

The Scenario:

A WWI small naval action with the British motor boats Mimi and Toutou attacking the German steamer Kingani. The Kingani must escape to report the presence of armed British ships on Lake Tanganyika.

The Mimi and Toutou are capable of 19 knots (35 km/h; 22 mph) and are armed with 1 × 3-pounder Hotchkiss gun (fore) and 1 × Maxim gun (aft).

The Kingani can do 9.4 knots (17.4 km/h; 10.8 mph) and is armed with 1 × 3.7 cm (1.5 in) Hotchkiss revolver gun (fore).

The Battle Historical results

At 11 a.m. we steamed slowly out of harbour. Forty minutes later we were sighted by the enemy vessel, Kingani. She went ahead and turned away, so I steered to cut her off. At this time she was only about 3,500 yards away, and I noticed that she had only one gun, which was mounted in the centre-line of the ship, just in front of the wheel; immediately behind the wheel was the funnel, and immediately behind that the boiler-room skylight, and abaft that a small deck cabin. It was obvious, therefore, that she could not fire astern; so I maneuvered to get astern of her. She opened fire on Mimi and we returned her fire almost at the same moment. It was a naval action in miniature. By this time we had closed to about 2,700 yards, and the

Kingani could no longer get her gun to bear on Mimi so she shifted her fire to Toutou. But both boats got into a position from which they could fire on the enemy, though he could not fire on us.

Actually Toutou never fired a round; but Mimi's first round carried away the Kingani's mast; then we fired twelve more rounds; afterwards we discovered that, including the one on the mast, she had received eleven hits. There was a choppy sort of sea, and Petty Officer Waterhouse, who was firing from Mimi had to be on his knees to fire, yet he made twelve hits out of thirteen rounds !

At 11.58 a.m.-eleven minutes after the action had commenced the Kingani stopped, hauled down her ensign, and someone on deck waved a white handkerchief. It appeared that everybody on deck except one seaman had been killed, and that a shell had burst in the engine-room. This seaman did not know what to do, so he waved the white handkerchief. We tried to board her, but the sea was too much for us, and we damaged Mimi very considerably in the attempt she had already been damaged by the recoil of her gun. Therefore the Kingani was ordered to go full speed for the shore, and we trained our gun on her. They declared that she was sinking, but actually she did not sink until just as she reached the harbour, when she capsized before we could run her aground, but nobody was lost.

Mimi & Toutou meet the Kingani

Ship: Mimi/Toutou Speed: 18" (19 knots) Turn: 45° Acc/Dec: 6" Hull: 6 Armament: 1 × 3-pounder Hotchkiss gun with a 30° forward fire arc	Ship: Kingani Speed: 9" (9.4 knots) Turn: 22.5° Acc/Dec: 3" Hull: 12 Armament: 1 x 3.7 cm (1.5 in) Hotchkiss revolver gun with a 270° forward fire arc
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Movement:

Speed is maintained from one turn to the next.

A ship may accelerate or decelerate up to its Acc/Dec.

A ship may turn once at the start of its move and once in the middle of its move.

Collisions:

Roll over the distance in inches to avoid a collision. If ships do collide roll 6D6 for a motor launch and 1D6 for a steam ship, take a hit on a 6+, then roll for critical damage as per shooting.

If head on add 1 dice for each 6" of movement.

Shooting:

To hit roll a D10 apply and any relevant modifiers, a 5+ hits. Each hit does one hull point of damage.

Critical Hits:

For each HP lost roll a D10, a roll of a 10 is a critical hit.

Roll on the relevant critical hit chart-

Kingani (Steam ship)-

- 1-2 +1 damage.
- 3-4 +1 damage and may not turn next move.
- 5-6 +1 damage and may not shoot next move.
- 7-8 +1 damage and must decelerate next move.
- 9-10 +1 damage and if under half HP surrenders on a 6+.

Mimi/Toutou (Motor launch)-

- 1-2 +1 damage and may not turn next move.
- 3-4 +1 damage and may not shoot next move.
- 5-6 +1 damage and must decelerate next move.
- 7-8 +1 damage and if under half HP surrenders on a 6+.
- 9-10 Fuel tanks explode, ship destroyed.

To Hit Modifiers	
Up to 12"	+1
12 to 24"	+0
24 to 36"	-1
36 to 48"	-2
48 to 60"	-3
60 to 72"	-4
Closing target	+1
Abeam target*	-1
Per 6" of targets speed	-1
Stationary target	+2
*If target is moving	