



## QUICKFIRE -CLONE

PRE-DREADNOUGHT ERA FAST-PLAY RULES

### Game turn

1. Move ships
2. Gunnery and Torpedoes
3. Repair and sinking

### Ship log (Sample)

Name	Mikasa	ROF	Speed (mm)		Blast hits	Repair
Size	15	5-6	120	60		7
Gunnary	10-8		105	45		
Armour	8-16		90	30		
Torpedo	2		Auto shot: <input type="checkbox"/>	75		

### 1. Move ships

All movements are done simultaneously. The maximum distance a ship may move each turn is limited by the number shown in the speed box on the ship log. (120 mm in the sample)

During each movement phase, vessels may change their speed by the equivalent of two boxes worth of movement.

Use templates when turning.

**Collision** – If two or more ships collide, they stop. They may not fire during phase 2. The effect of the collision is resolved as if the ships were firing at each other. Ignore ROF. The ship that is ramming counts as using its heavy artillery; while the rammed ship counts as using its light artillery (see **2. Gunnery** for details).

### 2. Gunnery

**Line of Sight** — Vessels may only fire upon targets which are within their direct line-of-sight. Line-of-sight is drawn from the forward smokestack of a firing vessel to the forward smokestack of a target vessel. The potential target may not be fired upon if line-of-sight is blocked in any way by other vessels, their bases or land.

**Arcs-of-Fire** — Most ships concentrate their greatest firepower in a 120° arc centred on each broadside. Within this arc, ships fire at full, normal effect. In the remaining 60° arcs to the front and rear (fore and aft) of a ship, all gunnery points are halved.

**Heavy – Light artillery** — Each ship has two gunnery ratings, one for the *heavy fire* of its main guns and another for the *light fire* of all other guns (Sample ship have 10 for heavy and 8 for the light). A ship may only use one of its fire ratings during any one fire phase. fire is not allowed against size 1 or 2 vessels moving more then 25mm.

**First round** — Every ship begins the game with the ability to automatically fire on its first gun fire sequence without having to score on the ROF die. Once it has done so, check off the *Auto Shot* box of the ship log.

**Procedure** — Each player secretly record what ship is firing and on what target. Also estimate the range to the target in cm.

All gunnery is resolved simultaneously.

**Gunnery range**

Heavy artillery 240 cm  
 Light artillery 120 cm  
 Torpedoes 30 cm

Measure the range between the forward smokes stack of the shooter and the forward smoke stack of the target. A hit is scored if the estimated range is hitting the base of the target.

Roll two dice, one black and one white. Compare the black to the shooters ROF. If the dice is equal or lower then the ROF, then the shooter have managed to get enough lead in the air to actually hit the target.

Cross index the firer's gunnery value and the targets armour in the chart below. Damage occur if the value of the white dice is equal or below the required score.

	Gunnery value																
Armour	½	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16
0	4	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
½	3	5	6	6	6	6	6	6	6	6	6	6	6	6	6	6	6
1	2	3	5	6	6	6	6	6	6	6	6	6	6	6	6	6	6
2	1	2	3	4	5	5	6	6	6	6	6	6	6	6	6	6	6
3	-	1	2	3	3	4	5	5	5	6	6	6	6	6	6	6	6
4	-	1	2	2	3	3	4	4	5	5	5	5	6	6	6	6	6
5	-	-	1	2	2	3	3	3	4	4	5	5	5	5	5	6	6
6	-	-	1	2	2	2	3	3	3	4	4	4	5	5	5	5	5
7	-	-	1	1	2	2	2	3	3	3	3	4	4	4	5	5	5
8	-	-	1	1	2	2	2	2	3	3	3	3	4	4	4	4	5
9	-	-	-	1	1	2	2	2	2	3	3	3	3	4	4	4	4
10	-	-	-	1	1	2	2	2	2	2	3	3	3	3	3	4	4
11	-	-	-	1	1	1	2	2	2	2	2	3	3	3	3	3	3
12	-	-	-	1	1	1	2	2	2	2	2	2	3	3	3	3	3
13	-	-	-	-	1	1	1	2	2	2	2	2	2	3	3	3	3
14	-	-	-	-	1	1	1	2	2	2	2	2	2	2	3	3	3
15	-	-	-	-	1	1	1	1	2	2	2	2	2	2	2	3	3
16	-	-	-	-	1	1	1	1	2	2	2	2	2	2	2	2	3

In case of a hit once again look at the white dice. If it is  
 Odd = Gunnery hit  
 Even = Speed hit

**Torpedoes**

Each ship that has a torpedo rating may try to launch them at any target within range and line of sight.

Roll 3D6. A result equal or below what is shown on the chart causes S hits equal to 1D6 (extra dice).

	Torpedo rating			
Speed of target	1	2	3	4
Moving (> 2 cm)	3	4	5	6
Static (0-2 cm)	4	5	6	7

### **Blast damage**

For any damage (G or S) caused by heavy fire, sum up the white and the black dice and check below for any additional damage.

<b>Range</b>	<b>2</b>	<b>3</b>	<b>4</b>	<b>5</b>
Long (> 120 cm)	-	F	F	-
Short (0-120 cm)	F	R	B	E

Damage due to an explosion (E) or blast hit (B) Roll 2 D6 again and crosscheck for the effect.

	2-7	8-11	12
Explosion	2G	2S	F, 4S, 2G
Blast	R	T	D

### **Hit Key**

B Blast hit  
D Direction hit (See below)  
E Explosion  
F Fire  
Fix Damage repaired  
G Gunnery hit. (Reduce ROF)  
Out Fire is extinguished  
R Repair hit.  
S Speed hit  
T Torpedo rating hit

### **Direction hit**

Ship moves uncontrollably until repaired. Roll 1D6:  
1-2 Full turn left  
3-4 Straight ahead  
5-6 Full turn right

## **3. Repair and sinking**

The last phase is to check the effects from fires, try to repair damages and to see if a damaged ship sinks.

### **Fire check and damage repair**

Each ship has a limited capability to repair damages. However the ship may use as many of those the player wishes in one single turn.

A fire check does not consume any repair capabilities. Roll 2D6 to find out the effect

	2-7	8-11	12
<b>Fire check</b>	No effect	Out	Speed loss
<b>Repair</b>	One G or S fixed	One S fixed	No effect

### **Sinking**

A ship with no speed boxes left may sink. Roll 2D6 and adjust the dice

- 1 for each active fire
- 1 for each extra S hit

If the result is equal or below the required roll the ship sinks.

<b>Vessel Size</b>	<b>Dice roll</b>
11+	2
7-10	3
4-6	4
2,3	5
1	6

**Anything still floating?** Then go back to phase 1 (move ships) again and repeat until pre-set victory conditions are met or one side throws in the towel.

Have fun!