

Dreadnoughts Tactical Charts

3.0 Initiative

Initiative Modifiers

The following conditions modify the initiative roll.

Add as many as apply.

Condition: Modifier

Player held initiative last turn +1

Player sank enemy heavy ship last turn +1

Forces are German: +1.5

Forces are British: +1.4

Forces are American: +1.3

Forces are Japanese: +1.2

Forces are Austro-Hungarian: +0.5

Forces are Swedish: +0.4

Forces are Italian: +0.3

Forces are French: +0.2

Forces are Russian: +0.1

Forces are another nationality: +0.0

6.0 Gunnery Combat

Ranging Modifiers

Add all modifiers that apply.

Condition:

Ship's name written in italics: +1

Ship is German*: +1

Ship fired on target in previous turn: +1

Firing ship is British and fired

On target in previous turn#: +1

Target Obscured by smoke: Increase range 2 hexes

***German ships had superior optics**

#British ships had superior fire control

Dreadnoughts Tactical Charts

Gunnery Strength Modifiers

Condition:

Ship's name written in italics: +25%

Range

Target range is 0-1 hexes: +75%

Target range is 2 hexes: +50%

Target range is 3 hexes: +25%

Target range is 4 hexes: 0.0%

Target range is 5 hexes: -25%

Target range is 6 hexes: -50%

Target range is 7-8 hexes: -75%

Attacker's Situation

Attacker forced to make
a ranging roll this turn: -50%

Attacker not the first ship
to fire at target this turn*: -25%

Battle occurs at night: -75%

Firing through a smoke hex: -50%

Attacker is on fire: -25%

Attacker has suffered rudder damage: -25%

Attacker has suffered fire control damage: -25%

Attacker is not targeted by an enemy vessel: -25%

Defender's Situation

Defender is a Light Ship
targeted by primary guns: -50%

Target is dead in water: +100%

Target is towing or being towed: +50%

Target is on fire: +25%

Position

Attacker is "Crossing the T"@ +25%

Defender is in attacker's bow or stern arc: -50%

*This modifier is cumulative. Thus if attacker
is second ship to fire on the enemy vessel,
the modifier is (-)25%.

@The attacker is firing a broadside into the
defender's bow or stern arc

Dreadnoughts Tactical Charts

7.0 Torpedo Combat

Torpedo Strength Modifiers

Add all that apply

Conditions:

Range:

Target range is 0-1 hexes: +50%

Attacker's Situation

Attacker is a capital ship -25%

Torpedo is fired from hull mount: -25%

Battle occurs at night: -75%

Firing through smoke hex: -50%

Attacker is on fire: -25%

Attacker has suffered rudder damage: -50%

Attacker is engaged by a screening ship: -50%

Defender's Situation

Target is a light ship: -50%

Target is dead in the water: +100%

Target is towing or being towed: +100%

Target is an F-number transport: +50%

Target has reduced speed: +50%

Range

During the dreadnought era, lower-speed torpedoes had significantly greater range than higher-speed ones. However, the latter were considerably better for hitting faster, more maneuverable vessels. To simulate this, torpedoes fired at light ships (DD, TB, or CL class) may be fired at a range of one hex or less. Torpedoes fired at slower targets can be fired at a range of two hexes or less.

Dreadnoughts Tactical Charts

Calculating Fractions

Strength	-75%	-50%	-25%	+25%	+50%	+75%
1	0	1	1	1	2	2
2	1	1	2	3	3	4
3	1	2	2	4	5	5
4	1	2	3	5	6	7
5	1	3	4	6	8	9
6	2	3	5	8	9	11
7	2	4	5	9	11	12
8	2	4	6	10	12	14
9	2	5	7	11	14	16
10	3	5	8	13	15	18
11	3	6	9	14	17	19
12	3	6	9	15	18	21
13	3	7	10	16	20	23
14	4	7	11	19	21	25
15	4	8	11	19	23	26
16	4	8	12	20	24	28

Damage 8.0

Gunnery Damage Chart

Roll 2d6 and apply the appropriate effect to the target.

If the ship sustains multiple hits, add +1 (total) to each die roll

2-3	Dud- no damage inflicted
4	Roll one die;
	1-3: Tertiary Gun destroyed
	4-6: Torpedo Destroyed
5	Fire Control damaged
6	Secondary Gun damaged,
	May be repaired; Fire breaks out
7	Primary gun damaged; Fire
	breaks out.
8	Primary gun damaged; Hull Hit
9	Hull hit; fire breaks out
10	Hull hit; Ship suffers Flooding
11-12	Critical

Note: Keep track of the current numbers of fires and flooding

Dreadnoughts Tactical Charts

Torpedo Damage Chart

Roll 2d6 and apply the appropriate effect to the target.

If the ship sustains multiple hits, add +1 (total) to each

die roll.

2-4

Miss

5

Hull hit

6

Hull hit; Fire breaks out

7

Two Hull hits; Flooding

8

Three Hull hits; Fire breaks out

9

Four Hull hits; Flooding

10

Five Hull hits; Fire breaks out;

Dead in the Water

11-12

Sunk

Note: Keep track of the current numbers of fires and flooding

Multiple Hull Hits

If the defender loses 25% or more of her remaining Hull hits in that attack, roll a single die. On a "5"- "6," the target ship explodes. Add one to the roll if the ship is using unstable cordite (including Great Britain 1914-1916, Japan 1914-1918, Italy 1914-1917, Austria-Hungary 1914-1915, and Germany 1914-1915).

New Damage results

Fire breaks out: These results are cumulative.

Rudder damage: on each subsequent turn, the ship is required to continue turning until the damage is repaired.

Fire Control: If the main fire control is damaged, The ship is penalized in her subsequent gunnery fire. Her ranging rolls suffer a -1 penalty and her gunnery strength suffers a -25% penalty until repaired.

Dreadnoughts Tactical Charts

Critical Damage Table

Roll 2d6 and consult the table below to determine the Location of the hit.

Dice Roll Location

2-3	Helm
4	Rudder/Waterline
5-6	Hull
7	Primary Guns
8	Secondary Guns
9	Rudder/Waterline
10	Boiler Room
11-12	Magazine

8.4 New Critical Damage Results.

Helm: The ship may not turn until the helm is repaired. Additionally, she takes Fire Control damage.

Rudder/Waterline: If the shot came across the ship's Stern arc, she takes Rudder damage. If it came from any other direction, she suffers two Hull hits and Flooding.

Hull: The ship takes three Hull hits

Primary Guns: Half of the vessel's Primary guns (rounds any fraction up) are destroyed.

Secondary Guns: Half of the ship's Secondary Guns (round any fractions up) are destroyed.

Boiler Room: The ship suffers only one Hull hit, but She is dead in the Water.

Magazine: The ship explodes and is destroyed.

9.0 Damage Control

Roll two dice* and apply the appropriate effect to the

Ship in question
Dice Roll Effect

2-5	Repair one type of damage
6-7	One Fire extinguished
8-9	Fire inflicts Hull damage
10	Fire inflicts Hull Damage; Incinerates ammunition
11+	Sink if flooded

*Add one to the result for each fire that is burning.

Subtract one if the ship is American or German

Repair one type of damage: The controlling player has the choice of making one of four repairs. He or she may a) fix Rudder or Helm damage; b) remedy the effects of

Flooding; c) restore speed to 1 if the ship was Dead in the Water; d) repair one gun to operational status.

One fire extinguished: One fire is put out, and the ship no longer suffers any negative consequences of its burning. Note that the ship does not get back any resources that the fire destroyed (such as lost ammunition).

Fire inflicts Hull Damage: For each fire burning on the ship, she takes one point of Hull damage.

Incinerates Ammunition: Fires cause an ammunition shortage. All gunnery factors are reduced by half.

Sink if Flooded: If the ship has suffered Flooding damage and has not been remedied (per the repair choice above), it sinks.

10.0 Better part of Valor

If a side loses 10% of total point value of his ships, he or she must roll a dice and on a "6" The player must attempt to disengage. For each 10% point losses suffered above 10%, add one to the die roll.