COAL, AND THE KAISER
HEX MAT RULES

1. INTRODUCTION

1.1. One way to speed play of Coal, and the Kaiser is to use a hex mat. A mat with 1½ inch hexes works well with 1 inch long ship counters. The counters can be made from cardstock or taken from other naval games.

1.2. One hex on the mat equates to 1 inch in the rules. As a result, an area larger than 4 feet by 6 might be required to play larger battles.

2. HEXES AND MOVEMENT

2.1. Speeds. In general, moving 1 hex on the mat equates to moving 1 inch in the tabletop game.

2.1.1. Speeds of a fraction of an inch are accommodated on the hex mat by having a ship move faster in some turns than in others. A ship moving ¼ inch moves 1 inch in the first turn and in every fourth turn there after. A ship moving ½ inch moves 1 inch in each of the first 2 turns, the fifth and sixth turns, and so on. A ship moving ¾ inch moves 1 inch in each of the the first three turns and so on.

2.1.2. The same convention applies to ships moving at speeds of more than an inch. A ship moving at a speed of 3.5 inches would move 4 inches in each of the first two turns and 3 inches in the next two turns. It would have a repeating movement sequence of 4-4-3-3.

2.1.3. For simplicity, the four turn cycle for fractional movement always begins on the first turn and every fourth turn thereafter, even if a ship changes speed in the middle of a cycle. A ship changing its speed from 3 to 3.75 inches in the second turn would not move 4 inches until the fifth turn.

2.2. Courses. Ships move across the hex mat using a 12 direction movement system. For 6 of these directions, the ship counters face the side of a hex, for the other 6, the ship counters face the vertex of a hex.

2.2.1. When facing the vertex of a hex, a ship may be placed in the hex or on a hex side facing a vertex.

2.2.2. When facing the vertex of a hex and moving straight ahead, a ship counter alternates between being placed on a hex side and in the middle of a hex. Moving onto a hexside or into a hex each require 1 hex of speed.

2.3. Turns.

2.3.1. Battleships, battlecruisers and armored cruisers may turn up to 60 degrees per hex of movement.

2.3.2. Protected cruisers and light cruisers may turn up to 90 degrees per hex of movement.

2.3.3. Torpedo boats and torpedo boat destroyers may turn up to 180 degrees per hex of movement.

2.3.4. Ships need not move a hex before turning.

2.3.5. Turning more than 60 degrees per hex of movement requires the moving ship to use an additional hex of movement to make the turn.

2.3.6. When a ship on a hex side turns, it turns into the hex on either side of the hex side.

2.4. Unlike the tabletop game, changing speed in the hex mat game does not require a signaling check.

2.5. The half move optional rules are not used in the hex mat version of the game.

3. HEXES AND FORMATIONS

3.1. In general, ships on the hex mat make formations in the same way as ships on the tabletop, with line ahead formations forming in adjacent hexes. For ships in line ahead formation on hex sides, ships alternate being placed in hexes and on hex sides.

3.2. No more than 1 ship may occupy a hex or hex side, except that up to 2 divisions of up to 4 torpedo boats or torpedo boat destroyers each may occupy the same hex or hex side. These two divisions are considered to be side-by-side.

4. HEXES AND COMBAT

4.1. Ranges are counted exclusive of the firing ship's hex and inclusive of the target ship's hex.

4.2. One hex on the mat equates to 1 inch of range in the tabletop version of the game.

4.3. Count the hex adjacent to a firing ship on a hex side as the first hex of range and the hex adjacent to a target ship on a hexside as the last hex of range.

4.4. See the last page for 60 and 120 degree weapons arcs when using hex mats.