

Togo Rules

- I. Introduction. *Togo* is a game that portrays naval surface combat in the Russo-Japanese War of 1904-05. Miniatures mounted on card stock bases represent ships or groups of ships; these are maneuvered across a 4 by 6 foot area, such as a table top. Six-sided dice are used to determine various events, such as gunfire hits and the results of damage control.
- II. Game Turns. Play proceeds by game turns. Each turn is equivalent to 5 minutes of elapsed time and consists of the following phases:
 - A. Torpedo Firing. Players record targets of torpedoes and place torpedo markers.
 - B. Sighted Ship Movement. Sighted ships move across the playing surface.
 - C. Unsighted Ship Movement. Unsighted ships move across the playing surface.
 - D. Torpedo Combat. Players determine torpedo hits against eligible targets.
 - E. Sighting. Ships try to sight other ships.
 - F. Gunfire Combat. Ships shoot guns at each other, noting the hits scored.
 - G. Damage Control. Ships with damage attempt to remove the effects of the damage with damage control.
 - H. Gunfire Damage Resolution. Ships determine the damage resulting from the gunfire hits they received.
 - I. Card Draw. Each player draws one or more cards from his or her card deck.
- III. Movement. Ships move across the playing area, to the extent of each ship's movement allowance. Each inch on the playing area represents 1000 yards of distance.
 - A. Each turn, the players each roll a die, with the highest roll going last in each movement phase. (Roll again in case of a tie.) Each player then moves his or her ships or formations.
 - B. Ships may turn using the turn guide. Each turn of 22.5 degrees (or any fraction of 22.5 degrees) takes ½ inch of movement. Ships turn on a circle with a radius of 1.25 inches.
 - C. Ships may enter the playing surface from their friendly edge. Once exited, ships may not reenter the playing surface.
 - D. Formations. Ships may be organized in formations of up to 8 ships when they enter the playing surface or are initially set up. A ship may leave a formation at any time, but may join a formation only through off-surface organization. All ships organized in formations move one after the other in a line, with permitted intervals of up to 2 inches between ships. Note: TBDs and TBs mounted on one base are always in formation.
 - E. Formation Speed. Formations move at a speed equal to the speed of the slowest ship minus ½ inch.
 - F. Unplanned Movement. Any ship or formation except the fleet flagship or the formation containing the fleet flagship is subject to unplanned movement. When the player wants to move that ship or formation, the player rolls two dice, adds the result, and consults the Unplanned Movement Table.
 - G. Flagship Replacement. If a flagship is sunk or leaves a formation, the formation must move straight (subject to unplanned movement) for 1 turn while a new flagship is designated.
- IV. Sighting. Players place blank counters on the playing surface until the ships that they represent are spotted. Spotting ships depends on whether the scenario is taking place during the day or night. Once spotted, ships remain spotted for the entire scenario.
 - A. Daylight Scenarios. Normally, any dummy at a range of 24" or less from an enemy ship in the Sighting Phase is removed. Similarly, any ship card is placed on the surface if it fires its guns or is within a range of 24" from an enemy ship. The sighting distances may be changed by scenario special rule.
 - B. Nighttime Scenarios. Depending on the scenario, the normal sighting range is either 2" or 4" as specified by scenario rule. In either case, dummies are not removed until they are subject to a successful sighting attempt. To sight at this range, the sighting player must roll a die for the following number or less:
 1. Imperial Japanese Navy 4
 2. Imperial Russian Navy 2
 3. A player rolls one die for each unsighted ship (or dummy) counter that he or she is attempting to sight. Note that only one die is rolled to spot a formation of ships, regardless of the number of ships in the formation. On a successful roll, all ships in the formation are spotted.
 4. Ships on fire are automatically sighted at 4" greater than maximum visual night sighting range.
 5. Ships firing their guns are automatically sighted in the following sighting phase at maximum visual sighting range.
 6. A dummy cannot sight. A player cannot make a sighting roll unless he or she has a ship within the appropriate range. Players may elect not to make sighting rolls.
- V. Combat.
 - A. Ships fire guns ship by ship. The player moving last fires all of his or her ships first -- although combat results are not applied until after all fire is completed.
 - B. Before resolving an attack by any of a ship's guns, declare targets for the ship's gun batteries and roll one die for all of the batteries of the ship. To fire successfully on a target, the roll must be less than or equal to the following numbers at the indicated ranges: to 2 inches, roll 6; to 4 inches, roll 4; to 8 inches, roll 2; to 12 inches, roll 1. If this roll is successful, proceed with the hit procedure.
 - C. If the battery is on target, determine the guns to be fired, find the number and hit values for guns. Roll a number of dice equal to the number of guns bearing, as modified by damage or maneuvering effects. Any rolls at or below the hit value are potential hits. Next, determine the target's gunfire size value - the size value to the left of the slash in the target's size entry. Roll dice equal to the number of potential hits scored; any rolls at or below the target's size value are actual hits. Finally, subtract the

target's armor value from the gun's penetration value. Roll dice equal to the actual number of hits; any rolls at or below this number are effective hits. Mark the target with the number of effective hits. A die placed by the target can be useful for this.

- D. A ship may fire all of its guns in a turn, subject to the restrictions on firing arcs. It may not, however, fire of one battery at more than one target in a turn.
1. Ship batteries have three values, expressed in the form n-n-n. The first number is the number of dice rolled for fire into the 60 degree arc centered on the ship's bow, the second is the number rolled for fire into the 120 degree arcs centered on either side of the ship, and the last number is for fire into the 60 degree arc centered on the ship's stern.
 2. Ships turning in a turn roll $\frac{1}{2}$ of the usual number of dice when firing weapons. Round fractions down, but always roll at least one die.
 3. Ships spending more than $\frac{1}{2}$ of their movement turning may not fire.
- E. Torpedo Combat. Torpedoes use the same four die roll combat resolution process, but they are launched at the beginning of a turn.
1. To be a torpedo target, a ship must begin its turn within range and within a 120 degree side arc of a ship firing torpedoes. For ships with fixed torpedo tubes, the arc requirement is 30 degrees centered on the side of the ship.
 2. Place torpedo markers on the playing surface to record ships firing torpedoes. Note the firer, number of factors fired and target for each counter. Dummy markers may be freely placed. Resolve attacks as target ships begin to move.
 3. The target size value for a torpedo attack is the value to the right of the slash.
 4. Torpedo targets reduce their size to 1 if they both declare at the start of their

movement that they are maneuvering evasively and turn at least 60 degrees away from torpedoes that were launched at them.

5. Torpedoes fired at stationary targets or in circumstances where the side owning the target ships has not yet sighted enemy ships always use a size value of 6.
 6. Torpedoes may only be fired once per ship. Players should use pencil and paper to keep track of torpedoes fired and their targets.
- F. Night gunfire hit values are decreased by 1. Without a fire on the target, maximum night gunfire range is the normal night sighting distance for the scenario -- either 2" or 4".
- G. Torpedoes fired at stationary targets or in circumstances where the side owning the target ships has not yet sighted enemy ships always use a size value of 6, modified by the targets' maneuvers.
- H. Combat die roll values are never reduced below 1, except that modified penetration values of less than 1 are adjusted to 1 but with only S and F hits counting.
- VI. Damage Resolution.
- A. In the damage resolution phases, each ship rolls one die for each effective hit it sustained in the previous gunfire or torpedo combat phase and consults the appropriate table to determine the effects of the hit. The effects are then recorded by placing the appropriate hit marker on the ship.
 - B. When a ship's capabilities are reduced by $\frac{1}{2}$, any resulting fractions are dropped.
 - C. An M (main battery) or S (other batteries) hit can result in an explosion sinking the ship or a fire. If such a hit is scored, immediately roll one die. For M hits, the ship explodes on a roll of 1 and a fire starts on a roll of 2 or 3. For S hits, a fire starts on a roll of 1 or 2.
- VII. Damage Control. In the damage control phase, the players may attempt to remove the effects of one hit on each ship by rolling 1 on one die. If a 6 is rolled in a damage control attempt (for

damage other than fires), the damage becomes permanent. Note that the sequence of phases prevents damage control from being used to repair damage from gun hits received in the turn of the damage control attempt.

- VIII. Card Decks. At the start of a scenario, players form card decks and card hands in accordance with the following instructions.
- A. The Japanese player receives a draw pile of 6 event cards and 12 dummy cards. The Japanese player draws 2 cards per turn and starts with a 4 card hand.
 - B. The Russian player receives a draw pile of 3 event cards and 15 dummy. The Russian player draws 1 card per turn and starts with a 2 card hand.
 - C. Event Cards. As players draw cards from their decks, they may draw event cards that can subsequently be played on ships or formations on the playing surface. The effects of these cards and the timing of their play are explained on the cards themselves.
- IX. Convoys. Some *Togo* scenarios feature convoys. Convoys cannot fire or take evasive action. Every effective hit on a convoy sinks one of the ships in the convoy. Players should keep track of ships sunk from a convoy on a separate sheet of paper.

Game Tables

Roll to Start Hit Process

Range:	2"	4"	8"	12"
Roll:	6	4	2	1

Gun Hit Effects

Ship Type:	B/CA	C2/C3
1	P	PP
2	M	P
3	S	M
4	T	S
5	NE	T
6	F*	F*

-1 to die roll at ranges beyond 8". If the final Pen number is less than 1, only fires and secondary hits count.

P = Propulsion - lose 1/2 original speed

M = Main Guns - lose 1/2 original main guns, magazine explosion on a subsequent roll of 1, fire on a subsequent roll of 2 or 3.

S = Secondary Guns - lose 1/2 all guns other than main guns, fire on a subsequent roll of 1 or 2.

T = Torpedoes - lose 1/2 original torpedoes (if present), magazine explosion on a subsequent roll of 1.

F = Fire - see below

NE = No effect

Any hit on a TBD or TB puts it out of action.

A ship with 2 propulsion hits or 4 fires loses the use of guns and torpedoes. A ship with 3 propulsion hits sinks. A ship with 5 fires is abandoned.

*A natural 6 on either table starts a fire -- counts as a hit in subsequent damage control phases if a 5 or 6 is rolled.

B means battleship. CA means heavy cruiser. C2/C3 means light cruiser.

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Torpedo Hit Effects

Ship Type:	B	CA	C2/C3
1	P	SPP	Sunk
2	P	PP	SPP
3	P	PM	PP
4	M	P	PM
5	M	M	P
6	F*	SF*	MF*

B means battleship. CA means heavy cruiser. C2/C3 means light cruiser.

To Hit and Power Ratings

Weapon	0-2"	-4"	-8"	-12"	Power
12.5"	2	1	1	--	4
12"	2	2	1	1	6
10"	2	2	1	1	5
8"	2	2	1	1	4
6"	3	2	1	--	3
4.7"	4	2	--	--	2
12p	4	1	--	--	1
6/12p(R)	3	1	--	--	0
6/12p(J)	3	1	--	--	1
Misc.	2	--	--	--	0
Torpedo	1	--	--	--	4

6/12p (R) refers to Russian TBD guns or Japanese TBD guns in 1904, 6/12p (J) to Japanese TBD guns in 1905.

Unplanned Movement Table

Die Roll	Movement
2	Left 180 degrees
3	Left 90 degrees
4	Straight Ahead
5-9	As Ordered
10	Straight Ahead
11	Right 90 degrees
12	Right 180 degrees

Roll 2 D6 on this table for each separately moving ship and each formation that does not include the fleet flagship.