

Der Tag (1/6000th scale)
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Basing

All ships are mounted on a one inch by two inch base. Destroyers are mounted two to a base. Base the ships with the bow(s) facing the one inch base edge.

Movement

Capital ships (anything which is an armoured cruiser or heavier) moves two times the number in your leftmost remaining speed box in inches.

Light cruisers move 10 inches

Destroyers move 12 inches

Minimum movement is half your maximum speed unless damage prevents this.

All ships must be organised into divisions, squadrons or flotillas (“formations”) and must move in base to base contact where possible unless turning together and then reforming as soon as possible thereafter or unless a ship or ships are detached. A ship can be detached if it:

- Has suffered battle damage sufficient to cause it to be “sent home”. Refer morale section. A battlecruiser or dreadnought “sent home” will be accompanied by a base of destroyers if any are available. Simply remove the ship and the destroyer base. The destroyer base does not count as lost for VP purposes OR
- Has suffered speed loss such as to reduce it to at least 4 inches of movement slower than the rest of the formation. The ship remains on the table and can act normally, however its shooting and morale is affected.
- Has no armament (Firepower boxes) remaining. The ship remains on the table and can act normally, however its shooting and morale is affected.

Each player moves alternatively, you can move all ships then shoot or shoot all ships then move. It is then your opponent’s turn.

As signalling was an art with wildly varying results, a player must announce all his proposed deviations from a straight course for each formation and then roll 2d6. On a result of 2, your opponent nominates your course instead. On a roll of 12, the formation proceeds in a straight line at its best speed.

Maximum turn is 45 degrees unless CL or DD when it is 180.

Firing

Each ship may fire its main battery once in your turn. Main batteries are fired at other capital ships. Secondary batteries are fired at light cruisers or destroyers within the capital ships “threat zone” or used to thicken fire at close range against capital ships.

Capital Ships Firing Main Guns

To fire, ships must be in range, measured bridge to bridge and have a clear line of sight at the target. They may not fire over other capital ships but may fire over light cruisers or destroyers.

Visibility

Each turn a squadron wishes to shoot, roll the appropriate visibility dice for it (representing abstractly anything from bad weather to excessive funnel smoke between you and potential targets)

There are 3 types of dice. These dice are 6 sided with the following numbers written on them. The numbers represent how far in inches you can see at that particular time. If you can't see far enough you can't shoot. It is likely that unless special scenario rules apply, both you and your opponent will be throwing the same type of dice for visibility.

Normal having the numbers 40,40,36,33,30,24

Restricted day (used either from the start of the game or after a certain number of turns to represent the onset of dusk, an overcast day or the gradual degradation of visibility as funnel and gun smoke hangs about on a still day) having the numbers 36,30,24,24,18,12

Night/fog (used obviously in night or foggy battles) having the numbers 20,16,12,12,8,8

Any ship that shot guns during its last turn is visible to TWICE the range shown on the Night dice if at night.

Range

15 inch = 39 inches

11 inch and old British 12 inch (the ones on the first BCs for example) = 33 inches

7 inch to 10 inch = 24 inches

Everything else = 36 inches

Short range for main guns = 16 inches. Note this is constant regardless of gun size

Shooting main guns

Firepower (FP) = number of D6 rolled by shooting ship

Defence (DF) = number of D6 rolled by ship shot at.

Each dice higher than DEFENDER'S highest dice causes one hit

-1 FP dice	if not in formation
-1 FP dice	if targeted ship shot at more than once this turn
+1 FP dice	if targeted ship is at close range and firing broadsides (assumes secondary batteries fire as well)
+ 1 <i>on each</i> FP dice	if targeted ship is at close range
-1 <i>on each</i> FP dice	If targeted ship executes a maximum turn to attempt to evade torpedo attack

The above are cumulative

Halve the number of dice (rounding down) if not shooting a broadside. A broadside is 30 degrees either side of the wide length of the base.

Effect of Hit table

5,6	Firepower (FP) box lost (becomes Defence (DF) once all FP boxes lost, then Hull (H) when all DF boxes lost)
4	Defence (DF) box lost (becomes Hull (H) when all DF boxes lost)
3,2	Hull (H) box lost (lose 1 Speed (S) box as well on 5+)
1	Possible critical hit, roll again on the Critical Hits table

When a ship loses all its Hull points **it sinks**.

Critical hits table

1	British Battlecruisers blow up and sink if hit by gunnery. Other capital ships blow up and sink on a further dice roll of 5+ Anything hit by torpedo blows up if a d6 exceeds its current maximum speed Otherwise: <ul style="list-style-type: none">• Firepower (FP) box lost if gunnery hit, (becomes Defence (DF) once all FP boxes lost, then Hull (H) when all DF boxes lost)• Hull box lost if torpedo hit (lose 1 Speed (S) box as well on 5+)
2	Director hit or list produced by flooding, throw one additional dice of a different colour each time this ship shoots main guns. Ship will always miss if that dice rolls a 5+
3	Firepower (FP) box lost (becomes Defence (DF) once all FP boxes lost, then Hull (H) when all DF boxes lost) and Hull (H) box lost (lose 1 Speed (S) box as well on 5+)
4	Speed (S) box lost
5	Hull (H) box lost (lose 1 Speed (S) box as well on 5+)
6	British Battlecruisers blow up and sink if hit by gunnery, otherwise no effect.

Firing Secondary Batteries and Cruiser and Destroyer Attacks

Secondary batteries were fired at capital ships, but for our purposes their main function is to destroy or drive off light cruisers and destroyers (light vessels).

If it is the enemy turn and they move a ship into your threat zone or if one starts the move in your threat zone, you get to shoot at it. Shooting is even more abstract than normal and resolved by adding 2d6 and comparing to the relevant table.

Each of your ships will shoot a maximum of once in the enemy turn if something comes into your threat zone or remains there. It is your choice as to what at and when.

A formation of light vessels may sustain more hits in a turn of shooting than it has bases. Distribute the most serious of these hits to eligible targets and ignore the rest.

For example a formation of 4 light cruisers enters the threat zone of a line of battleships whose secondary armament inflicts a “sink” result, four “evasive manoeuvres” results and one “premature launch” result (refer Table 1). The net effect is that one of the four ships is sunk and the remaining three project no threat zone in the following enemy turn.

A “threat zone” is a circle around a ship as follows:

Capital ship firing secondary armament at CL/DD = 16 inches radius

Table 1

12	Target sinks
10,11	Targeted ship is assumed to undertake evasive manoeuvres to avoid fire and may not fire (ie it has no threat zone) in the following enemy turn
7,8,9	Threat zone of the targeted ship in your following turn is modified as, under weight of fire, torpedoes are launched prematurely. Use Table 2 if in close range. If at extreme range may not fire torpedoes at all in the following enemy turn

CL/ DD firing torpedoes at extreme setting =20 inches radius

Table 2

12	Target sinks if CL/DD otherwise rolls once on the Critical Hits table
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Deduct one from the dice roll if target announces and succeeds in making a maximum turn into or away from the vessel shooting at a speed of 4 inches or more.

CL/DD firing torpedoes at capital ship or guns and/or torpedoes at CL/DD = 12 inch radius

12	Target sinks
11	Target sinks if CL/DD otherwise rolls twice on the Critical Hits table
10	Target sinks if CL/DD otherwise rolls once on the Critical Hits table

Deduct one from the dice roll if target announces and succeeds in making a maximum turn into or away from the vessel shooting at a speed of 4 inches or more.

Morale

Each capital ship is given a morale rating. If the ship has been detached from a formation, its morale is reduced by one. Once the ship has lost a total number of Hull, Firepower, Defence and Speed boxes that exceed its starting morale, it must be “sent home” and is removed from play, counting as lost for the purposes below.

For example, the Lutzow has a morale rating of 8. As part of the First Scouting Group it has a slightly higher morale than the main German battle line. The battlecruisers took a lot of punishment and kept fighting. If it loses, say, 3 Hull boxes, 3 Defence boxes, 2 Firepower boxes and one Speed box(total 9 boxes thus exceeding 8 morale) then it will be “sent home”.

A fleet’s capacity to remain fighting is dictated by the amount of Victory Points (VPs) it has lost. It will disengage once ship losses exceed one quarter of the fleet’s initial VP total.

If a Destroyer or Light Cruiser flotilla is reduced to less than half its original size, (say it loses 3 of its 4 original bases) the survivors are removed from play **not** counting as lost for VP calculation purposes.

For example, your fleet consists of 12 battleships worth 6 VPs each (72) plus 3 light cruisers worth one VP each (3) and 9 destroyer bases worth one VP each (9) for a fleet total of 84. It is time to run when you have lost more than one quarter of 84 VPs of ships (i.e. 22 VPs of ships). This could be 3 battleships (18) and 4 destroyers and/or cruisers (4).