Fear Gawd n Dread Nowt

Abbreviated Version of
Fear God & Dread Naught
(Clash of Arms)
Jump Start Rules

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- Orders
  - Define General Orders (2.6.6)
  - Operate under General Orders unless receive signal that overrides general order

  - Signals written during Plotting Phase
  - Signals sent/received during Detection phase
  - Consequent plots occur in next tactical turn
  - Relaying Flash Light Signals adds 1 tactical move to receipt – only permitted is read accurately.

  - Recipient of Flag Hoist signal must be in Broad or Quarter aspect of signaller
  - Flag Hoist Range @ 40% vis = 3.2 kyds (note 2 kyd sigma (p 5-4 PH p 8) and factors on Visibility Variation Table (p 5-5) (PH p9) apply)
  - Only 1 Flash Light signal per side (p/s)
  - Flash Light Range @ 40% vis = 6.4 kyds (note 2 kyd sigma (p 5-4 PH p 8) and factors on Visibility Variation Table (p 5-5) (PH p9) apply)

  - Base chance to accurately read a signal is 80%. If fail then no plot allowed
  - The recipient can only deviate from their last order (may be General Order) upon successful receipt of message. Should then endeavour to follow the order when plotting.
  - Plotting that does *not deviate* from existing orders is permitted.
  - Signals are limited to 30 characters (including spaces).
  - Umpire will validate all orders/plots
- Speed Change
  - Ships 'automatically accelerate' to try and maintain speed (unless ordered not to) – e.g. to compensate for slowing when turning
  - Damaged sips will, where applicable, slow to(wards) their damaged speed at the **half** the deceleration rate.
  - Speed changes plotted in an Intermediate Turn are assumed to be instantaneous.
  - Use:
    - Ship Acceleration /Deceleration Rates Table (p 3-2) (PH p5)
    - Hard Rudder has 5% risk of jamming the rudder (3.1.3)
  - Weather, Sea State 3, has no effect
- Direction Change
  - Use:
    - Ship Turning Distance Table (p 3-2) (PH p5)
  - Slowing (as a result of turning) is applied a max of 4 times (per 3 minutes)
  - Evasive Steering:
    - should be plotted. Move normally but reduce distance by 25%
    - Requires min speed of 20 knots
    - Reduce effectiveness of fire *against* such ships by:
      - 10%   Size B
      - 15%   Size C, D or E
    - Reduce effectiveness of fire *from* such ships by:
      - 20%
    - Ship size A may not Steer Evasively

- Detection
  - Detection is automatic if in range BUT…
  - There is a variable element to the detection range that requires a D10 (5.2.2.1)
  - Use:
    - Sighting Tables (p 5-4, PH p 8)
    - Visibility Variation Table (plus modifiers) (p 5-5) (PH p9)
  - When spot 1 unit in a formation will also spot other *same size or larger* vessels *within the same sighting distance.*
- Torpedoes
  - Fire as part of Planned Fire phase
  - May **not** reload
  - Firer can make 1 x 45° (if normally permitted) at *start* of next and subsequent tactical turn; then straight (may not evasive steer)
  - Place two counters by firer;:
    - One marks starting position
    - Other marks the salvo itself
  - Record number of torpedoes, speed/range and shallow or deep at point of launch
  - Salvo not moved till next Movement Phase
  - Move in straight line in direction chosen by firer (within limits of firing arc)
  - A single course change (45° is permitted
  - Minimum (arming) range = 300yds
  - Weather, Sea State 3, has no effect
  - Sighting:
    - Only above water launches can be spotted
    - Sighting range = 2 x periscope (p 5-4, PH p 8), ½ sigma
    - If firer also firing guns reduce by 2 tables
    - Max 1 attempt to spot per salvo regardless of salvo size
    - Spot wake:
      - periscope distance (p 5-4, PH p 8), 0 sigma
      - Increase by 2 tables if spotter also saw launch
      - Not automatic; 20% (+10% if saw launch)
      - If detected, threatened ship can disregard plot in following movement phase (i.e. move freely)
  - Aiming:
    - Measure angle between the target's course and the 'angle of attack'
    - Cross reference angle v speed (nearest, rounding down) on Torpedo Deflection Angle table (p 6-10, PH p 15) to get APPARENT SPEED
    - Locate Torpedo speed (nearest, rounding down) on bottom of table. Find nearest (round down) match to APPARENT SPEED in the column (adjust this if it sits between two values) and read-off the DEFLECTION ANGLE
      - If the firer is on the target's starboard side, add this to the angle between the firer's course and the target's current position
      - If the firer is on the target's port side, subtract this to the angle between the firer's course and the target's current position
  - If comes within 500 yds of a ship, resolve attack.

- o Resolve attack:
  - ▪ Determine angle of attack and x-ref with ship size on Torpedo Aspect table (p6-11, PH p14). This gives Table id.
  - ▪ Select appropriate table set (p 6-12 and 6 – 14, PH p18-20) based on service year or Torpedo
  - ▪ Select salvo size from appropriate table and cross-reference total travel distance (round up)
    - • Move 4 rows up on range (i.e. closer) if target id stationary.
    - • Move 3 rows down the table if not fitted with gyro
  - ▪ Roll D100 to determine how many torpedoes hit. (Roll <= to number)
  - ▪ Torpedoes that 'miss' should continue to be tracked and may attack another ship.
  - ▪ 'Deep' torpedoes auto-miss C & D size targets
  - ▪ When deep hit, it is below armour belt
  - ▪ 'Shallow' hit armour belt on size A & | targets
- • Surface Gunnery
  - o Each director (German only) may engage a single target per turn.
  - o Director controlled guns can switch to local control during plotting phase (and then select different targets)
  - o Local control:
    - ▪ -15% to hit
    - ▪ A & B spotter's reduce 2 size classes
    - ▪ C& D spotter's reduce 1 size class
  - o A single mount (regardless of number of weapons) may engage a single target per turn.
  - o Infinite ammo
  - o Gunnery Standard 2 applies – Base chance to hit:
    - ▪ Short   55%
    - ▪ Medium   35%
    - ▪ Long   15%
    - ▪ Extreme   5%

      Max (with modifiers') = 90%
  - o To Hit Procedure:
    - ▪ Note range and aspect
    - ▪ Determine range band
    - ▪ Count number of barrels firing (check arc and ensure guns can actually bear on target) (see diag p2-2 (& back of rules)). Ensure LOS not blocked (other ship in S/M range band and within 10° of LOF)
    - ▪ Add up all modifiers on Gunfire Hit Chance Modifiers table (p6-5, PH p13) **and divide by 2** (rounding up)
    - ▪ Overconcentration?
      - • Extreme range
      - • >1 ship firing at same target
      - • Guns of same size
        - o 11-18 inch
        - o 5.9-10.9 inch
        - o <5.9 inch

      If all above true, then to hit modifier = 'No. of ships' -1 x -5%
    - ▪ Add result to base to hit

- Roll D100. Hit if <= to modified to hit
  Modified chance <= 0% still valid as a ranging shot and counts towards consecutive gunfire modifiers
- o Gunfire Damage Procedure:
  - Note damage points inflicted by shell type for range band
  - Determine multiplier, based on No barrels and range band, using Gun Damage Multiplier table (see p 6-2, PH p10)
  - Apply multiplier to damage points
  - Halve the above if Reaction fire
- o Ship Damage Results
  - Torpedo Damage effects occur at the *end* of the Movement Phase
  - Gunfire damage is applied in the Planned and Reaction Fire phases
  - Critical hits are applied at the end of the phase in which they occur (8.2 p8-6 et al) *but*
  - *Additional* damage points caused by Critical hits are accumulated and applied in the Resolution Phase.
  - Armour:
    - Long range <=70% = belt
    - Extreme range <= 40 = belt
    - Penetration > armour = full damage
    - Penetration < = armour:
      - AP/SAP = damage $*_{1/3}$
      - CP/HE = damage * ¼
    - Regardless of depth, narrow aspect torpedoes avoid armour
    - Torpedoes hitting belt have damage reduced as per table on page 8-5 (PH p24)
  - Underwater Protection:
    - Third 'armour' figure (applies to each side)
    - 'takes' 1/3 per torpedo deep running torpedo damage; rest hits ship
  - Narrow aspect torpedo damage * 0.5; first 2 critical hits (additional to flooding) are engineering and rudder.
  - Subtract damage points from target's remaining total; if 0 sinks in D10 x 10 minutes
  - Reduce speed (at deceleration rate) as required by Ship Data card
  - During *each phase* a ship takes damage, divide damage points taken by number of points remaining *at the end of the phase*. This damage ratio and a D6 are cross-referenced on the Damage Ratio table (p 8-2, PH p 24)to determine number of critical hits
  - Find the nature of each by rolling D10 on Critical Hits table (p8-1, PH p 26)
  - '*' critical hits are armoured (if armour rating > 0) and only occur if penetration > armour
  - Torpedoes additionally and automatically inflict flooding
  - <=25% original damage points = batteries and torpedoes OoA