, On Fire, Steering Hit, Engine Hit. Damage Control Cards are compared with the most serious Damage Card in force, not all of them.
- 2 Damage Control Cards have the following effects:
 - a) If the Damage Control Card is the same suit as most serious Damage Card currently in force, the Damage Card is removed.
 - b) Ineffective Damage Control Cards may cause further damage:

Conning Tower Hit (Ace):	
King	Engine hit.
Queen	Steering hit.
Steering Hit (Queen):	
King	Engine hit.
On Fire (Jack):	
Joker	Ship blows up!
Ace	Conning Tower hit.
King	Engine hit.
Queen	Steering hit.
Jack	Additional fire starts.
- 3 Keep current Damage Cards on the damaged Ship's Record Sheet until the damage is repaired.

SINKING

A ship sinks when its Flotation Points are reduced to 0.

RAMMING

- 1 A ship that ends its movement in a square already occupied by another may ram it, regardless of which squadron it belongs to.
- 2 If the ships belong to the same squadron and the card that activated the moving ship is a red card, the moving ship will ram the other ship. If the card is a black card, they will avoid each other.
- 3 If the ships belong to opposing squadrons, the moving ship will ram the other ship.
- 4 The ramming ship draws a Damage Card to determine what damage it has suffered:

Ace:	Conning Tower Hit <u>plus</u> loses five flotation points.
King:	Engine Hit <u>plus</u> loses five flotation points.
Queen:	Steering Hit <u>plus</u> loses five flotation points.
Jack:	Loses five flotation points.
9 or 10:	Loses five flotation points.
7 or 8:	Loses four flotation points.
5 or 6:	Loses three flotation points.
3 or 4:	Loses two flotation points.
2:	Loses one flotation point.

Note: Damage Cards that only cause loss of flotation points are discarded after the damage has been recorded.
- 5 The rammed ship draws a Damage Card to determine what damage it has suffered:

Ace:	Conning Tower Hit <u>plus</u> loses ten flotation points.
King:	Engine Hit <u>plus</u> loses ten flotation points.
Queen:	Steering Hit <u>plus</u> loses ten flotation points.
Jack:	Loses ten flotation points.
10 or lower:	Loses a flotation point for each number on the Damage Card.

Note: Damage Cards that only cause loss of flotation points are discarded after the damage has been recorded.

ⁱ An Ace counts as 1, and the order of card precedence is Ace, 2, 3, 4, 5, 6, 7, 8, 9, 10, Jack, Queen, and King. The order of suit precedence is Hearts, Clubs, Diamonds, and Spades. Therefore a 2 of Clubs will take precedence over a 2 of Diamonds, which will in turn take precedence over a 3 of Clubs.