

MILK AND COOKIES NAVAL RULES

By John R. "Buck" Surdu

Introduction:

Milk and Cookies Naval Rules are designed for very young players to play games involving sailing ships. They were designed to be used by the Harford Area Weekly Kriegspielers (HAWKS) for child-friendly games at conventions. Many aspects of sail-era naval battles have been simplified for ease of understanding and play. They provide just the top-level aspects of naval warfare, but they provide all the basics: movement and the impact of the wind, firing at short and long ranges, ship damage, and boarding actions. The hope is that these rules will inspire youngsters to play more detailed naval games as they grow older.

What Does My Boat Look Like?

For each boat in the game, the player should have a boat record as shown in Figure 1. Each box represents damage that the boat may take during the game. There are boxes for cannons (guns), hull, and sails. Every time an enemy scores a hit on your boat it will be a hull or sail hit, or it may be both a hull and gun hit. This will be explained later.

As you can see in Figure 1, when a boat loses the first two rows of hull boxes, its movement is halved (see *How Do My Boats Move?* below). When the boat loses all three rows of hull boxes, it sinks and is removed from the game. When a boat loses a gun box, that gun may not fire any more during the game. When a boat loses the first row of sail boxes, the boat's movement is halved. When all sail boxes are marked, the boat may no longer move. It is possible to lose enough hull and enough sails to half the movement twice, in which case the boat moves at quarter speed.

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Name of Boat: _____

GUNS

When a gun box is marked off, that gun may not fire any more during the game.

HULL

When the first two rows are marked off, movement is halved.

When all boxes are marked off, the boat sinks.

SAILS

When a whole row is marked off, remove a sail from the boat; movement is halved.

When all sail boxes are marked off, the boat may not move.

Figure 1: Standard boat record for Milk and Cookies Naval Rules

What Do I Need to Play the Game?

Before playing *Milk and Cookies Naval Rules* you need to create three special pieces of equipment. The first are at least two range sticks that are ten inches long and colored as shown in Figure 2.



Figure 2: Range Sticks needed for Milk and Cookies Naval Rules

The second piece of equipment is a set of eight or ten special dice. As shown in Figure 3, use normal six-sided dice and apply gum labels to three of the sides. The final piece of equipment is a turning gauge, which is half of an equilateral triangle as shown in Figure 5.

Who Goes When?

One side is designated Side A, and the other is Side B. Turns in *Milk and Cookies Naval Rules* are divided into four phases:

- Side A moves.
- All boats that are within range of the enemy may fire.
- Side B moves.
- All boats that are within range of the enemy may fire.

This sequence is repeated until all the boats on one side are sunk or until all your opponents run home crying.

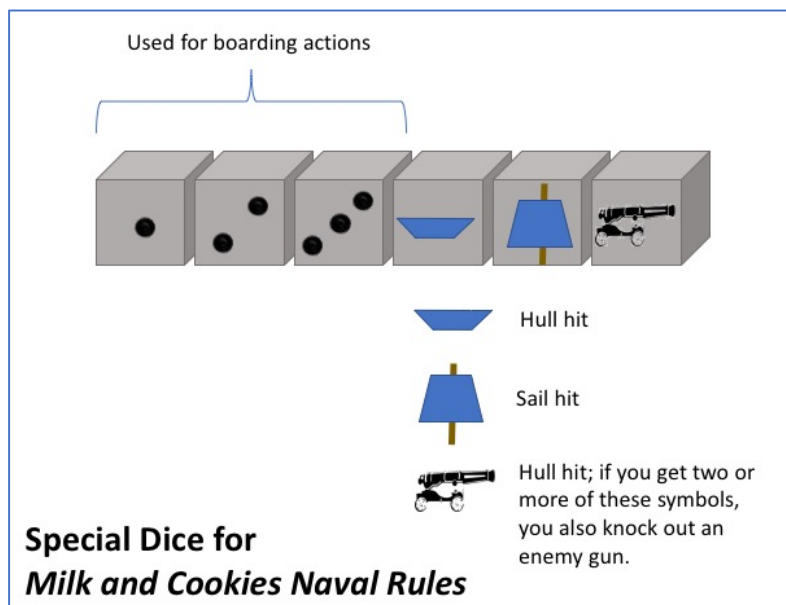


Figure 3: Special Dice needed for Milk and Cookies Rules

How Do Boats Move?

The distance a boat moves is dependent on the direction of the wind as shown in Figure 4. When the wind is blowing from the sides, the wind can blow on all the sails, so the boat moves faster. When the wind is blowing from the front or back, the boat moves at half speed. Full speed is the entire ten-inch range stick. Half speed is five inches (all but the red portion). Later you will find that when a boat loses enough hull or sails, its movement is further halved:

- Full move: entire stick
- Half move: blue, green, and yellow portions of the stick
- Quarter move: blue and green portions of the stick
- Eighth move: just the blue portion of the stick

Boats must move AT LEAST half of their movement allowance. All movement is in a straight line.

If a boat would like to turn, it does this BEFORE moving. How far it moves is based on the direction of the wind BEFORE turning. To turn, place the turn indicator next to the side of the boat as shown in Figure 5. The boat need not turn the entire amount allowed, but it may NEVER turn more than this in one turn. Then move the hull of the boat as shown. After turning the boat, it then moves in a straight line.

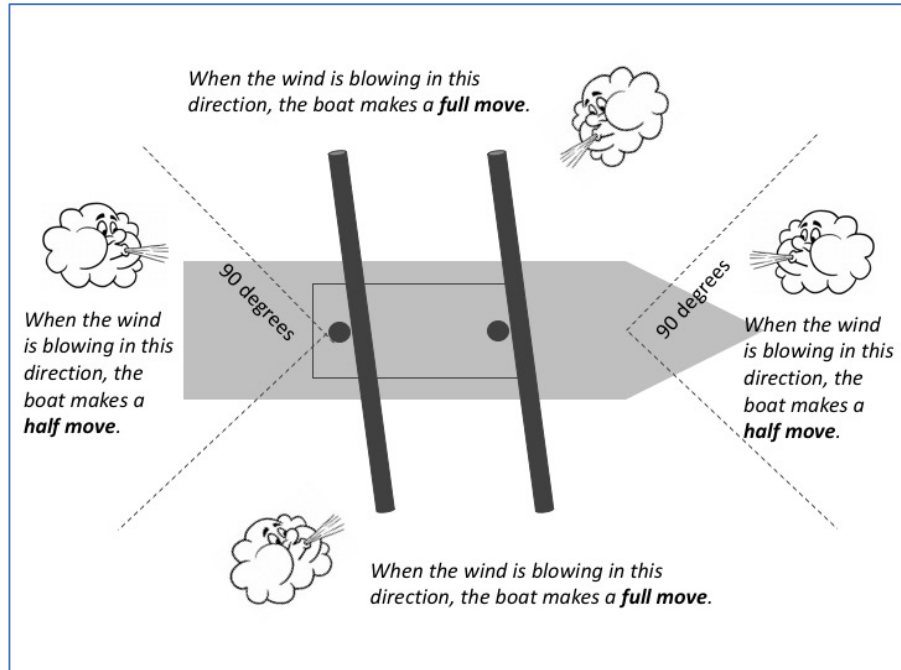


Figure 4: Movement speed based on the direction of the wind.

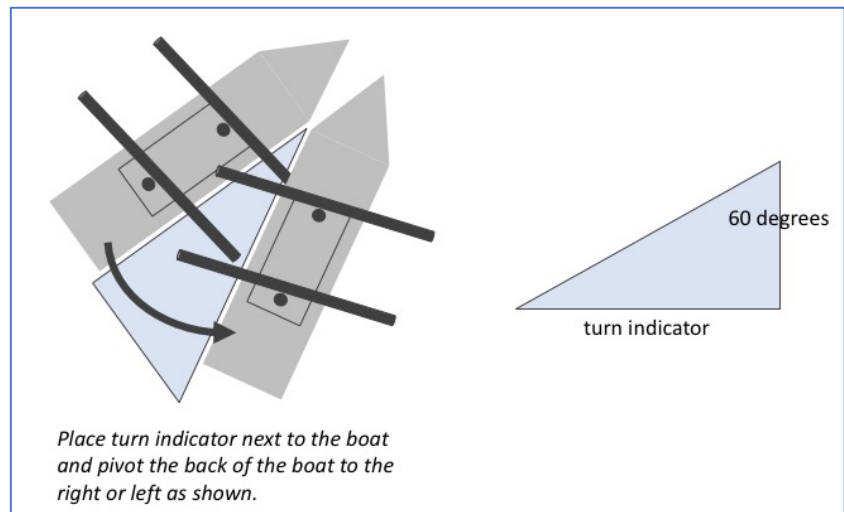


Figure 5: How boats turn in Milk and Cookies Naval Rules

How Do I Shoot My Cannons?

After one side has moved its boats, all boats may fire at enemy boats that are within range. Cannons fire in a straight line off the left or right side of the boat. Guns have long range (the entire range stick) and short range (all but the red portion of the stick). Measure the distance from the side of the shooting boat to the nearest portion of the enemy boat as shown in Figure 5. If the enemy boat is within short range, roll two of the special dice shown in Figure 2 for each firing gun. If the enemy boat is at long range, roll one of the special dice for each firing gun. Roll all the dice at the same time.

You read the dice as follows:

- Hull hit: one hull box is checked off of the target ship.
- Sail hit: one sail box is checked off of the target ship.
- Cannon hit: one hull box is checked off the target ship. If two or more gun symbols are shown on the dice, a cannon box is also checked off the target ship.
- Miss: If one, two, or three pips are shown, the shot missed and no boxes are checked off the target ship.

The effects of these hits were already described in the *What Does My Boat Look Like?* section of these rules.

What Happens If Two Boats Bump Into Each Other?

Players should avoid doing this. If a boat bumps into another boat, either friendly or enemy, the moving boat loses two hull boxes. The non-moving boat loses one hull box. If both boats were moving (i.e., they were on the same side), both boats lose two hull boxes. After two boats bump into each other, a “boarding action” ensures. Boarding actions only take place between boats of opposite sides. If two boats on the same side bump into each other they take damage but then continue to move in the next turn.

What is a Boarding Action?

After two boats bump into each other, a boarding action takes place. Neither boat may move until one of them is sunk. Boarding actions take place after all ships fire. No ships may fire at boats that are conducting a boarding action.

To conduct a boarding action, the player controlling each boat rolls one of the special dice shown in Figure 3. If a hull hit, sail hit, or gun hit symbol is shown, you do no damage to the enemy boat. If you roll one, two, or three pips, the enemy ship loses that many hull boxes. This may cause either or both boats to sink. If one boat sinks, the other boat may move in its next movement phase. If neither boat sinks, they remain in place and may not move. After the next firing phase, conduct another boarding action.

Who Wins?

When one side loses all its boats because they have sunk, that side loses. There is no reason to cry. It is just a game. There’s no crying in *Milk and Cookies Naval Rules*, only fun! Set up the boats and start again.

How Do I Get Ready to Play?

Spread a blue cloth on your kitchen or dining room table. Set up the boats as indicated in Figure 6. Then roll a six-sided die to determine the direction the wind is blowing. Finally, flip a coin. The player who wins the coin toss is side A. Start playing!

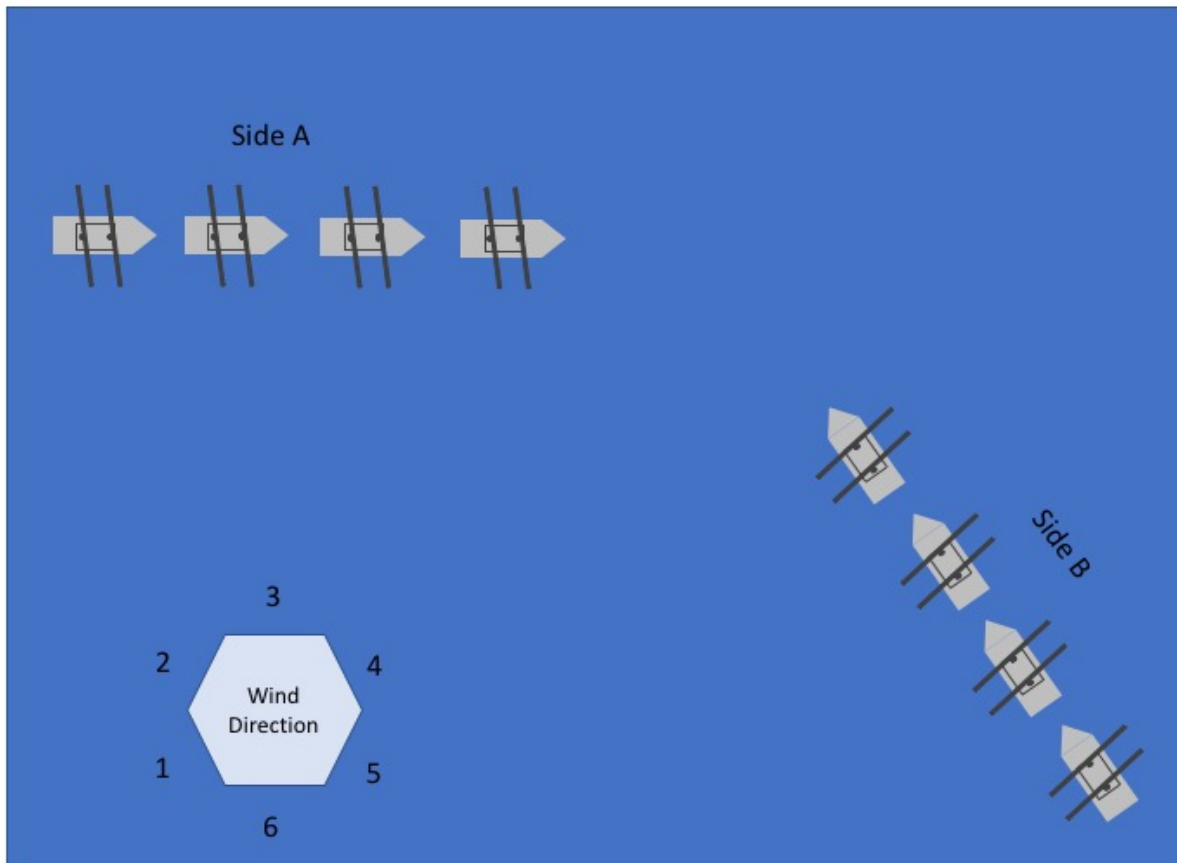


Figure 6: How to set up a table for Milk and Cookies Naval Rules

How Many Players Can Play this Game?

A normal sized kitchen table is big enough for six players, where each player has two boats. It is best if there are an even number of boats on each side, so if there are an odd number of players, some players may control three boats.

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Name of Boat:

GUNS

HULL

When the first two rows are marked off, movement is halved.



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When all boxes are marked off, the boat sinks.

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SAILS

When a whole row is marked off, remove a sail from the boat; movement is halved.



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When all sail boxes are marked off, the boat may not move.

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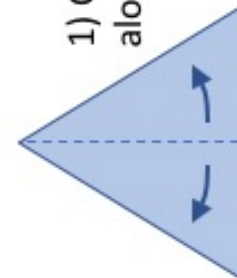
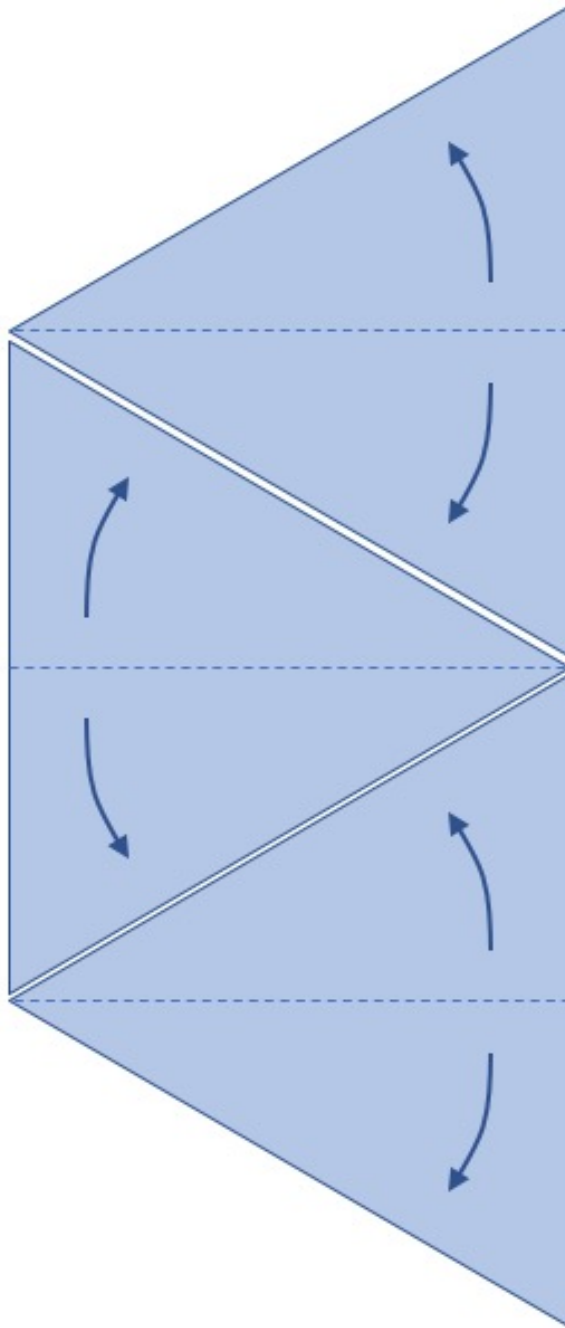


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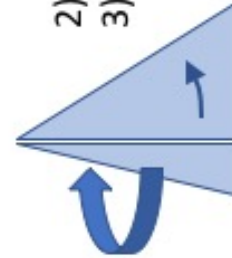
When all sail boxes are marked off, the boat may not move.

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Make copies of this page. Cut out the boat records and give one to each player for each boat he controls. I suggest you print one for each boat, cut them out, and laminate them. They you can use a grease pencil, china marker, or alcohol pen to mark off the boxes. When the game is over, you can wipe off the marks and use the cards again for your next game.



1) Cut out a triangles along the solid lines.



2) Fold along the dotted line.
3) Tape the two halves together.

Make copies of this page. Cut out the triangles and fold them as indicated to create turn gauges to use during your games.