

**RULES EXPANSION  
FOR NWS NW GAMES**  
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**ADVANCED SMOKE RULES:**

Smoke does not necessarily prevent you from "spotting" a division/ship (i.e. you see the smoke and know there are ships somewhere behind it), it does, however, make it impossible to spot such a division well enough to target it. I purposefully kept smoke simple for the game – the following is an advanced rule with much more detail:

- a) At the beginning of phase 7 remove all smoke markers that are on the map. Place a smoke card on each division that is being declared as making smoke.
- b) On phase 3, each division that has a smoke card will then lay a smoke marker through each hex it moves from, \*except\* for the hex in which it ends movement that turn.
- c) If line-of-sight is traced through a hex containing a smoke marker, then the line-of-sight is considered to be blocked (no spotting or firing).
- d) Smoke markers are **ONLY** removed at the beginning of phase 7, and at no other time. Note that it is possible for a division to make smoke and move into its own smoke if it is moving more than one hex that turn. If a division ends movement in a hex with smoke do **not** remove any existing smoke marker. Note that a division that ends in a smoke marked hex effectively cannot be visually spotted and/or visually spot other divisions.

**OPTIONAL SMOKE RULES:**

Note that smoke will be somewhat ineffective in scenarios with "heavy seas" set in the conditions for the scenario (which means very high winds). When a division makes smoke in this case, instead of the line-of-sight being automatically blocked when it passes through a hex with smoke, roll a single die: If the result is 1 the LOS is blocked, if a 2 or 3 the LOS is partially blocked, and if a 4, 5, or 6 the LOS is not blocked. A "partially blocked" LOS means that the Spotting Range (from the table) is reduced by 2 hexes, and any gunfire/torpedo fire at a target spotted through a "partially blocked" LOS suffers an additional -1 penalty to the attackers roll.

**EVASION DECLARATION CLARIFICATION (ADVANCED GAME):**

Evading is declared (& Evading Cards placed) on the movement phase (phase 3).