

Great War at Sea - Optional rule

Although the Great War at Sea series is excellent, inadequate consideration has been given to the tendency of ships of that era to explode in combat.

In order for a British BC to explode you must first roll a critical hit (1 chance in 18) and then a "2" on the critical hit table. Thus, the probability that a given hit will cause a British BC to explode in the game is:

1. $1/18 * 1/36 = 0.0015$ or less than 1/10 of one percent.

If you take the historical data for British BC's and CA's struck by heavy shells:

| Ship | Dogger Bank | Jutland | Result |
|----------------|-------------|---------|---------|
| Lion | 16 | 13 | |
| Tiger | 6 | 15 | |
| Princess Royal | 0 | 9 | |
| Queen Mary | 0 | 7 | Blew up |
| Indomitable | 0 | 0 | |
| Invincible | 0 | 5 | Blew up |
| Inflexible | 0 | 0 | |
| Indefatigable | 0 | 5 | Blew up |
| New Zealand | 0 | 1 | |
| Defense | 0 | 7 | Blew up |
| Black Prince | 0 | 15 | Blew up |
| Warrior | 0 | 12 | |
| Total | 22 | 89 | 5 |

So 5/111 or 4.5% of the hits caused a loss of ship.

The cordite rule is designed with the following assumptions:

- 1) German ships were remarkably immune to blowing up; therefore their ships NEVER use the cordite table.
- 2) British ships and damage control were not worse than other nationalities, thus all other nationalities must use this table.
- 3) BC's and CA's are especially susceptible to blowing up.
- 4) B's are slightly susceptible to blowing up.

This rule will give the following "blow up" rates in 1916 (yours may vary)

B's - 0.46%

Lion/Tiger - 1.8%

Invincibles/CA's - 7.4%

(Historical: 1.5%)

(Historical: 8.9%)

The cordite rule

A. Ignore the footnote on the critical damage table.

B. Whenever the following occurs:

- 1) The firing unit is a BB or BC (primary gun only)
- 2) The target is a BC, B, or CA (non-German only)
- 3) A hit is attained
- 3) A "7" (ONLY) is rolled to determine hit location (primary)

You must roll on the cordite table.

| ARMOR ON PRIMARY MOUNT | | |
|------------------------|-------------------|-------------|
| Roll | Light or no Armor | Heavy armor |
| 2 | B, BC, CA | B, BC, CA |
| 3 | BC, CA | BC, CA |
| 4 | BC, CA | |
| 5 | BC, CA | |
| 6 | BC, CA | |
| 7 | | |
| 8 | | |
| 9 | | |
| 10 | | |
| 11 | | |
| 12 | BC, CA | BC, CA |

After 1916, a roll of 12 is "no result".

Results: If your ship type is listed, it is immediately removed from the game.
Otherwise, apply the primary hit as normal.

EXTRA OPTIONAL RULE:

If the firing unit is a BB or BC, (primary gun) and you roll a "2" on the critical hit table, the following ships explode:

- All B's and CA's (Including German)
- Non-German BB's with a gunnery factor less than "10"
- Non-German BC's