FOTW ON A HEX MAT

1. INTRODUCTION. These are rules for playing Fire on the Waters on a hex mat. Hexes on a hex mat can serve as useful as guides to ships' courses, as the sides and vertices of the hexes can easily be used to project 30 degree angles. They can also streamline torpedo combat. The hex mat can have hexes ranging in size from 1 to 2 inches.

2. SHIPS' COURSES.
2.1. When playing on a hex mat, restrict ships' courses to 30 degree increments – 0 through 330 degrees. Base these courses on the orientation of the hexes on the hex mat – either parallel to the "grain" of the hexes or parallel to the hex sides.
2.2. A parallel rule is useful to line up ship movements on these courses based on the orientation of the hexes. A rule can be bought fairly cheaply from an on-line marine supply store such as West Marine. Weems and Plath makes inexpensive rules.
2.3. Ships can be placed anywhere within or on the borders of a hex. Hexes are not used to measure ranges or movement.

3. TORPEDO LAUNCHES.
3.1. The hex mat can also be used to track torpedo launches.
3.2. Torpedoes are launched in the hex occupied by launching ship at the start of its turn. In case of doubt, a ship occupies the hex in which its forward funnel is located. If a ship's forward funnel is precisely on a line between 2 hexes, the owning player can elect to have the ship occupy either hex for the purpose of this rule.
3.3. When this rule is used torpedo launches are recorded by each player on that side's Torpedo Firing Record.
3.4. When hexes are used for torpedo combat, use the following rules:
    3.4.1. Place a number or letter chit in the hex in which torpedoes are launched.
    3.4.2. Record on the Torpedo Firing Record the torpedo launches corresponding to the chit. Record the firing ship, the mounts fired, the speed of the torpedoes launched, their range at that speed, the target, the 30 degree arc into which the torpedoes are launched, the turn of launch, and (if optional modifier are being used) the target range at launch and target angle at launch.
    3.4.3. Record the arc of a torpedo launch based on absolute bearings, so that a launch with an arc from due north to 30 degrees east of due north would be recorded as "0-30" regardless of the course of the ship launching the torpedoes.

3.4.4. Once all torpedo attacks originating from a hex are resolved, remove the number chit from the hex.

3.4.5. Fake launches can be simulated by placing a number chit in a ship's hex even if no torpedoes were launched there.

3.4.6. When resolving torpedo attacks, angles and ranges are judged from the center of the hex in which the torpedoes were launched.