

DANGEROUS DAYS

Rules for Airborne Battle Fleets

MOVEMENT TILES Movement and turning is done by using 3 inch octagons tiles. The number under the speed heading is the max number of octagon tiles the ship can move. The next heading is +/- which represents the ships ability to speed up or slow down. This is how many octagon tiles a ship can accelerate/decelerate by on any given turn. Pre-Dreadnought Battleships were very slow to change speed and this is denoted by the $\frac{1}{2}$ change of speed. This means Battleships must spend two(2) turns to accelerate/decelerate. To do that plot the first turn that the ship is changing speed and then plot the next turn that the ship is changing speed and in movement the ship will change speed. All ships but Destroyers may only make one(1) 45° turn per-movement. The turn cost is how many tiles the ship must move forward before it may change facing. By using the octagons when a ship turns it simply changes one facing left or right of the octagon. For ships that occupy two octagons the ship pivots on the forward octagon and the rear of the ship swings into a new octagon. Destroyers may make two(2) 45° turns or one(1) 90° turn per-movement. It cost nothing to make a 45° turn but to make a 90° turn the ship must move forward one(1) tile before turning.

TURN SEQUENCE Battlefleets maneuvered in formation, and for good reason. It is important to somehow penalize those fleets that do not follow this dogma. In wargames terms it is always easy to move your ships around like little racing cars, this is just not accurate. So to simulate the superior command and control of ships in a line astern formation at the beginning of the turn you right down a movement plot for the squadron and then execute those orders later in the same turn. To simulate local initiative the same is also true if any enemy warships are within 9" of your ships no matter what the formation. If however your ships are out of formation and not in close proximity to the enemy you have to write down your movement plot, but it doesn't take effect until next turn. Later this turn you either use the movement plot from the previous turn, or if there isn't one, keep moving at a straight line at same speed.

Once movement has been plotted launch torpedoes for this turn. No need to keep this secret as all ships plots have already been written down. Put small counters on the board to represent the firing point of the torpedoes. Important as the firing ship will probably have moved during the turn as well as the target.

Move all ships simultaneously according to plot. Check for collisions. Move torpedoes

Fire all guns simultaneously, any sequence you like. All ships ought to say what their targets are before the firing commences but up to you whether you bother with this.

Resolve any torpedo hits

HOW TO FIRE GUNS Basically each caliber of guns fires once (no matter how many guns in a battery), they then roll 3 dice to determine if they hit anything. Which dice are used are determined from the Weapons effect table. For Example a good quality British Queen Elizabeth class ship firing it's 8 X 15" guns would roll 2D8 + 1D10. The result of this roll is adjusted up and down dependant on the to hit modifiers, the range to the target, and the number of barrels firing. e.g. for number of barrels firing our 8 gun battery is 7 extra barrels divided by 2 rounded up, or +4 on the to hit dice.

Take this final adjusted figure and compare it with the to hit figure for the target ship off of the Ship characteristics table. Note that a battlecruiser needs a score of 17 or more to hit it, whilst a dreadnought needs only 15. This is to simulate that battlecruisers are much faster and more agile targets than pre dreadnoughts.

If the resultant score is sufficient to hit the target then determine the damage done.

WEAPONS EFFECT TABLE An important principle behind these rules is that destroyers would not try to attack dreadnoughts with their guns, nor would a dreadnought use it's primary weaponry on a destroyer. As such weapons are grouped into two primary groups. The small caliber guns can only attack destroyers and light / protected cruisers. The larger caliber can only attack armored cruisers and heavier. Please note the 7"-9" line duplicated is not a typo! Guns of about 8" caliber should be allowed to fire at both categories of target, though note that ranges and damages done are different.

DAMAGE Low - the lowest of the three to hit dice rolled is the number of points of damage inflicted. If any two dice were equal add them together and look up critical damage. If all three were the same count them all and look up critical damage
Medium - the middle of the three to hit dice rolled is the number of points of damage inflicted. If any two dice were equal add them together and look up critical damage. If all three were the same count them all and look up critical damage.
High - the highest of the three to hit dice rolled is the number of points of damage inflicted. If any two dice were equal add them together and look up critical damage. If all three were the same count them all and look up critical damage.

Note: As long as a hit has occurred any doubles or triples in the die roll are used to test for critical it does not have to be just the damage die doubled. If triples are rolled test for ship explosion. Count all damage boxes that have been lost and add that number to a d10. A 30 or better and the ship explodes.

Fire: For all ships: As long as a hit has occurred any eight(8) rolled allows for a fire test on a 1-3d8. If a fire is rolled mark off a hull box. Fires continue until put out.

During Orders Phase any ship may attempt to put fires out. For each fire roll a d10 +the damage reduction number for that ship. A 8 or better is needed to put out each fire. Mark a hull box off for each fire remaining. If fire is the last box that causes a damage box to be lost test for explosion as above.

Remember when determining the damage to then add on extra damage caused by multiple barrels, those that cause high +1 per barrel, others add +1/2 per barrel rounded up.

Once the total damage is calculated refer to the ship record card and deduct the damage reduction value, basically armor, from the damage. e.g. if 10 points of damage are inflicted on an otherwise undamaged Queen Elizabeth class super dreadnought reduce this damage by 4 to only 6. As ships are damaged their Dam Reduction value is reduced, this represents the failing armor and hull integrity of the target.

Mark off the number of points of damage on the ship record card(see example cards). Assuming the target was hit and it is at least an armored cruiser look at the critical hits table.

SHIP CHARACTERISTIC TABLE This table is intended as a general guideline to generic ship classes. Each ship should have it's own record card that reflects it's own personal characteristics.

"Ship Type" - fairly self explanatory. Protected cruiser and light cruiser are the same thing. Armored Cruiser is the same as heavy cruiser. Battleship means pre dreadnought battleship. Super dreadnoughts generally carried 15" guns

Speed - this is the number of octagon tiles a ship can move.

+/- Turn is the amount a ship can accelerate or decelerate by per turn. Pre dreadnoughts in particular could not change speed rapidly because of their coal fired boilers. Oil fired dreadnoughts had a significant advantage here. This should make relatively little difference in most games

Turn Cost - This is both the number of octagon tiles of movement it costs to make a turn of 45°, and the number of octagon tiles you must then travel in a straight line before making another turn.

To hit - This is the roll that has to be achieved on 3 dice to hit the target. Smaller faster targets are harder to hit than big slow ships. Of course the nippy little ships generally could not take a pounding when they did get caught. Speed is normally not an adequate counter to big guns and armor.

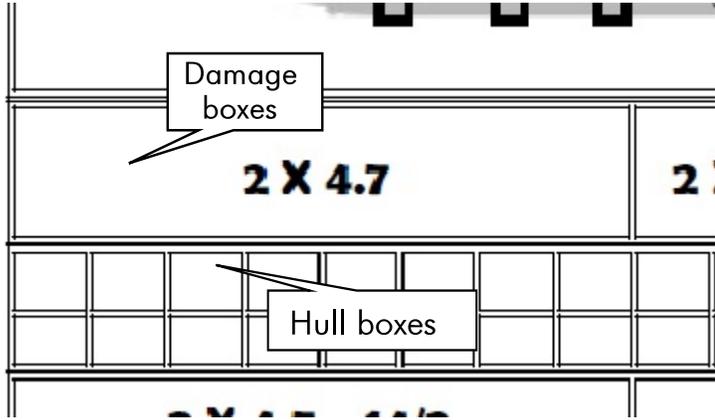
Damage Reduction is basically the armor value of the ship, this is the amount of damage discounted per battery hit. i.e. if two ships each fire their 8 gun batteries at a Queen Elizabeth super dreadnought, both ships roll one set of three dice, determine if they have hit her and calculate the damage. Each ship then reduces 4 from the total damage inflicted. Not 4 per gun, or 4 between the two attackers, basically 4 per battery of a single caliber that fired on her from a single attacker.

Damage Tracks - This is the number of boxes of damage the ship can take before it breaks up. Increased damage on this table will lower the ships armor value, lower the ships speed, and have a chance of damaging a turret or guns.

There are three(3) tracks, **Hull boxes** which represent the loss of basic integrity of the ship, **Damage boxes** which explains the effect of losses to the ships operations, **Speed boxes** which shows how losses effect to speed of the ship.

Fire angles - All batteries not in a turret have a 90° fire arc. If they are mounted in the bow the fire is straight to the front and either left or right 90°. If mounted on the side of the ship it is 45° to either side.

Turrets unless notes on the card have a 270° fire arc. If facing forward or rear it would be front/ rear and left and right. If on the side it would be the side facing and straight ahead or straight to the rear. Guns that are mask or other wise unable to bear in a target can not be counted for hit bouses or damage effect.



OTHER ISSUES AND NOTES

Altitude - there are five(5) levels, Very High, High, Medium, Low and Very Low.

Destroyers have a +1 to speed at high or very high.

Battleships move at -1 to speed at low and may not go to very low.

Only crews train for very high may be at that level for more than 2 turns

A ship may change one(1) level per turn. To ascend it cost BB and CA's $\frac{1}{2}$ move.

Ships may fire at other ships in a different altitude at a -2 to the hit number(These ships were not designed to do that). Ships on the most part will want to engage on the same level. Thus no ship once engaged may change it's level except to move to the level of opposing ship.

Bridge hits may cause a loss of altitude. On a 1-3 on a d8 the ship loses one level.

Weather - Weather is an important factor for airborne ships. High winds or blustery winds can be a real issue and thunderstorms can destroy a ship very quickly. Clouds how ever can be useful places to hide or to use for ambush. Cold weather can produce icing and quickly cause lift issues. Sandstorms have been known to wreck fan blades and eat holes in hulls.

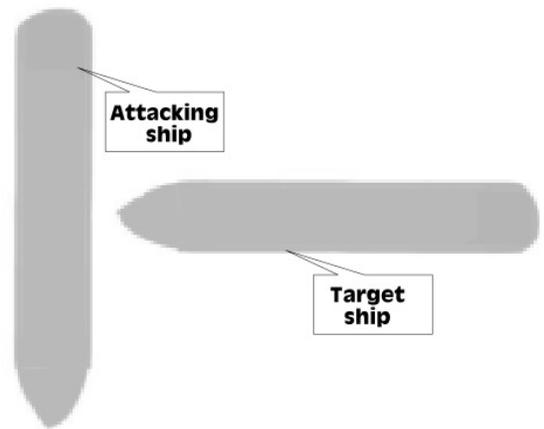
Ship Explosion - Ships can explode because of fire(see above), critical hits(see above) or taking enough hull hits that the ship has lost the basic integrity to hold together. Not all ships explode. When the last hull box is lost test for explosion. Roll a d10 plus all current fires and on 30 or better the ship explodes. Battleship's have a 6" area effect from the center of the ship. Cruiser's of all kinds have 4" blast. Destroyers have no effect.

OPTIONAL RULES

Crossing the T - When a ship is perpendicular to the bow or stern of a target ship it is called crossing the T.

Crossing the "T" enables the firing ship to fire down the fore and aft axis of target ships, where the armor is weakest. Therefore, reduce the hit number of the target ship by two(2) at medium or long range. If the hit number is 16 it now becomes 14.

A Targets "T" is crossed when a straight line laid along the axis of the target intercepts any part of the firing ships hull.



Weapons Effect Table							
Weapon	Short	Medium	Long	To Hit	Damage	Multi Weapons	
<4"	1-3	4-7	8-15	2d8+Nat	1	To Hit	Damage
<5.5"	1-3	4-7	8-15	2d8+Nat	Low	+ $\frac{1}{2}$ per barrel rounded up	+ $\frac{1}{2}$ per barrel rounded up
5.5"-<7"	1-5	6-10	11-18	2d8+Nat	Medium		+1 per barrel
7"-9"	1-6	7-12	13-20	2d8+Nat	High		+ $\frac{1}{2}$ per barrel rounded up
7"-9"	1-8	9-16	17-22	2d8+Nat	Low		+1 per barrel
>9"-<11"	1-12	13-24	25-32	2d8+Nat	Low	+1 per barrel	+1 per barrel
11"-12"	1-14	15-28	29-36	2d8+Nat	Medium		x2 vs. CL & DD
13.5"- 15"	1-16	17-32	33-40	2d8+Nat	High		
Torpedo spread		1-24			3d8		
<ul style="list-style-type: none"> ★ The top 4 weapon lines may only fire a DD & CL ships. The bottom lines may only fire at CA or better. ★ Torpedoes fired at CL or smaller require a hit die roll of 2d10+d6 but double the damage roll if hit. Torpedoes run two turns, first turn 10", second turn 14". They run in a straight line. They have a 2" spread. If any part of the 2" touches the target ship it is considered hit. ★ All guns on one ship of one caliber fire as one battery. ★ Nat is d10 for British and good quality ships of other nationalities otherwise Nat is d8 ★ <4" only causes one(1) hit no matter how many guns firing 							

Turn Sequence

- ★ Move orders for this turn for squadrons in "Line Astern"
- ★ Move orders for other squadrons with enemies within 9"
- ★ Move orders for NEXT turn for squadrons not in line astern and no enemies within 9"
- ★ Launch torpedoes
- ★ Move all ships
- ★ Move torpedoes
- ★ Fire guns simultaneously
- ★ Resolve Torpedoes

To Hit Modifiers

Director Down	-2
Director Hit	-1
Turret Hit	-1
Bridge Hit	-1
Firing ship turned this turn	-1
Target ship turned this turn	-1
More then one ship firing at the same target	-1
Not under fire this turn	+1
Target ship dead in water/Rudder hit	+2
Target ship with bridge hit	+1
Short Range -2 to die roll Long range +2 to die roll	

Critical Hits Table

Any capital ship rated A.C. or heavier receives a critical hit on any throw that includes "Doubles" or "Triples" (so long as it does also hit the target) Two hits destroy the location.

Double 8	Turret Hit	see hit modifiers
Double 7	Director Hit	see hit modifiers
Double 6	Bridge Hit	no speed changes and random movement(see rudder hit) for 1 turn
Double 5	Rudder Hit	1-3 ship move in straight line, 4-6 ship moves in circle
Double 1-4	Fire	for every fire burning at the end of the turn mark off a hull box
All Triples	That area is Destroyed	fire is tripled

As long as a hit has occurred any doubles in the die roll are used to test for critical For all ships: As long as a hit has occurred any 8 rolled allows for a fire test. 1-3d8

Ship Characteristics Table

Ship Type	Speed	+/-	Turn Cost	To hit	Damage Reduction	Damage Boxes
Destroyer	5	3	0/1	17	1	20
Protected Cruiser	4	2	0	16	1	30
Armored Cruiser	4	2	1	16	2	30
Battlecruiser	4	1	1	17	2	40+?
Battleship	3	½	2	15	3	50
Dreadnought	4	1	2	16	3	70
Super Dreadnought	3	1	2	16	4	80

German capital ships have a turning cost of 1

◆ 7" guns
□ 3" guns

Jean Bart <small>Paris Class Battleship</small>		Main Guns: 6 X 11" Secondary Guns: 10 X 7"	
Tertiary Guns: 14 X 3"		Speed: 3 Damage Reduction 3	
		Bridge	To Hit 15
		Director	+/- Speed ½
		Rudder	Turn Cost 2
3 X 3", 2 X 7"	2 X 3" Torpedo tube lost	2 X 3", 2 X 7" 1-3 d8 turret hit	
2 X 3", 2 X 7" 14/2 Torpedo tube lost		2 X 3" 13/1 1-3 d8 turret hit	
2		1	0