

NWS: NAVAL WARFARE WORLD WAR 1

PLAY RULES V 1.04

Designed and Published by:
NAVAL WARFARE SIMULATIONS
(www.navalwarfare.org / www.navalwarfare.net)

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INTRODUCTION

Welcome to Naval Warfare Simulation's wargame of World War I naval combat!

Inside this package, in addition to these rules, you will find over 530 ship/sub data cards, 80+ aircraft data cards, 36 land unit data cards, 180+ miscellaneous cards, 7 maps, combat matrix charts for basic game play, four six sided die, 90 damage clips, 200+ counters, and quick reference cards for tactical/strategic basic, advanced, and solitaire play.

Each of the unit (ship, sub, aircraft, and land) data was carefully researched, and the information used to craft the statistics and factors that you see on each data card. Every factor was created from extensive calculations – you will see no “that looks about right” or “this unit must be better so I’ll make it higher” factors here!

The game covers the major naval theatres of the First World War, including the navies and naval air forces of the Germany, United Kingdom, France, Italy, Russia, and Austria-Hungary. We have included the most popular (both numerically and culture-wise) ships, submarines, and aircraft from each of these nations. This game was designed around a simple premise: Create a game that plays fast, is fun, and yet retains enough realism to give the grognards amongst you satisfaction. We hope that we have succeeded in this, and that you enjoy playing the game as much as we enjoyed creating it for you!

In this rulebook we break down the game into three levels of difficulty – Basic, Advanced, and Optional. You can also use many of the Advanced Rules modifiers while using the Basic Rules for tactical and/or strategic play.

GAME SCALE

This game has two separate, but interlocking game scales (these are for the *Advanced Game*):

The first is the “Tactical” game – on the Tactical scale, each hex is 2 nm in distance, and a turn of combat equals 10 minutes. This scale is used for surface battles between ships, submarines, and on some occasions land units. For each 12 knots of speed in real life, a unit can travel one hex at this scale in one turn. *Please note that the “12 knots = 1 hex” is not an absolute rule, as some “break points” were set in order to show the difference between speeds of some units at this scale.*

The second is the “Strategic” game – on this scale, each hex is 20 nm in distance, and one turn of combat equals 1 hour. This scale is used for air-searches, or for battles that are too large for the Tactical scale to handle. Note that we include rules for the transition from Strategic to Tactical level battles in this book. For each 20 knots of speed in real life, a unit can travel one hex at this scale.

The *Basic Games* use different scales: *Basic Tactical* scale is 10 minutes/turn, with Short range being 0-3nm, Medium range 4-6nm, and Long range 7-12nm. *Basic Strategic* scale is 6 hours/turn, with Short range being 0-50nm, Medium range 51-100nm, and Long range 101-150nm.

GAME TERMS

In this section we present commonly used terms and abbreviations used in the rules, along with an explanation of each:

Unit Classes: **AC** = Armored Cruiser, **AF** = Airfield, **AS** = Airstrip, **BB** = Battleship, **BC** = Battle Cruiser, **CL** = Light Cruiser, **CT** = Coastal Torpedo Battery, **CV** = Fleet Carrier, **CVS** = Seaplane Carrier, **DD** = Destroyer, **FX** = Fortified Complex, **HA** = Heavy AA Battery, **HB** = Heavy Coastal Battery, **INF** = Infantry Battalion, **LA** = Light AA Battery, **LG** = Light Gun battery, **LL** = Large Liner, **LM** = Large Merchant, **MB** = Medium Coastal Battery, **MC** = Merchant Cruiser, **MG** = Medium Gun Battery, **MM** = Medium Merchant, **MN** = Monitor, **PO** = Port, **QS** = Q-Ship, **SM** = Small Merchant, **SS** = Submarine

Nationalities: **AH** = Austria-Hungary, **GE** = Germany, **IT** = Italy, **FR** = France, **RU** = Russia, **UK** = United Kingdom.

Dice Mechanics: This game uses standard six-sided dice to simulate the “random” factors of combat.

If you see “**1d6**”, that is short for “one die six”, which means you are to roll a single six-sided die and note the result. If you see “**3d6**”, that means to either roll a single six-sided die three times and add the results of each together, or if you have three dice you may roll all three at once and add them. Something such as “**2d6 + 1**” means to sum two six-sided die and add one to the total, while “**3d6 – 2**” would mean sum three six-sided dice and subtract two from the total. If you see “**1d6/2**”, this means to roll 1d6, and take one-half the result, rounding up (a roll of 1 or 2 = 1, 3 or 4 = 2, and 5 or 6 = 3).

Point Value: The value a unit has – this is used either as Victory Points, or as the cost to “purchase” or repair the unit in the campaign game. It is abbreviated as “**PV**”.

Damage Levels: All units have four levels of damage they can sustain:

Level 0: Undamaged

Level 1: Light Damage.

Level 2: Moderate Damage

Level 3: Heavy Damage

Level 4: Sunk/Destroyed

Damage Levels are additive – if a unit has *Light Damage* (Level 1), and receives 2 more damage levels, then it is at 1 + 2 = Damage Level 3, or *Heavy Damage*.

Side Arcs: Side arcs of a ship unit are the two hex-sides to the left of the hex-side it is currently facing, and the two hex-sides to the right of the hex-side it is currently facing.

Line Of Sight: Abbreviated LOS.

Victory Points: The number of points each side receives by totaling the damage done to the enemy side and adding the bonus points received from achieving objectives in the scenario. This is abbreviated as “**VP**”.


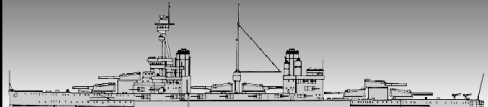
FirePower Value: Abbreviated as “**FP**”. This is the base attack value used in combat.

Penetration Value: Abbreviated as “**Pen**”. This is the armor penetration of the weapon system in question.

THE UNIT DATA CARDS

SHIP CLASS DATA CARDS

Below is an example ship data card, in this case the UK Agincourt class battleship:

BB (UK)		AGINCOURT					
PV = 11		1 9 1 4					
							
MB-AP	6-2		4-1	SB-AP			
AA	2-0		1-0	TB-AP			
TT	3-1-3		x	ASW			
DEF	6		0	SIZE			
ARMOR	2		3	SPEED			
Damage Levels							
	MB	SB	TB	AA	ASW	TT	SPD
L	5	3	1	2-0	x	3-1-3	2
M	4	2	1	1-x	x	2-1-3	2
H	3	1	1	0-x	x	1-1-3	1
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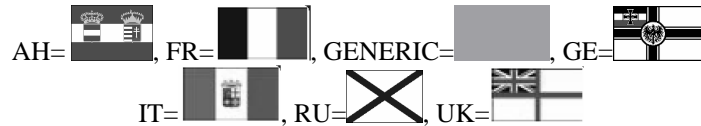
BB (UK) ← Class/Nationality of the ship, in this case a UK Battleship. See **GAME TERMS** for a full list.

AGINCOURT

1 9 1 4 ← *Name* of the class, and the date the class was in service. If the date ends with an “R”, it indicates that the card data is for a refit of that ship, finished at the date indicated.



← *Flag* for the nation that operates the ship. Below are the naval flags for each nation in this game:



PV = 11 ← *Point Value* of the ship. This is an indication of how powerful or useful the ship is.

MB-AP 6-2 ← *Main Battery* – the first number is the *FirePower Value*, the second number is the *Penetration Value*. These are the heaviest guns the ship mounts. Agincourt’s *Main Battery* has 6 *FirePower* and a 2 *Penetration Value*.

4-1 SB-AP ← *Secondary Battery* – just like the *Main Battery*, the first number is the firepower, the second is the penetration – Agincourt’s *Secondary Battery* has 4 *FirePower* and a 1 *Penetration Value*.

1-0 TB-AP ← *Tertiary Battery* – just like the *Main Battery*, the first number is the firepower, the second is the penetration – Agincourt’s *Tertiary Battery* has *FirePower* of 1 and a 0 *Penetration Value*.

AA 2-0 ← *Anti-Aircraft Battery* – the first number is the *Area AA Rating*, the second is the *Light AA Rating*. Agincourt’s *Area AA Rating* is 2, while its *Light AA Rating* is 0. Please note that a “0” rating still allows an attack – only ratings with an “X” indicate no capability to attack.

TT 3-1-3 ← *Torpedo Battery* – the first number is the number of mounts the ship has, the second is the number of torpedoes per mount, and the third is the torpedo base damage. Agincourt has 3 mounts, 1 torpedo per mount, and the torpedoes do a base damage of 3.

DEF 6 ← *Defense* – This number is a measure of how difficult it is to damage. Agincourt has a *Defense Rating* of 6.

0 SIZE ← *Size Rating* of the ship. This value adds to the *Defense Rating* of a ship in most situations. Agincourt has a 0 *Size Rating*.

ARMOR 2 ← *Armor Rating* of the ship. This value is compared to the *Penetration Value* of weapons hitting the ship to determine if any modifiers are to be applied to the defenders combat roll. Agincourt has a 2 *Armor Rating*.

3 SPEED ← The *Speed Rating* of the ship. One-half of this value is the number of hexes a ship can move in a single Tactical turn, and is used as a defensive modifier in some combats. Agincourt has a 3 *Speed Rating*.


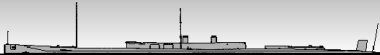
	Damage Levels						
	MB	SB	TB	AA	ASW	TT	SPD
L	5	3	1	2-0	x	3-1-3	2
M	4	2	1	1-x	x	2-1-3	2
H	3	1	1	0-x	x	1-1-3	1

← **Damage Section** of the Ship card. The “L” (Light), “M” (Moderate), and “H” (Heavy) *Damage Level* effects are shown here. If Agincourt has sustained damage, then the row reading across from the *Damage Level* would show the current gunnery, speed, etc... abilities of the ship.

For example, when Agincourt has taken Moderate damage (“M”), its *Main Battery* (“MB” column) has 4 *FirePower* remaining, it’s *Anti-Aircraft Battery* (“AA” column) has 1 and “X” values remaining (*Area* and *Light* respectively), it’s *Tertiary Battery* (“TB” column) is a 1 value, it’s *Torpedo Battery* (“TT” column) has a “2-1-3” rating, and it’s *Speed Rating* (“SPD” Column) is now a 2. The “SB” column is the *Secondary Battery* value. An “X” in a column means that the item no longer functions – it has been destroyed, or is completely ineffective, or the ship does not have that particular. Please note that any value of 0 (zero), or even a negative number, that you see is an actual factor, and does **not** mean that the item in question is destroyed – a ship can have a zero *FirePower Rating*, or a -1 *AA Battery Rating*, etc...

SUBMARINE CLASS DATA CARD

This is the French Brumaire class submarine:

SS (FR)		BRUMAIRE			
PV = 2		1 9 1 1			
					
MB-AP	X		X	SB-AP	
AA	X		X	TB-AP	
TT	1(6)-3		1	RELOADS	
DEF	1/3		2	SIZE	
ARMOR	0		2/1	SPEED	
Damage Levels					
	MB	SB	TB	AA	TT SPD
L	x	x	x	x	1(4)-3 2/1
M	x	x	x	x	1(3)-3 1/1
H	x	x	x	x	x 1/0
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[Note that only items that are changed or added from ship data cards will be explained in the below section]

TT **1(6)-3** ← *Torpedo Battery* – for submarines, the first number is the number of tubes it has, and the second number is the torpedo base damage. Some submarines will have a *Torpedo Battery* with a number in parenthesis: this is the number of *external tubes* the torpedo has. These can be fired just like normal tubes, but **cannot be reloaded**.

1 **RELOADS** ← *Reload Rating* of the submarine. This is how many times the torpedo tubes can be reloaded and fired again after they are first fired. Reloading requires 10 minutes (1 tactical turn) per tube.

DEF **1/3** ← *Defense Rating* – submarines have two defense values: the first number is when the sub is **surfaced**; the second number is when the sub is **submerged**. **Note that subs only get their Size Rating as a modifier to their Defense Rating while they are surfaced.**

2/1 **SPEED** ← *Speed Rating* – Just like for the *Defense Rating*, the sub has two Speed values: the first number is when the sub is **surfaced**; the second number is when it is **submerged**.

AIRCRAFT UNIT DATA CARD

This is the UK Short Type 184:

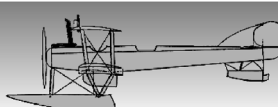
UK

BOMBER (Float)

PV= 2

1 9 1 5

4 x Short Type 184



ATA	1	4-4-1	BOMBS
DEF	2	4-1-2	TORPS
RNG	5	X	RCKTS

STRENGTH LEVEL

#	ATA	B	T	R	DEF
3	0	3	3	x	1
2	-1	2	2	x	0
1	-2	1	1	x	-1

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[Note that only items that are changed or added from ship cards will be explained in the below section]

BOMBER (Float) 1 9 1 5

4 x Short Type 184 ← The first line shows the Unit Type, the second line the date the plane came into service, and the third line the number of planes in the unit and the model/name of the plane.

ATA 1

← The unit's *Air-To-Air Rating*. This value is used to attack other aircraft, and may affect other types of targets. *If the unit is carrying an ordnance load its ATA and DEF factors are each reduced by 1, except for Bombers or if carrying only underlined ordnance loads.*

4-4-1 BOMBS 4-1-2 TORPS X RCKTS

← The unit's *Ordnance Load-Out Options*. To the right of the value is the type of ordnance the load-out consists of. The values themselves all reflect the same three factors: the first number is the number of separate attacks that can be made with that load, the second number is the number of weapons that is used in each attack, and the third number is the base damage the attack does. Note that a unit can only carry **one** of these Load-Outs – the only exception being that Load-Outs that are underlined are always carried, and you may still carry one *additional* Load-Out if you wish.

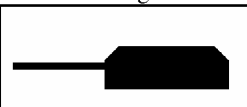
STRENGTH LEVEL					
#	ATA	B	T	R	DEF
3	0	3	3	x	1
2	-1	2	2	x	0
1	-2	1	1	x	-1

← The aircraft Damage Section has some differences from ships and submarines. First, instead of "LGT/MOD/HVY" ratings for the damage levels, you will see how many aircraft remain at that particular damage level – for the Type 184, its 3, 2, and then 1 aircraft. Also note that unlike ships or submarines, units have a separate Defense Rating for each level of damage. The "B", "T", and "R" columns are the number of attacks remaining at each level of damage for Bombs, Torpedoes, and Rockets, respectively. For example: A Type 184 unit armed with bombs takes moderate damage: it now has 2 aircraft remaining, has an ATA rating of -1, and has a "2-4-1" bomb attack (that's 2 attacks of four bombs each, doing a base damage of 1), and a Defense rating of 0.

Aircraft ASW Rating: If a unit has an underlined ASW rating, it can **only** be used for ASW attacks against submerged targets that other friendly units have detected, but **not** for ASW search purposes. In this case the unit carries ASW weapons, but not sensors such as ASDIC/Sonar that could detect submerged submarines.

LAND UNIT DATA CARD

This is a Heavy Coastal Battery:

HB		Heavy Coastal Battery		
PV = 10		10"-12" guns		
				
MB-AP	5-2	X	SB-AP	
AA	1-1			
TT	X			
DEF	7	1	SIZE	
ARMOR	3			
Damage Levels				
	MB	SB	AA	TT
L	4	X	X-2	X
M	3	X	X-1	X
H	2	X	X-0	X
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There is really nothing different about this data card, except that you may notice that has no *Speed Rating*. Since the focus of this wargame is naval combat, no land units are allowed to move or to fight with each other in this system. Land units are also generic, in that the unit card represents an average unit of that type from the possible units from different nations.

GAME COMPONENTS -- THEIR USE AND SETUP

DAMAGE MARKER CLIPS

Enclosed with this game you will find a number of colored plastic clips, which look like this→



The yellow, orange, and red clips are used to record damage on the unit data cards:

Yellow Clips denote *Light* Damage, Orange Clips denote *Moderate* Damage, and Red Clips denote *Heavy* Damage.

It is suggested that damage marker clips be placed on the *top* of each unit data card.

ORDNANCE CARDS

“Ordnance” cards are used to track how many attacks a unit has with its “expendable” weapons, such as torpedoes, bombs, rockets, etc.

Torpedoes: Place an appropriate number of Torpedo Attack cards under it.

Bombs: Place an appropriate number of Bomb Attack card(s) under it.

Rockets: Place an appropriate number of Rocket Attack card(s) under it.

ASW: Any unit with an underlined ASW factor has a single ASW attack – place a single ASW Attack card under it.

When a unit makes an attack with ordnance, discard as many cards of that type as attacks were made by the unit – for example, Agincourt could have 3 “one torpedo attack” cards to show its three torpedo mounts. If it fired one mount, you would discard one card, leaving two remaining. When no ordnance cards remain, the unit cannot make any more attacks with that weapon.

SMOKE CARDS

If a division is making smoke, place a Smoke Card on the *Division Card*.

EVASION CARD

If a division is evading, place an Evasion Card on the division.

THE USE OF COUNTERS

We have included 200+ counters for use with the game – ship divisions, aircraft units, land units, submarines, and a few miscellaneous counters have been included. The unit counters are divided into two equal sets of blue and red counters, to distinguish between the two sides of play. The counters match up to the marker cards provided in the game – for example, a ship division counter numbered “5” matches up with the “Division 5” marker card. The same is true for the land, air units, and submarine counters and marker cards.

You will notice that there are 20 (per side) division markers with a “?” on them: these are designed to be placed over the actual division counter to hide the division type from the other side. When the division is spotted, the “?” counter is then removed, so that the other side can then determine what the division is. This is only done for ship divisions, since specific aircraft types are not normally identified until they are either engaged or make an attack. There are two sets of submarine counters for each side, one showing the sub as submerged and the other showing it as surfaced. The “land units” counters are useful to show where a group of land units are located, as many times a number of different land units will occupy the same hex (see the “Midway” scenario in the game for a good example of this).

DIVISION/AIRCRAFT UNIT/LAND UNIT CARDS

The game includes 40 *Division Cards*, one set for Side A and one set for Side B, numbered from 1 to 20 each. A division card is used to show that a certain group of ships are together in a “division”, or group. The division card is placed on top of the group of ships that comprise that division. The *Aircraft Unit* and *Land Unit Cards* are used in the same manner. The way the *Division Card* is placed shows the *Formation* the ships are in: if placed upright, it is Column Formation, if upside down Line Abreast Formation.

ADDITIONAL UNIT CARDS

These are “generic” cards that are used to denote additional units of the same class, used when you do not have enough cards to represent all the units of that class in a division or other group. For example, if a scenario calls for a division to have 5 Agincourt class battleships, and you only have 1 Agincourt card unused, you can place 4 Additional Unit Cards under the Agincourt card – each Additional Unit Card is considered the same class as the card under which they are placed, in this case a Agincourt class BB, and should have damage markers placed on them in the same way, etc... Forty-eight of these cards are included in the game, and permission is given for you to photocopy extras of this card *for personal use only*.

MAPS

The game comes with a number of maps, both in tactical scale and strategic scale. Each map has a **map name** and compass rose on the lower right corner. The compass rose shows the direction a unit is headed, and is also used for initial unit placement. Directions are from 1 to 6. Some maps will have land hexes – land is the hexes with the green sides/fill, while water hexes have blue sides. Note that maps do not contain any “partial” water or land hexes – a hex is either completely water, or completely land.

TACTICAL SCALE COMBAT RULES

TURN SEQUENCE AND GAME FLOW

--- BASIC GAME TURN SEQUENCE ---

Prepare the scenario: Place each ship or land unit data card under the proper Division or Land group card. Place the corresponding counters for each Division or Land group in the *Long Range Box* of the *Basic Game Tactical Combat Matrix*. Place ordnance cards as needed. You are now ready to begin combat:

- 1) Spotting Phase: Roll 1d6 for each Division: if the die roll is 1-4, the Division was *Spotted* (place a spotted card on it). (*Optional modifiers to this roll are below.*)
- 2) Movement Phase: Each division may be moved one box up or down: roll 1d6: if the roll is \leq the current speed of the slowest ship in the Division, the Division may be moved. Land units cannot move, and stay in the Long Range Box.
- 3) Closing to Short Range: Divisions at “Medium” attack ranges are safe from *Short* range attacks (such as most torpedo attacks) – however, any Division at a “Medium” attack range may attempt to make a “Short” range attack: The division rolls 1d6 + its Speed Rating, against the same roll by any **single** enemy Division that is at medium attack range: if it exceeds the enemy’s roll, it may attack as if it were at Short Range.

- 4) Combat Phase: All players decide which of their units will fire at which enemy unit. Up to **five** separate unit cards may attack a single enemy unit card in one turn. The Division the enemy unit is in must be *Spotted* before you can attack that unit.
- 5) All attacks are rolled in whatever order the players decide upon, as the effects of any damage sustained do not take affect until the end of the turn (combat is simultaneous, in other words). Each attack is resolved as per the Basic Rules listed for each attack form. When each attack is made, players should place the new damage markers **BESIDE** the damaged unit card, so that the unit may attack using its “old” damage level that turn (whatever marker is on top).
- 6) After **all** attacks are resolved, place the new damage markers on the top of all unit cards, remove the old damage markers.
- 7) Each player may now decide if he wants to “detach” any ships from existing divisions – players may only detach a ship if it is damaged, or if the ship is “DD” class. Any ships so removed are formed into a separate division; a new division marker is place for that card in the same range box.
- 8) Each player may have a ship division *Make Smoke* – a smoke marker card is placed on the top of the division.
- 9) Each player may now try to have divisions *Disengage*: Roll 1d6: If the roll is ≤ 3 , the division has disengaged. (*Modifiers to this roll are below.*) Any ship attempting to *Disengage* is assumed to be *Making Smoke*. If the Division successfully disengaged, it is removed from play. ***Disengagement is not allowed on the first 3 turns of a scenario unless the scenario rules specify otherwise.***
- 10) The turn is now over, for the next turn start back at Step 1.
- 11) The game ends when all units are destroyed, have disengaged, or an agreed upon number of turns has passed.

Modifiers to Spotting Roll: *Division is Making Smoke* +4, *Range to nearest enemy Division is: Close* -4 / *Medium* -2 *Poor Weather* +2, *Night* +2, *Poor Weather at Night* +3, *Land Target* -2, **Small Land Target* +0, ***Hidden Land Target* +2, ****Large Land Target (automatically spotted)*, *Submerged Sub* +4 (*periscope*), *Surfaced Sub* +2, *Division Fired last Turn* -2

* Small Land Targets are: MG, LG, FX, LA, HA

** Hidden Land targets are: CT

***Large Land Targets are: PO, AF, AS, HB, MB

Modifiers to Disengagement Roll: *If **any** enemy Divisions are faster* +1, *If **all** enemy Divisions are slower* -1, *Division not Spotted* -2, *Nearest Enemy Division is at Close Range* = +1

Combat Modifiers in the Basic Game: Since ranges are abstracted in the Basic Game, the following rules are used for modifiers to combat: ***These modifiers are applied to the Attackers total.***

Short Range: Torpedoes may be fired. Class 1, 2 units +1 to *FirePower*.

Medium Range: No torpedo Fire. Class 3 units -1 / Class 4 units -2 to *FirePower*.

Long Range: No torpedo fire. Class 1, 2 units -1, Class 3 units -2 to *FirePower*. Class 4 cannot fire.

Class 1 Units are: BB, BC, HB

Class 2 Units are: AC, MN, MB

Class 3 Units are: CL, QS, MC, PO

Class 4 Units are: DD, MG, LG, HA, CV/CVS

(All **Secondary Batteries/Tertiary Batteries** are treated as Class 4)

+++ ADVANCED GAME TURN SEQUENCE +++

In the Advanced Game, a map with hexes is used to keep track of the progress of the game, unlike the more abstract rules for the Basic Game. You should first setup all units as the scenario specifies, placing *Ordnance Cards* under each unit data card as needed, placing *Division/Unit Counters* on the map, and placing all ship/unit cards under their appropriate *Division Cards*, etc.

The Advanced Game Turn Sequence is as follows:

- 1) Roll any variable visibility modifiers (such as for Poor Weather) for this turn, and then do all Spotting.
- 2) All players decide which of their units will fire at which enemy unit. Up to **five** separate unit cards may attack a single enemy unit card in one turn.
- 3) All units are moved according to the Advanced Game Movement Rules.
- 4) All gunnery attacks are rolled, then roll torpedo and other hits/damage (damage effects are simultaneous). Each attack is resolved as per the Advanced Rules listed for each attack form. When each attack is made and additional damage is done, players should place the **new** damage marker **BESIDE** the unit.
- 5) After all attacks are resolved, place the damage marker on top of the card, and remove the old marker.
- 6) Each player may now decide if he wants to “detach” any ships from existing divisions – players may only detach a ship if it is damaged, or if the ship is “DD” class. Any ship so removed is formed into a separate division; place a new *Division Marker* for that ship in the same hex as the division it detached from.
- 7) Each player may have a ship division *Make Smoke* – a Smoke Marker Card is placed on the *Division Card*, and the player may choose any **single** enemy division or group as the unit they are blocking with the smoke.

- 8) This is the end of the turn. Note that *Disengagement* is (in effect) handled by the *Spotting Rules* for the Advanced Game. The game ends when all divisions are destroyed, no divisions are spotted for three turns in a row, or an agreed upon number of turns has passed.

*** OPTIONAL RULES ***

The turn sequence with *Optional Rules* is identical to that of the *Advanced Game* above, except that in Step 1 you also check for *Misidentification*.

FORMATIONS

There are two types of formations divisions' use (these are ignored in the *Basic Game* rules):

Line Abreast Formation – The Ships are side-by-side, usually 1000 – 2000 yards apart.

Column Formation – The ships are following bow to stern, one behind the other, usually 500 – 1000 yards apart.

Each formation has different effects on gunnery and torpedo use in the *Optional Game Rules*.

MOVEMENT AND TURNING, RANGE, AND SPOTTING

--- BASIC GAME RULES ---

Movement & Turning: Ship and submarine units have a *Speed Rating* from zero to six, with each point equaling approximately 6 knots of speed. In the Basic Game, a unit's *Speed Rating* affects its odds of being hit by certain weapons, and how likely it is to be able to *Disengage* from a fight, as stated above.

Range: Range boxes are used in the Basic Game system to show for short, medium, and long ranges

Spotting: This is handled in the Basic Game Turn Sequence, see page 10.

+++ ADVANCED RULES +++

Movement & Turning: Each division may move a number of hexes equal to one-half the current *Speed Rating* of the **slowest** ship in the division (round up), or any number of hexes less than this number – the player decides how many hexes to move at the time the division is being moved. Each division may turn none, one or two hex-sides each time it moves a hex – it is turned **before** it moves into a new hex.

Range: The range between two units is measured as the number of hexes between them, counted in as straight a path as is possible, and counting the hex *the unit being measured to* is in.

Spotting: Ships and land units have a base *Spotting Range* (in hexes) at which they may spot enemy units:

UNIT BEING SPOTTED				
SPOTTING UNIT	BB/ BC	AC	CL	DD
BB/BC	10	10	9	8
AC	10	9	8	8
CL	9	8	8	7
DD	8	8	7	7

The number that is cross-referenced is the maximum range the unit can be sighted on an average day, in fair weather.

Modifiers to this base value are:

Overcast Day = -1 Night = -4 *Poor Weather = - (1d6/2) + 2
 Poor Crew = -1 Division Fired last Turn (Night/Day) = +2/+1
 On the 6th (or later) Turn of combat = -1 (smoke from ships/firing begin to obscure area)

Note: Due to the coal-fired engines of most ships of this period, stack smoke will be spotted 1d3 hexes farther away than the net visibility distance calculated above (except at night or in poor weather) – at this range, all that can be determined is that fact there is smoke on the horizon, no details of the forces can be discerned until within the normal spotting range.

The “Poor Weather” assumed here is of the patchy rain/fog/snow type, which means this will range from a -3 to a -5 modifier – roll this at the beginning of each turn of combat and use this modifier for the entire turn for all units. If you have a combination of Night and Poor Weather, count the net *Spotting Range* modifier as $-(1d6/2) + 3$, or a -4 to -6 modifier, rolled at the beginning of each turn.

For *Spotting* purposes, land units are divided into three different categories:

Land 1: May be spotted at 2d6+ 4 hexes. Units include: Port

Land 2: May be spotted at 2d6 hexes. Units include: Heavy and Medium Coastal Batteries, Airfield, Airstrip

Land 3: May be spotted at 1d6+1 hexes. Units include: Medium and Light Gun Battery, Fortified Complex, Infantry Battalion, Light and Heavy AA Battery, Coastal Torpedo Battery

The numbers are the base ranges at which the land unit may be spotted by **any** ship, which is more of a function of how well they can be hidden rather than the size (height) of the ship spotting them. This roll is made once at the beginning of each scenario for each land unit or group, or may be specified in the scenario itself. All land units are assumed to be able to spot all ships at ranges of up to 9 hexes, plus any applicable modifiers such as night, etc...

Line-of-Sight (LOS): A ship can only fire at another ship if it has line of sight to its target – to determine LOS, lay a straightedge from the center dot of the firing ships hex to the center dot of the target ship’s hex – – if the straight edges touches **any** hex containing land then the LOS is blocked and the ship may not fire at that target.

*** OPTIONAL RULES ***

Movement & Turning: For more accurate movement (rather than simply halving the division’s speed to find the number of hexes it may move in a turn) consult the table below:

SPEED	Odd Turns	Even Turns
1	0	1
2	1	1
3	1	2
4	2	2
5	2	3
6	3	3

The number referenced is the number of hexes that may be moved that turn, which may be a different value depending upon if it is a odd numbered turn (1,3,5, etc), or an even numbered turn (2,4,6, etc).

A Division may turn a different number of hex-sides each time it moves a hex, based upon its class:

(A) BB/BC/MN/CV/CVS/All Merchant ships = 2 hex-sides per hex moved.

(B) All other ships and submarines = 3 hex-sides per hex moved.

SHIP-TO-SHIP GUNNERY COMBAT

--- BASIC RULES ---

Basic gunnery combat is resolved as follows:

- 1) The attacker rolls 1d6 and adds the number rolled to the *FirePower Rating* of the battery being fired (Main or Secondary, whichever is being fired).
- 2) The defender rolls 1d6, and adds to the number rolled both the *Defense Rating* and the *Size Rating* of the target.
- 3) Apply any modifiers to the Attackers total (see page 11, *Combat Modifiers in the Basic Game*).
- 4) If the attackers total **exceeds** the defenders total, the amount by which it exceeded the roll determines the level of damage inflicted upon the defender’s unit: if the defenders roll is exceeded by one it adds 1 *Damage Level*, by two add 2 *Damage Levels*, by three add 3 *Damage Levels*, and by four add 4 *Damage Levels*.

+++ ADVANCED RULES +++

In the Advanced Rules, division markers are used on the map to determine the location and ranges of different units. Each ship's and land unit's *Main Battery* has gunnery *Range Bands*, based on its Class:

BB/BC/HB: 1-2 hexes = Short Range, 3-4 hexes = Medium, 5-6 hexes = Long

AC/MN/MB: 1-2 hexes = Short Range, 3 hexes = Medium, 4-5 hexes = Long

CL/QS/MC/PO: 1 hex = Short Range, 2-3 hexes = Medium, 4 hexes = Long

DD/MG/LG/HA: 1 hex = Short Range, 2 hexes = Medium, 3 hexes = Long

Secondary Battery guns (on all ships except CL and DD) use the "CL" ranges, while *Tertiary Battery* (and *Secondary Battery* guns on CL and DD) use "DD" ranges.

There are also a more extensive set of modifiers to the rolls of both the attacker and the defender. Add the following modifiers to **each of the attacking ships'** *Firepower Rating* plus 1d6:

- 1 if Firing ship is *Evading*
- 1 if Firing ship has "Poor" crew
- +1 if Firing ship has "Crack" crew
- 1 if "Night" scenario
- (amount by which target *Armor Rating* exceeds firing battery *Penetration Rating*)
- +1 if Target ship is at *Short Range*
- 2 if Target Ship is at *Long Range*
- 1 if "Poor" weather scenario

Add the following modifiers to the **defending ship's** 1d6 roll:

- + Target's *Defense Rating*
- 1 Target's *Speed Rating* is less than 2
- +1 Target *Evading*
- + Target's *Size Rating*
- +1 Target's *Speed Rating* is 6

Subtract the defenders total from the attacker's total, and consult the following table to determine the damage done:

Result	Damage Level
-3 or less	No Effective Damage
-2	Roll 1d6: result of 6 = 1 DL
-1	Roll 1d6: result of 5,6 = 1 DL
0	Roll 1d6: result of 4,5,6 = 1 DL
1	1 DL
2	2 DL
3	3 DL
4+	4 DL

(Note that DL in this table means *Damage Level*)

*** OPTIONAL RULES ***

The *Size Rating* of a unit for combat purposes is modified based on the range to the unit:

If the *Range* to the Target is 2 hexes, reduce the Target's *Size Rating* by one. If the *Range* is 0 or 1 hex, then reduce the Target's *Size Rating* by two. The *Size Rating* cannot be reduced to less than zero.

If the firing ship is in a division that is in *Line Abreast Formation* then the firing ship's *FirePower* is reduced by 1 if the target is in either of its *Side Arcs*. If the firing ship is in a division that is in *Column Formation* and LOS to the target does **not** pass through one of the firing ship's *Side Arcs*, then the firing ship's *FirePower* is reduced by 1.

Opportunity Fire: If no targets are visible at the beginning of the turn, you may still fire at targets that become visible during the turn -- ships with a 4 or less current *FirePower* have a -1 *FirePower* reduction, ships with a 5 or more current *FirePower* have a -2 *FirePower* reduction. Firing Torpedoes during Op-Fire also incurs a -1 penalty to the to-hit roll.

Many Royal Navy (UK) ships (particularly battlecruisers) had a significantly higher vulnerability to catastrophic magazine explosions than did other capital ships, for reasons which are still debated today. If you wish to model this, the following rule may be used: For any gunnery attack against a UK BB, BC, or AC at *Long Range*, by any Main Battery whose *Penetration Rating* equals or exceeds the *Armor Rating* of the target, if the attacker rolls a “6” on his attack roll, and the defender rolls a “1” or “2” on his defense roll, then the target has suffered a catastrophic magazine explosion and is considered sunk. If you wish to keep combat results more in line with the actual historical losses of UK ships by this rule in WWI, you may wish to restrict the types of UK ships affected by this rule to BC class ships only.

Often shells fired by the Main Batteries of Royal Navy (UK) capital ships in WWI had frangibility problems when striking armored targets – many times the nose/fuse of these shells, when striking significant armor plate, would shatter, or otherwise malfunction, and thus reduce the shells’ effectiveness. This may be modeled in the game as follows: Any Royal Navy (UK) BB, BC or AC, when attacking with its Main Battery against any target whose *Armor Rating* is equal or greater than the battery’s *Penetration Rating*, has its attack roll reduced by 1 if the attack roll was a “3” or “5”. For example, a UK battlecruiser fires its Main Battery (Penetration of 3) at a target whose *Armor Rating* is a 3, and rolls a “5” on its attack roll: because it met the conditions specified in the rule above, its attack roll is reduced by 1 to a “4”. By late 1917 the UK navy had overcome most of these problems and this rule may be considered voided.

TORPEDO COMBAT

--- BASIC RULES ---

Basic torpedo combat is resolved as follows:

The attacker decides how many mounts/attacks to fire from the unit -- -- reduce the torpedo ordnance card by one for each attack. Each mount/attack fired is a separate attack, using the below sequence:

- 1) The attacker rolls 1d6, and adds to the roll the number of torpedoes in the mount/attack.
- 2) The defender rolls 1d6, adds his current Speed Rating and Size Rating to the roll.
- 3) If the attackers total exceeds the defenders total, the amount by which it exceeded the roll determines the number of torpedoes that hit the target: if the defenders roll is exceeded by 1 or 2, then 1 torpedo hit, if exceeded by 3 or 4, then two torpedoes hit, if exceeded by 5 or more then 3 torpedoes hit. Please note that the number of hits cannot exceed the number of torpedoes fired!
- 4) If the attacker achieved 1 or more hits, then the damage results must be determined, as follows:

Torpedo Damage Results

- A) The attacker rolls 1d6, and adds the Base Damage of the Torpedo to the roll, plus an extra 2 for each torpedo that hit past the first. For example, if the attacker achieves three hits, and his torpedo has a 4 Base Damage, then he would roll 1d6 and add to it 4 (base damage) + 2 (second hit) + 2 (third hit), for a total of 1d6 + 8.
- B) The defender rolls 1d6 and adds the ship’s *Defense* rating to the roll.
- C) If the attackers total is 3 or more less than the defenders, the attack did no effective damage. If it is from 2 less, to equal the roll, it adds 1 *Damage Level*, if it is 1 or 2 more it adds 2 *Damage Levels*, if 3 more it adds 3 *Damage Levels*, and if 4 more it adds 4 *Damage Levels*.

+++ ADVANCED RULES +++

In the Advanced Torpedo Combat Rules, all torpedoes have three range categories:

0 hex = *Short Range*, 1 hexes = *Medium Range*, and 2 hexes = *Long Range*

No Torpedo may be fired at a range greater than that listed for Long Range.

Only DDs may fire all of their torpedo mounts in a single turn. All other ships may only make ½ (round up) of their listed number of attacks in a single turn, due to the mounts being on either beam of the ship and not centerline.

Submarines have a *Re-attack Rating* – this is how many reloads for their tubes they carry. It requires 1 turn for *each tube* the submarine has to reload. Example: a sub fires all six of its torpedo tubes – it would require 6 turns to reload all of them. **NOTE:** *Submarines may not fire more than SIX torpedoes at a single target in a single turn.*

Add the following modifiers to the **attackers** 1d6 roll to determine number of hits for the mount/attack:

- + Number of torpedo tubes per mount/attack
- 1 if Firing ship has “Poor” crew
- +1 if Firing ship has “Crack” crew
- 1 if Target ship is at Medium Range
- 3 if Target Ship is at Long Range

Add the following modifiers to the **defending ship’s** 1d6 roll:

- + Target’s *Speed Rating*
- + Target’s *Size Rating*
- +1 Target *Evading*
- +1 if “Poor” weather scenario
- +1 if “Night” scenario

To determine the number of hits for Advanced Torpedo Combat, subtract the defender’s total from the attackers total and consult the following table:

Result	Damage Level
-3 or less	No hits
-2	Roll 1d6: result of 6 = 1 Hit
-1	Roll 1d6: result of 5,6 = 1 Hit
0	Roll 1d6: result of 4,5,6 = 1 Hit
1-2	1 Hit
3-4	2 Hits
5+	3 Hits

To determine damage in Advanced Torpedo Combat, the attacker rolls 1d6 and adds the Base Damage of the torpedo, and +2 for each torpedo that hit past the first. The defender rolls 1d6 and adds the ship’s *Defense* plus current *Torpedo Defense Rating* to the roll. Subtract the defenders from the attacker’s totals and consult the following table:

Result	Damage Level
-4 or less	No Effective Damage
-3	Roll 1d6: result of 6 = 1 DL
-2	Roll 1d6: result of 5,6 = 1 DL
-1	Roll 1d6: result of 4,5,6 = 1 DL
0	1 DL
1	2 DL
2	3 DL
3 +	4 DL

(Note that DL in this table means **Damage Level**)

Duds: Torpedoes have a chance to malfunction (and hence cause no damage), Roll 1d6, if the roll is a “1”, the torpedo is a dud.

*** OPTIONAL RULES ***

If the target ship is in a division that is in *Line Abreast Formation* then increase the defender’s roll by 1 against all torpedo to-hit attacks.

BOMBARDMENT OF LAND UNITS

--- BASIC RULES ---

Bombardment of land targets by ship guns uses the same basic rules as the *Ship-to-Ship Gunnery Rules*.

+++ ADVANCED RULES +++

On the second and later consecutive turns of bombardment against the same land unit/target, add a +1 bonus to the ship’s base *FirePower* rating (*this is a +1 total bonus, not +1 per turn after the first turn*). This represents a level of cumulative damage the target sustains by virtue of being immobile and the increased accuracy of the ship’s gunfire after time to adjust the fire.

ANTI-SUBMARINE WARFARE

--- BASIC RULES ---

ASW attacks or detections may only be attempted against submarines in the same hex.
Resolution of ASW attacks versus submerged submarines is as follows:

- 1) The attacker rolls 1d6 and adds the unit's *Anti-Submarine Warfare Rating* to the result.
- 2) The defender rolls 1d6 and adds the submarine's second *Defense Rating* value to the result.
- 3) Subtract the defender's total from the attacker's total.
- 4) If the net result is -3 or less, then the submarine was not detected. If it is a -2, -1, or 0, the submarine was detected, but no damage was done to it. If the result is 1, then 1 *Damage Level* was done, if the result is 2 then 2 *Damage Levels*, if the result is 3 then 3 *Damage Levels*, and 4 + is 4 *Damage Levels*.

Note – If a submerged submarine takes Heavy damage, roll 1d6: on a 1-4 it immediately surfaces, on a 5-6 it sinks. A sub may not submerge when it has taken Heavy Damage.

+++ ADVANCED RULES +++

The **attacker** rolls 1d6, adds his *ASW Rating*, and the following modifiers:

+1 if enemy submarine fires torpedoes this turn.

-1 if Poor Weather scenario

-1 if Night

The **defender** rolls 1d6 and adds the submarine's second *Defense Rating* value to the roll.

Subtract the defender's total from the attacker's total, and consult the following table to determine the damage done:

Result	Damage Level
-3 or less	Sub Not Detected
-2	Sub Detected: Attacked, No Damage
-1	Sub Detected: Attacked, No Damage
0	Sub Detected: Attacked, No Damage
1	1 DL
2	2 DL
3	3 DL
4+	4 DL

(Note that DL in this table means **Damage Level**)

SUBMARINES – SPECIAL RULES

Submarines may be *Submerged* or *Surfaced*. To designate a submarine as surfaced, place a *Surfaced* card on it – if there is no such card; the submarine is assumed to be submerged. Submarines can move submerged for 12 turns (2 hours), after which they must surface to recharge their batteries. Recharging batteries takes 24 turns (4 hours)...or, if you rather, for every 2 turns a sub is surfaced it gains back 1 turn of "submerge time". *If a submarine does not move while submerged then count every hour as a **single turn** for purposes of remaining submerged.*

Damage to Submerged Submarines: If a submerged submarine takes Heavy damage, roll 1d6: on a 1-4 it immediately surfaces, on a 5-6 it sinks. A sub may not submerge when it has taken Heavy Damage.

Spotting: *Surfaced* subs are spotted 1 hex away on a 1-3 roll on 1d6 during the day (at night on a 1), while in the same hex are spotted on a roll of 1-5 during the day and a 1-3 during the night. *Submerged* subs can only be spotted by a unit making a successful ASW attack roll on them (and only in the same hex). It is recommended that submarine movement either: be plotted on a sheet of paper to add to the Fog of War element of the game (see page 26), or that the "Double-Blind" system be employed (see page 27).

MINES & MINEFIELDS

Mines played a more substantial role in the First World War than in the second, due to the widespread use of mines and the fact that mine countermeasures were not as well developed as in WW2.

A number of hexes on a map may be designated as minefield hexes in a scenario. There are three “levels” of minefields in this game: Sparse, Standard, and Dense. *Sparse* minefields are those either set with too few mines to be effective, or are areas of danger due to mines having drifted into the area. *Standard* minefields represent the majority of minefields laid in a regular pattern, while *Dense* minefields are the most effective fields created with a large number of mines per area. To determine the effects of traveling through a minefield, for each hex traveled through the field roll **2d6** – if the **total rolled plus the ship’s Size Rating** is less than or equal to the number given on the table below, then a mine was triggered. A mine hit is treated exactly as a torpedo hit on a ship/sub, with the “base damage” determined by a roll of **(1d6+1)**. For example, a DD triggers a mine, and the 1d6 roll was a 3 – this means a net attack roll of (1d6 + 4) against (1d6 + the ships *Defense*) would be made on the torpedo combat damage table.

(2d6 + Ship *Size Rating*) roll per hex on **Tactical** Scale Map to hit a mine:

<i>Minefield Type</i>		
<u>Sparse</u>	<u>Standard</u>	<u>Dense</u>
4	7	9

(2d6 roll + Ships *Size Rating*) per hex on **Strategic** Scale Map to hit a mine:

<i>Minefield Type</i>		
<u>Sparse</u>	<u>Standard</u>	<u>Dense</u>
6	9	11

COMBINING ATTACKS AGAINST A SINGLE TARGET

As previously mentioned, up to five unit cards may attack a single unit – you can combine gunnery, ASW, bomb, rocket, torpedo attacks, etc... together using this rule, as long as each of the units could legally attack the target in the same turn. When multiple units are attacking a single unit, the units attack values are combined into a single attack factor by the following procedure:

The unit with the highest **net attack value** (after all modifiers are applied to that units attack) is considered the *Primary Attacking Unit* – the unit with the next highest net attack is the **second unit**, the unit with the third highest is the **third unit**, etc:

MULTIPLE UNIT ATTACK CHART

UNIT FP	SECOND UNIT ADDS:	THIRD UNIT ADDS:	FOURTH UNIT ADDS:	FIFTH UNIT ADDS:
0	1	0	0	0
1	1	0	0	0
2	1	1	0	0
3	1	1	0	0
4-5	2	1	1	1
6-7	3	2	1	1
8+	4	2	1	1

(The number indexed is the amount added to the *Primary Unit’s* attack)

Example One: Three cruisers are attacking a target: each cruisers *FirePower* after adding all modifiers is 4, 4, and 2 respectively. The highest value is 4, so it is the Primary Firing Unit. The next highest unit (a 4 FP) adds 2 for a 6 total, while the third highest unit (a 2 FP) adds 1 more, for a **final total** of 7. So the attack would be rolled as 1d6 + 7 against the Defense (plus modifiers) of the target.

Example Two: Two units of aircraft are bombing an Airfield: The 1st unit scores bomb hits for a total damage of 6, while the 2nd unit scores more hits and does 8 damage. The second unit is the Primary Firing Unit since its damage is highest – consulting the table, as the second unit the 1st unit adds 3 to the Primary Unit’s total, for a final attack of 8 + 3 = 11. So a single 1d6 + 11 would be the attack against the Airfield from the two unit’s attack.

Example Three: Two battleships and a bomber unit bombard a Port: The BBs each have 7 *FirePower* after modifiers, while the bomber unit scores bomb hits for a total damage of 7. Since all three scored the same attack, any can be the primary, second, or third units: The second unit adds 3 to the *Primary Unit's* attack, while the third adds 2 more, for a final total of 7 + 3 + 2 = 12. The Port would then have a single 1d6 + 12 total attack against its *Defense* rating.

VICTORY AND LOSS DETERMINATION

Victory and loss can be determined by comparing Victory Point totals for each side in the scenario:

Each side receives VPs equal to the sum of the points received for damaging or destroying enemy units, and the points received for fulfilling any special conditions specified by the scenario.

Each damaged or destroyed unit is worth a number of VPs based upon the amount of damage it sustained and its base *Point Value* (PV):

If an enemy unit sustained Light Damage, it is worth its PV divided by 8 in VPs.

If an enemy unit sustained Moderate Damage, it is worth its PV divided by 4 in VPs.

If an enemy unit sustained Heavy Damage, it is worth its PV divided by 2 in VPs.

If an enemy unit was destroyed / sunk, it is worth its full PV in VPs.

(Round all results to the nearest whole number)

The winner of the Campaign can be determined by comparing the point totals of each side.

Divide the VP total of Player One by the VP total of Player Two to determine a ratio, and consult the table below:

<u>Ratio</u>	<u>Win/Loss Level</u>
<= 0.33	Player Two: Decisive Victory
0.34-0.67	Player Two: Substantial Victory
0.67-0.8	Player Two: Moderate Victory
0.81-0.9	Player Two: Slight Victory
0.91-1.1	DRAW
1.11-1.23	Player One: Slight Victory
1.24-1.5	Player One: Moderate Victory
1.51-2.99	Player One: Substantial Victory
3.0 +	Player One: Decisive Victory

STRATEGIC SCALE COMBAT RULES

--- BASIC GAME TURN SEQUENCE ---

The Basic Game uses abstractions for strategic combat: Each turn is approximately 6 hours of time (or enough time for a typical air strike to take-off, attack, and return. Set up all ships/units under their proper Division/Unit Card, and place the counters for each Division/Unit for each side in their respective *Long Range* boxes on the *Basic Game Combat Matrix* chart.

The Turn Sequence and Rules for *Basic Game Strategic Combat* is:

- 1) Each player assigns any aircraft unit cards they wish to use to *Search* for enemy divisions by setting them off to the right of the player. Partial unit may be used for this purpose.
- 2) Each player sets any aircraft units next to any of their divisions they wish to protect by *Combat Air Patrols* (CAP).
- 3) Air strikes can now be launched against any enemy ships/units located the previous turn, or ones in which the scenario specifies as already located. Each player sets each aircraft unit card next to the division/unit it will attack. Players may also assign a *Fighter Escort* for the attacking planes, which simply means adding a Fighter/Scout Unit card to force. If a CAP unit is protecting that division, one turn of *Air-to-Air Combat* is played out between the attacker and the CAP unit(s). If the attacking unit(s) have a *Fighter Escort*, then the CAP must engage the escort in one turn of *Air-to-Air Combat* first, then any surviving CAP can engage the attacking force. Next, resolve each surviving unit's attack one at a time, the attacking player choosing which ships in the division will be attacked – first, the defending player rolls his *Area AA* and then *Light AA* attacks, then the surviving aircraft get their *Air-to-Surface Attacks* against their targets. After this, move **all** surviving aircraft from both sides back to their bases/carriers (they are assumed to have landed, refueling, etc).
- 4) Search missions are now resolved – for each 3 aircraft searching on each side (round nearest), choose an enemy division as it's "target", and roll 1d6 to determine if that division has been spotted:

Fighter/Scout/TorpedoBomber aircraft = A roll of a 1-2 spots the enemy division.

Medium Bomber/Recon/Patrol aircraft = A roll of 1-3 spots the enemy division. Any enemy division that has been *Spotted* will have a *Spotted Card* placed on it.

- 5) Each player may now move any division(s) one range band closer if they wish.
- 6) Opening the Range: To simulate one side attempting to move away from the other side, the following rule is used: If a side wishes to *Open the Range*, roll 1d6 for each spotted enemy division: if the roll is \geq the speed of the slowest ship in the division, then that Division is moved up one range box (farther away).
- 7) If any division on either side reaches the *Short Range* band, it may attempt surface combat against any enemy division that has been spotted. However, the side being attacked may attempt to *Intercept* the attacker with any of its divisions that are at Short Range: roll 1d6 for each division you wish to attempt interception – a roll of a 1 to 3 means it were successful. If any divisions successfully intercept the attacker, then the attacker must engage those divisions **instead of** his original target. Resolve the **entire** surface battle by the *Tactical Combat* rules before continuing with the Strategic turn.
- 8) End of the strategic combat turn. Any planes used for searching are now returned to their bases/carriers. For each division that is *Spotted*, roll 1d6: a roll of a 1, 2, or 3 means it is now **not** spotted – remove the *Spotted* card from it. Play now proceeds to the next turn. Every other pair of Turns (3,4,7,8,11,12,etc) are Night Turns, with some additional conditions: (a) Spotting during this turn only occurs on a roll of a 1 (b) All attack rolls have a -2 added to them, and (c) Aircraft may not operate during Night Turns.

+++ ADVANCED GAME TURN SEQUENCE +++

In the *Advanced Rules Strategic Game* play is on the strategic maps – the scale is 20nm per hex, and 1 hour per turn. The turn sequence for advanced play is:

- 1) Spotting – resolve all possible *Spottings* by the Advanced Spotting Rules as the units are moved. For aircraft units sent to spot enemy divisions, use the *Aircraft Search Table* to preserve the fog of war.
- 2) Combat – all units in the same hex as an enemy unit may now enter combat:
If the units are ships, resolve the combat via *Advanced Rules Tactical Scale* combat – play **six turns** of *Tactical* combat before returning to the *Strategic* combat turn. If the units are aircraft units and or land units, resolve the attacks via the appropriate *Advanced Rules* section. If both aircraft and ships are involved together (i.e. both enemy and friendly ships plus aircraft in the same hex) then resolve all air unit combats, **then** play six turns of *Tactical* Combat.
- 3) Movement – launch all armed aircraft (place the unit marker one hex from the launching unit), move all divisions and units according to the Advanced Movement Rules.
- 4) Air Unit Arming – you may arm and prepare to launch any air units from bases or carriers. Place ordnance markers on all planes that are to be launched. All planes armed this turn are launched in the Movement Phase **next turn**.
- 5) Aircraft Recovery – all friendly aircraft units in the same hex as a base/carrier may land.
Note that the base/carrier may not exceed its *Air Rating* in the number of aircraft it operates, but airfields/airstrips may land up to 8 more aircraft than they have listed in an emergency – these “extra” aircraft may not be used, but can be damaged by attacks on the base. (*These units receive a -1 to the roll to determine if they are damaged when the base is damaged*)
All ordnance markers are removed from landing planes.
- 6) End of Strategic Combat Turn. The game ends when all divisions are destroyed, no divisions have been spotted for two turns in a row, or an agreed upon number of turns has passed.

MOVEMENT AND SPOTTING

+++ ADVANCED RULES +++

Movement: *Ship divisions can move at a rate based on the speed of the slowest ship in the division:*

Speed Rating 1-3 = 1 hex every odd numbered turn (turns 1, 3, 5, etc)

Speed Rating 4+ = 1 hex per turn.

Aircraft Units move at a rate according to type:

Fighter/Scout = 4 hexes/turn

Dive Bomber/Torpedo Bomber/Light Bomber/Patrol = 3 hexes/turn

Bomber = 3 hexes/turn

Spotting: *Ship Divisions* may visually spot other ship divisions at a range of 1 hex during the day: roll 1d6, if the roll is 1-2, the division is spotted. Ship divisions in the same hex *automatically* spot each other during the day. At night however, ships can only spot other divisions in the same hex -a roll of 1 to 4 on 1d6 will spot the division. Any

division that is spotted, but has not spotted the division that spotted it, is considered *Surprised*. A *Surprised* division has penalties when it is set up on the map for *Tactical Combat*.

Aircraft Units may spot one another at ranges of up to 2 hexes: At 2 hex range, a roll of a 1 spots the unit (Bombers are spotted on a 1 to 2). At 1 hex, Bombers are spotted on a 1-3 roll, and all other types are spotted on a roll of 1-4. All aircraft are automatically spotted at 0 hex range. During night, units have a 1-2 chance on a 1d6 roll of being spotted if they are in the same hex only.

Aircraft Units may spot ship divisions and land units at the following ranges during the day:

Ship Divisions may be spotted at 2 hexes on a roll of 1-2, 1 hex on a roll of 1-3, and are automatically spotted at 0 hex range. In Poor Weather or at Night, Ship divisions are visually spotted on a roll of a 1 at one hex range, and a roll of a 1-4 at zero hex range. Land units may be automatically spotted at 2 hexes for Ports, 1 hex for Airfields and Airstrips, and 0 hexes for all other land targets.

In the situation of Poor Weather during a Night scenario, aircraft operations are not considered possible in this game.

ANTI-AIRCRAFT COMBAT

--- BASIC RULES ---

There are two types of AA Ratings, *Area AA* and *Light AA*:

Area AA can be used to engage any aircraft attacking the division a ship is in, but *Light AA* can be used to defend the firing ship only. *Light AA cannot* be used vs. high altitude aircraft.

To resolve AA combat:

- 1) The attacker rolls 1d6 and adds the number rolled to the *AA Rating* of the battery being fired (*Area* or *Light*, whichever is being fired).
- 2) The defender rolls 1d6, and adds to the number rolled the current *Defense Rating* of the unit.
- 3) If the attackers total **exceeds** the defenders total, the amount by which it exceeded the roll determines the level of damage inflicted upon the aircraft unit: if the defenders roll is exceeded by one it adds 1 *Damage Level*, by two add 2 *Damage Levels*, by three add 3 *Damage Levels*, and by four add 4 *Damage Levels*.

+++ ADVANCED RULES +++

Damage taken from *Area AA* is applied **before** a unit makes any *Air-to-Surface* attacks, while one-half the damage from *Light AA* guns (round up) is applied before the aircraft make their attacks, the second half after.

There is a more extensive set of modifiers to the rolls of both the attacker and the defender.

Add the following modifiers to the unit's *AA Rating*, plus the result of 1d6 roll:

- 1 if "Poor" weather scenario, -2 if "Night"
- 3 vs Hi-altitude aircraft (*Area AA* only)

Add the following modifiers to the **unit's** 1d6 roll:

- + Units **Current** *Defense Rating*

Subtract the units total from the AA Battery's total, and consult the following for damage:

Result	Damage Level
-3 or less	No Effective Damage
-2	Roll 1d6: result of 6 = 1 DL
-1	Roll 1d6: result of 5,6 = 1 DL, otherwise 1 level Disruption
0	Roll 1d6: result of 4,5,6 = 1 DL, otherwise 1 level Disruption
1	1 DL
2	2 DL
3	3 DL
4+	4 DL

(Note that DL in this table means **Damage Level**)

If a *Disruption* level is achieved, that means the aircraft unit is treated as one Damage Level worse for how many attacks it can make this turn, as some aircraft were either driven off or lightly damaged. Example – a bomber unit attacks a cruiser. The unit already has *Light Damage*. It is attacked by *Area AA* fire from two ships, gets one level of Disruption and takes one additional *Damage Level*. The +1 damage level is applied before the unit can attack (*Area AA* damage is immediate), which takes the unit to *Medium Damage*. The 1 level of disruption means the unit will attack this turn as if it were at *Heavy Damage* (1 greater for the 1 level of *Disruption*). The effects of *Disruption* last only the turn the disruption is incurred.

Tactical Scale use of AA Fire: On the Tactical Scale, *Light AA Batteries* may only protect ships in the same hex, while *Area AA Batteries* may protect any ship within 3 hexes range, at a -1 to the *Area AA Rating* per hex range (but note that the each AA battery may only fire once per turn).

AIR-TO-AIR COMBAT

--- BASIC RULES ---

To resolve Air-to-Air combat:

- 1) The attacker rolls 1d6 and adds the number rolled to the *ATA Rating* of the attacking unit.
- 2) The defender rolls 1d6, and adds to the number rolled the current *Defense Rating* of the unit.
- 3) If the attackers total **exceeds** the defenders total, the amount by which it exceeded the roll determines the level of damage inflicted upon the defending unit: if the defenders roll is exceeded by one it adds 1 *Damage Level*, by two adds 2 *Damage Levels*, by three adds 3 *Damage Levels*, and by four adds 4 *Damage Levels*.

Each unit gets only one attack in Air-to-Air Combat in a single turn.

+++ ADVANCED RULES +++

All aircraft types except Fighters (i.e. all aircraft with defensive guns) get their *ATA* fire **before** units attacking them do (this is an exception to the general rule of simultaneous combat in this game). Apply the levels of Damage and disruption before the attacker can fire at the defender. For Fighter versus Fighter, combat and damage is considered simultaneous.

Add the following modifiers to the attackers *ATA Rating*, plus the result of 1d6 roll:

- +1 if *Crack Pilots*
- 1 if *Poor Pilots*
- 1 if *Poor* weather scenario
- 2 if *Night* scenario

Add the following modifiers to the defenders 1d6 roll:

- + Units **Current** *Defense Rating*
- +1 if *Crack Pilots*
- 1 if *Poor Pilots*

Subtract the defenders total from the attacker's total, and consult the following for damage:

Result	Damage Level
-3 or less	No Effective Damage
-2	Roll 1d6: result of 6 = 1 DL
-1	Roll 1d6: result of 5,6 = 1 DL, otherwise 1 level Disruption
0	Roll 1d6: result of 4,5,6 = 1 DL, otherwise 1 level Disruption
1	1 DL
2	2 DL
3	3 DL
4+	4 DL

(Note that DL in this table means **Damage Level**)

AIRSHIP ALTITUDE:

All airships can fly at *High* altitude, while only some aircraft can reach that level – only aircraft with an underlined “**H**” can fly at *High* altitude, and only these aircraft can attack an airship flying at *High* altitude level.

INCENDIARY ROUNDS:

From 1916 on, some aircraft (notably those of the United Kingdom) can carry incendiary rounds for their machineguns, which make their weapons significantly more effective against the hydrogen gas-filled airships of the period. Any unit that is designated as carrying incendiary rounds may add 1 to its attack roll when attacking an airship.

AIR-TO-SURFACE COMBAT

--- BASIC RULES ---

Follow the following sequence to resolve aircraft to surface targets attacks:

- 1) The attacking unit may make as many attacks as it wishes, up to the number of attacks it has remaining for its current damage level.
- 2) The attacker rolls 1d6, and adds the number of weapons in the attack to the roll.
- 3) The defender rolls 1d6, and adds the unit's current speed plus the size rating. For land units add 3 plus the size rating (since they do not have a Speed Rating).
- 4) Subtract the defenders total from the attackers total – the number by which the attackers total exceeds the defenders total is the *Number of Hits* achieved, up to the number of weapons in the attack.
- 5) If the attacker got any hits, he rolls 1d6, adds the *Base Damage* of the weapon, and adds a modifier based on the number of hits past the first to the total, based on the type of weapon used: Bombs= +1 per hit, Torpedoes= +2 per hit, Rockets/Heavy Guns= +1 per two hits (round down).
- 6) The defender rolls 1d6, adds his Defense.
- 7) If the attackers total is 3 or more less than the defenders, the attack did no effective damage. If it is from 2 less to equal the defenders roll, it adds 1 *Damage Level*, if it is 2 more it adds 2 *Damage Levels*, if 3 more it adds 3 *Damage Levels*, and if 4 more it adds 4 *Damage Levels*.

+++ ADVANCED RULES +++

In the Advanced Game, Bombers may attack from Hi-Altitude, while all other aircraft may attack from Medium or Low Altitude, except for torpedo attacks which must always be made at Low Altitude.

For all attacks below, the attacker rolls 1d6 and adds the number of weapons in the attack.

The defender rolls 1d6 and adds the unit's current *Speed Rating* (land units add 3) and its *Size Rating*.

Bombing Attack Modifiers:

Attacker:

-3 if Hi-Altitude attack versus a ship *Speed* > 1

+1 if *Crack Pilots* / -1 if *Poor Pilots*

Defender:

+2 *Night* scenario

+2 if *Poor Weather* scenario

Torpedo, Rocket, and Heavy Gun Attack Modifiers:

Attacker:

+1 if *Crack Pilots*

-1 if *Poor Pilots*

Defender:

+1 if *Night* scenario

+2 if *Poor Weather* scenario

Result	Damage Level
-3 or less	No Hits
-2	Roll 1d6: result of 6 = 1 Hit
-1	Roll 1d6: result of 5,6 = 1 Hit
0	Roll 1d6: result of 4,5,6 = 1 Hit
1	1 Hit
2-3	2 Hits
4+	3 Hits

Weapon Damage: Damage resolution for bombs/torpedoes/rockets/heavy guns uses the following rules:
Subtract the defenders total from the attacker's total: (For torpedoes use the *Torpedo Damage Table*)

Result	Damage Level
-4 or less	No Effective Damage
-3	Roll 1d6: result of 6 = 1 DL
-2	Roll 1d6: result of 5,6 = 1 DL
-1	Roll 1d6: result of 4,5,6 = 1 DL
0	1 DL
1	1 DL
2	2 DL
3	3 DL
4+	4 DL

(Note that DL in this table means *Damage Level*)

Bombs add +1 damage level per hit past the first, while rockets/heavy guns add +1 damage level for each 2 hits past the first. Very heavy armor will reduce bomb damage effectiveness, so a target with an Armor Rating of 3 subtracts 1 from the damage roll made above.

SUBMARINES – SPECIAL RULES

Submarines may be *Submerged* or *Surfaced*. Submarines can move submerged for at 2 turns (2 hours), after which they must surface to recharge their batteries. Recharging batteries takes 4 turns (1 hour recharge per 2 hours submerged). *If a submarine does not move while submerged then only count every 6 hours as a single turn for purposes of remaining submerged.*

Spotting: *Surfaced* subs may be spotted in the same hex only on a roll of 1-3 on 1d6. Submerged subs can only be spotted by a unit making a successful ASW attack roll on them (and only in the same hex). At Night or in Poor weather surfaced subs may only be spotted on a roll of a 1 on 1d6.

CARRIER/AIRCRAFT OPERATIONS SPECIAL RULES

Damage to Aircraft Units if base/carrier is damaged: If a non-torpedo attack on a carrier (or other unit that can hold air units) causes 1 or more Damage Levels to the unit, then roll 1d6 for each unit on board:
A roll of a 1-3 means the unit has taken 1 *Damage Level*. If the unit was loaded, see the next rule.

Danger of Loaded Units on a Carrier: If a non-torpedo attack on a CV or CVS causes 1 or more *Damage Levels* while the carrier has *loaded* units on board (*Ordnance Cards under it*), the following rule is used:
For each loaded unit roll 1d6: If the roll is 1-4, then add 1 *Damage Level* to both the carrier and to the squadron in question. A carrier may have time to clear the decks and save some of the planes before the enemy attacks, if it wishes to try: Roll 1d6 for each loaded unit– if the roll is a 1 or 2 then the unit was *saved* (remove the Ordnance Markers) before the attack, otherwise it was not. Note that any unit that has been *saved* must rearm according to normal rules.

Changing Ordnance Loads: A unit may have its Ordnance load changed to another option—this requires one turn (hour), and while this is occurring the unit is considered loaded for purpose of the above rule.

Air Groups: Carriers and some other units have an *Air Rating*; this is the maximum number of aircraft that can operate from the carrier or unit.

Aircraft Ranges: Aircraft have (on the side view window) an “R = X” number. This is the units *Range Rating*. The range is given as a **radius** in hexes: i.e. the plane can fly that many hexes away from its base before it must return. Any aircraft unit that cannot land at a base within its Range Rating (after it reaches the limit of its radius) is considered destroyed after it moves the remainder of its *Range Rating* in hexes.

Aircraft Unit Reconstitution: Carriers and bases generally carry a number of spare aircraft and spare parts for their units – to reflect this, when a unit that has been damaged lands at its base, roll 1d6 per unit to see if it can be partially reconstituted: If the roll is 4 or more, you may reduce the *Damage Level* of the unit by 1. This requires 6 hours to accomplish, so the unit being *reconstituted* will not be available for air operations until the second turn after it lands for the Basic Game. To keep track of any units being reconstituted you may want to jot down the status on a piece of scrap paper.

Level of Intelligence and Spotting Chances:

The level of Intelligence you have on the opposing side determines the chance each Division has of being spotted. The following sequence resolves spotting based on the Intelligence Level when using that rule:

STEP 1: Assign/determine the number of aircraft you wish to search with, place the unit cards upright in the proper column of the *Search Matrix* sheet.

STEP 2: Roll 1d6 for the closest enemy division/unit within the range listed on the Search Matrix for the row they are on: If the roll is ≤ the number in the Aircraft Search Table, then the Division has been spotted. If the roll is > the number, then the Division was not spotted, roll for the next Division.

Aircraft Search Table

# Aircraft in Search	<i>Intelligence Level</i>				
	<u>Minimal</u>	<u>Poor</u>	<u>Fair</u>	<u>Good</u>	<u>Excellent</u>
1	1	2	2	3	3
2-3	2	2	3	4	4
4-6	2	3	4	4	5
7-10	3	3	4	5	6
11-14	3	4	5	5	6
15-19	4	4	5	6	7
20-25	4	5	6	6	7
26+	5	5	6	7	8

Modifiers to 1d6 Roll: Overcast = +1, Night = +2, Poor Weather = +2, Range to Division: 6+ Hexes = +1 (or *Long Range* in Basic Game)

STEP 3: After all searches, move each card **up one row** on the *Search Matrix*, and next turn start at STEP 2.

STEP 4: When a unit has reached its range limit or has searched as many turns as you want, turn it upside down, and each turn move it **down one row** on the *Search Matrix*. The turn after it reaches the bottom row it is removed and has landed at its base.

INTEGRATING TACTICAL AND STRATEGIC SCALE COMBAT

When two (or more) divisions of ships engage in *Tactical Combat* coming from the *Strategic Game*, you will need to set up the Tactical Map so that they can do battle. Rules for doing so are as follows:

- 1) One side will be designated as Side One, the other side we shall call Side Two (players decide, or roll a die).
- 2) Each side secretly records the hex locations of each of their divisions, using the following restrictions on how they may be placed:

Setup the sides on *Tactical Map One*:

Side One may set up their divisions in any hex in columns A, B, C, or D.

Side Two may set up their divisions in any hex in columns U, V, W, or X.

Side one divisions must face *Direction* 2 or 3, while Side Two divisions must face *Direction* 5 or 6.

Each side rolls 1d6 per division – if the roll is a 1, the division may be set up in an *Extended Area*:

For Side One, the division may be set up in any hex in column A through K, with any facing.

For Side Two, the division may be set up in any hex in column N through X, with any facing.

If a division suffered *Surprise*, then the *opposing* player gets to set it up in any hex in the enemy side's *Extended Area*, at a facing of his choice.

THE SOLITAIRE GAME

The Solitaire Game uses the Basic Rules for each of the respective scales (Tactical and Strategic), but adds a framework to determine the actions the "opponent" takes. You may use the *Advanced Game* combat modifiers for either Tactical or Strategic scale solitaire play if you wish. *In the Solitaire game, strategic combat is 1 hour per turn.*

TACTICAL SOLITAIRE RULES

STEP 1: Determine the scenario type: Interception, Bombardment, Convoy, or Amphibious Landing (for the scenarios included in this game this is already indicated). Set up the game as per the Basic Game Turn Sequence specifies.

STEP 2: Place the enemy division/unit counters in the red Long Range holding box on the Basic Game Tactical Combat Matrix. Place your divisions/unit counters in the blue Long Range holding box.

STEP 3: Follow the game sequence steps on the SOLITAIRE GAME PLAY CHART: TACTICAL to determine the events for each turn of the game.

Side Assignments

Interception:

Goals: Side One = intercept Side Two divisions. Side Two = defend against Side One (or escape).

Bombardment: Goals: Side One = destroy land units on Side Two. Side Two = prevent land units from being destroyed.

Convoy:

Goals: Side One = destroy merchants from Side Two. Side Two = protect merchants.

Amphibious Landing:

Goals: Side One = destroy transports/merchants. Side Two = protect transports/merchants.

STRATEGIC SOLITAIRE RULES

STEP 1: Determine the scenario type: Air Superiority, Interception, Bombardment, Convoy, or Amphibious Landing (for the scenarios included in this game this is already indicated). Set up the game as per the Basic Game Turn Sequence specifies.

STEP 2: Place the enemy division/unit counters in the red Long Range holding box on the Basic Game Tactical Combat Matrix. Place your divisions/unit counters in the blue Long Range holding box.

STEP 3: Follow the game sequence steps on the SOLITAIRE GAME PLAY CHART: STRATEGIC to determine the events for each turn of the game.

Side Assignments

Air Superiority:

Goals: Side One = Destroy enemy air units and carriers/airfields . Side Two = prevent units/carriers/airfields from being destroyed.

Interception:

Goals: Side One = intercept Side Two divisions. Side Two = defend against side A (or escape).

Bombardment:

Goals: Side One = destroy land units on Side Two. Side Two = prevent land units from being destroyed.

Convoy:

Goals: Side One = destroy merchants from Side Two. Side Two = protect merchants.

Amphibious Landing:

Goals: Side One = destroy transport/merchants. Side Two = protect transports/merchants.

THE FOG OF WAR

--- BASIC TACTICAL/STRATEGIC F.O.W. RULES ---

No special Fog of War Rules are used in the *Basic Game*.

+++ ADVANCED TACTICAL/STRATEGIC F.O.W. RULES +++

When a scenario is setup in the *Advanced Tactical Game*, each division may have a course pre-plotted for it. This would look something like this:

Start: Div 1, hex A6, facing 2 – F13, P2, F7, S1

F# = Go this many hexes forward, S# = Turn starboard (right) # hex-sides, P# = Turn port (left) # hex-sides

The last facing the division has plotted will be its course until enemy forces are spotted.

No matter what the enemy forces are doing, each side must keep its divisions on the pre-plotted course until their side detects an enemy division. Once that happens, **each** division on the side that spotted the enemy force has the following choices:

- 1) Head (as straight as possible) towards the location enemy force that was spotted
- 2) Stay with their preset course
- 3) In the *next turn*, make a 1 hex-side turn (Port or Starboard) and go straight on that course.

*** OPTIONAL TACTICAL F.O.W. RULES ***

Spotting: TARGET IDENTIFICATION / MISTAKEN TARGET RULES

If a scenario occurs at Night, or in Poor Weather, these rules simulate the possible miss-identification of other units that can occur in such poor visibility conditions:

- 1) For each enemy division that is within visibility range, roll 1d6 and add the following modifiers:
Target has been previously identified = +1, Range 0-1 hex = +1
- 2) If the total is 5 or more, the spotting player may look at each card in the enemy division.
If the total is 2 to 4, then the spotting player is only told the number of ships in the division, and if the division contains any capital ships (i.e. BB/BC/AC).
If the total is 1 or less, then a *Misidentification* has occurred:
- 3) If a *Misidentification* occurred, roll another 1d6, add the same modifiers as before, and consult the following: If the total is 2 or less, then a *Mistaken Target* has occurred – if it is 3 or more, then a *Enemy Mistaken as Friendly* has occurred:

Mistaken Target: If the side that has rolled this result has more than one division in its forces, then it has misidentified a friendly ship as an enemy ship: Randomly select one ship from a division as the firing ship, and randomly select one ship from another division as the target. This target will be fired on with all normal modifiers **for the current turn only** by the selected firing ship. If the side that rolled this result has only a single division in its forces, then treat the result as *Enemy Mistaken as Friendly* instead.

Enemy Mistaken as Friendly: An enemy unit has been mistaken as a friendly unit by you side. Randomly select a single enemy ship – this ship has been identified as friendly and may not be attacked during this turn.

*** OPTIONAL STRATEGIC F.O.W. RULES ***

For strategic battles with carriers or airpower involved, the following optional rule is suggested: Each side uses their own map of the battle, and places their forces on their side only. Then, each turn, each side moves its units as normal. Each hex that a unit passes through can be searched according to the Advanced Strategic Spotting Rules – simply announce to the opposing side that you are searching a particular hex (and the surrounding hexes for aircraft). Your opponent will then roll to see if any forces are spotted in those hexes, and if so you place a marker on your map showing that unit. For real Fog of War, the opponent should make rolls even if there are *no forces in the hexes* – this way it is impossible to tell which hex has forces merely because the opponent rolled to see if they were spotted! This is commonly called a “Double-blind” system. *You are hereby granted permission to photocopy maps to use for this purpose.*

“Dummy” Counters Option: Players may make use of “dummy” counters (i.e., counters that actually represent no real unit) to add more suspense / Fog of War elements to the game -- either Tactical or Strategic scale. Each side gets a number of dummy counters based on the level of intelligence the enemy has for his forces:

Minimal/Poor = 2 dummy counters for each ship division or sub placed on the map.

Fair/Good: 1 dummy counter for each ship division or sub placed on the map.

Excellent = No dummy counters (your forces/plans are too well located/known by the enemy).

When using dummy counters, place *all* division and submarine counters upside down on the map/matrix. When a division/sub is spotted, it is then turned over to reveal if it is a real or a dummy counter. If it is a dummy counter, the counter is removed from play. All real/dummy counters must be placed within a certain radius of the “real” unit’s original location on the hex map, depending upon the level of intelligence:

Minimal = 10 hexes

Poor = 8 hexes

Fair = 6 hexes

Good = 4 hexes

CAMPAIGN RULES

The campaign in NWS: NW-WW1 is in a semi-historic, free-play format. The size of the forces involved for each campaign area would make the player the equivalent of commander of a major area of each theatre, who had several task forces at his disposal. For campaign purposes, January, February, April, May, July, August, October and November are 4 weeks long, while March, June, September and December are 5 weeks long. The campaign starts the first week in the month given.

A) Campaign Theatres:

- 1) North Sea: UK vs. GE
- 2) Baltic: RU vs. GE
- 3) Mediterranean: FR+IT vs. AH+GE

B) Each theatre has a set of charts for campaign generation for that theatre. Players are, of course, free to adjust each set of charts as they see fit.

C) The general flow of a campaign is as follows:

- 1) Choose which theatre to play.
- 2) Choose the campaign length: Short, Average, Long
- 3) Purchase your initial force based on the number of points provided for by the appropriate table.
- 4) Roll the number of Battle Sets for the particular theatre/campaign length you have chosen.
- 5) If both sides agree on the Battle Set location, then go to Step 6 – otherwise roll on the Battle Set Location Chart.
- 6) Roll on the “Number of Missions” chart for the initial number of missions in the first “Battle Set”.
- 7) Roll on the “Mission Type” chart for each battle.
- 8) Assign forces to ALL the battles that were determined in Steps 5 and 6. **NOTES:** No more than 70% of your total force available may be assigned to the battles, and no more than 50% may be assigned to any single battle [*The first mission now begins, steps 9 through 11 below*]
- 9) Roll on the *Mission Intelligence Chart* to determine what each side knows of the other sides force for the mission.
- 10) You may switch ships from the pre-allocated set for that battle, at a cost of 1/4 (round up) of the highest PV of either ship involved in each swap in Battle Points. You can add additional ships to the battle, at a cost of 1/2 (round up) the added ships PV in Battle Points. (These swapped/added ships may be selected from any ship in your available ship pool...)
- 11) Play out the first battle using the normal tactical combat system.
- 12) After the battle, you may repair any damaged ships from the last battle, and purchase new ships using your allotted pool of “Battle Points” for that turn. Repairing a ship requires the same number of points as VP gained by it being damaged, and requires a set time according to the *Ship Repair Chart*.
- 13) Repeat Steps 9 through 13 for each battle rolled in the first Battle Set.
- 14) If the campaign has more than one Battle Set, repeat Steps 5 through 14 for each Battle Set after the first.

D) Each mission has a Victory Point total, which adds to the score of the side that won that mission. Each side also adds the points for damaged or sunk enemy ships from the battle.

Sunk ships are worth their full PV, while damaged ships are worth a variable amount of their PV:

Light Damage = 1/8 PV

Moderate Damage = 1/4 PV

Heavy Damage = 1/2 PV

Round all fractions to the nearest whole number.

E) The winner of the Campaign can be determined by comparing the point totals of each side. Divide the point total of Side One by the total of Side Two to determine a ratio, and

consult the table on the following page: (Note this is identical to the Tactical Victory Table)

<u>Ratio</u>	<u>Win/Loss Level</u>
<= 0.33	Player Two: Decisive Victory
0.34-0.67	Player Two: Substantial Victory
0.67-0.8	Player Two: Moderate Victory
0.81-0.9	Player Two: Slight Victory
0.91-1.1	DRAW
1.11-1.23	Player One: Slight Victory
1.24-1.5	Player One: Moderate Victory
1.51-2.99	Player One: Substantial Victory
3.0 +	Player One: Decisive Victory

Ship Types for ship “purchase” limitations are:

- a) DD
- b) CL
- c) AC/MN
- d) BC/BB
- e) CV/ CVS/Aircraft Units

SHIP REPAIR CHART

		Repair Rates				
Ship	Nation					
Class	UK	GE	AH	IT	RU	FR
DD	1	2	2	2	2	2
CL	2	2	2	2	3	2
AC	3	3	3	3	3	3
BB/BC	3	3	4	3	4	3
CVS	2	2	3	2	3	3
CV	3	3	4	3	4	4

Result is time in weeks to repair
Level 1 damage.
Level 2 damage takes 3 times this value.
Level 3 damage takes 7 times this value.

Repair Time Variation: 2d6 Roll						
<u>2</u>	<u>3-4</u>	<u>5-6</u>	<u>7-9</u>	<u>10</u>	<u>11</u>	<u>12</u>
x0.25	x0.4	x0.7	x1	x1.3	x1.6	x2

Carrier Operations

In the campaign game, all carrier divisions are “off map”, i.e. they are placed beside the map. It is assumed that the carrier force has prepared for the battle, so players may arm their squadrons before the scenario starts. Each side with carrier forces can make their first air strike on game turn (1d6/2) +1 (turn 2 to 4). A single subsequent strike can be made on turn (1d6+ 7), if the battle has not yet ended. Carriers may send out aircraft to spot both divisions on the map and any enemy off map carrier divisions, use Step 4 from the Basic Rules turn sequence in the Strategic Game to determine if enemy forces are spotted – an enemy force *must* be spotted to be attacked, either by surface units on the tactical map or by aircraft. Only one spotting attempt at the beginning of the game can be made via aircraft. An off map carrier division may attempt to disengage, starting 6 turns after its last air strike: roll 1d6 each turn, a roll of a 1 or 2 disengages the carrier division.

*** OPTIONAL RULES ***

Linked Campaigns:

It is quite possible to run multiple campaigns and have **all** campaign missions played out in a chronological order. For example, you could start playing RU vs. GE in the Baltic Campaign in May 1915, and in Feb 1916 start playing the UK vs. GE in the North Sea campaign. At that point, you would roll missions as normal for each campaign, and play them in

chronological order. Of course you may want to transfer ships and points from one campaign to another, (you decide the priority each area has!), and so the following are some simple rules for the transfer of ships and points between campaign areas:

The UK may transfer up to 15% of its total ship PV to the Mediterranean campaign at the beginning of the North Sea campaign. Each battle turn, it may transfer up to 25% of its Battle Points in the form of transferring existing UK ships to the Mediterranean theatre.

The UK may transfer up to 10% of its total ship PV to RU when the North Sea campaign starts. Each battle turn, it may transfer up to 15% of its Battle Points to RU in the form of transferring existing UK ships to the Baltic theatre.

Germany may transfer up to 10% of its total ship PV to Austria-Hungary when the Mediterranean campaign starts, but cannot send any additional reinforcements.

CAMPAIGN CHARTS

North Sea, 1916

Sides: UK vs. GE Start Date: Feb, 1916

Starting Point Totals: UK = 200, GE = 150 (No more than 25% may be used for any one ship type)

of Battle Sets: Roll 1d6 and consult table – result is number of Battle Sets in campaign.

1D6 <u>Roll</u>	<i>Campaign Length</i>		
	<u>Short</u>	<u>Average</u>	<u>Long</u>
1	1	1	2
2	1	2	2
3	1	2	3
4	2	3	3
5	2	3	4
6	2	3	4

Battle Set Location:

1d6 <u>Roll</u>	<u>Location</u>	<u>Battle Point Modifiers</u>
1	Dogger Bank	UK +5, GE -5
2	Dogger Bank	UK +5, GE 0
3	Norwegian Coast	UK 0, GE +5
4	Channel Approaches	UK +10, GE 0
5	Heligoland Bight	UK 0, GE +5
6	Skagerrak	UK -5, GE +5

of Missions per Battle Set: Roll 1d6 for EACH battle Set and record the number:

1D6 <u>Roll</u>	<u># Missions</u>
1	2
2	2
3	3
4	3
5	4
6	5

Mission Length: (2d6) in weeks, roll each mission.

Mission Environment: Roll 1d6: *Time*: 1-5 = Day, 6 = Night. *Weather*: 1-2 = Poor, 3-4 = Overcast, 5-6 = Fair

Mission Type: Roll 1d6 and consult chart, result is type of mission:

1D6 <u>Roll</u>	<u>Mission Type</u>
1	Bombardment: Roll 1d6: 1-4 = UK Bombardment, 5-6 = GE
2	Amphib Landing: Roll 1d6: 1-5 = UK Landing, 6 = GE Landing
3	Interception
4	Interception
5	Interception

Mission Intelligence Chart:

1d6

<u>Roll</u>	<u>Result</u>
1	Nothing! No information given. (Minimum Intelligence)
2	Total number of Divisions in force. (Poor Intelligence)
3	Total number of ships in force. (Fair intelligence)
4	PV total of all ships + total # ships in force. (Fair Intelligence)
5	How many Capital Ships (AC/BC/BB/CV) total + total # ships in force. (Good Intelligence)
6	How many ships of each type in force. (Excellent Intelligence)

Battle Points available: UK: Battle Set 1 = 10
Battle Set 2 = 15
Battle Set 3 = 20
Battle Set 4 = 20

GE: Battle Set 1 = 10
Battle Set 2 = 10
Battle Set 3 = 15
Battle Set 4 = 15

Baltic, 1915

Sides: RU vs. GE Start Date: Jan, 1915

Starting Point Totals: RU = 75, GE = 65 (No more than 33% may be for any one ship type)

of Battle Sets: Roll 1d6 and consult table – result is number of Battle Sets in campaign.

1D6	<i>Campaign Length</i>		
<u>Roll</u>	<u>Short</u>	<u>Average</u>	<u>Long</u>
1	1	1	2
2	1	1	2
3	1	2	2
4	1	2	2
5	2	2	3
6	2	2	3

Battle Set Location:

1d6		
<u>Roll</u>	<u>Location</u>	<u>Battle Point Modifiers</u>
1	Gotland	RU +5, GE 0
2	Gotland	RU 0, GE +5
3	Stolpe Bank	RU -5, GE 0
4	Spon Bank	RU 0, GE -5
5	Cape Arkona	RU +5, GE +10
6	Oleg Bank	RU +5, GE 0

of Missions per Battle Set: Roll 1d6 for EACH battle Set and record the number:

1D6	
<u>Roll</u>	<u># Missions</u>
1	1
2	2
3	2
4	3
5	3
6	4

Mission Length: (3d6) in weeks, roll each mission.

Mission Environment: Roll 1d6: *Time*: 1-5 = Day, 6 = Night. *Weather*: 1 = Poor, 2-3 = Overcast, 4-6 = Fair

Mission Type: Roll 1d6 and consult chart, result is type of mission:

1D6	
<u>Roll</u>	<u>Mission Type</u>
1	Bombardment: Roll 1d6: 1-3 = RU Bombardment, 4-6 = GE
2	Interception
3	Interception
4	Interception
5	Amphib Landing: Roll 1d6: 1-4 = RU Landing, 5-6 = GE
6	Convoy: Roll 1d6: 1-4 = RU Convoy, 5-6 = GE Convoy

Mission Intelligence Chart:

1d6	
<u>Roll</u>	<u>Result</u>
1	Nothing! No information given. (Minimum Intelligence)
2	Total number of Divisions in force. (Poor Intelligence)
3	Total number of ships in force. (Fair intelligence)
4	PV total of all ships + total # ships in force. (Fair Intelligence)
5	How many Capital Ships (AC/BC/BB/CV) total + total # ships in force. (Good Intelligence)
6	How many ships of each type in force. (Excellent Intelligence)

Battle Points available: RU: Battle Set 1 = 5
 Battle Set 2 = 10
 Battle Set 3 = 10
 GE: Battle Set 1 = 10
 Battle Set 2 = 10
 Battle Set 3 = 10

Mediterranean Theatre, 1915

Sides: FR+IT vs. AH+GE Start Date: June, 1915

Starting Point Totals: FR = 50, IT = 80, AH = 60, GE = 25 (No more than 33% may be used for any one ship type)

of Battle Sets: Roll 1d6 and consult table – result is number of Battle Sets in campaign.

1D6	<i>Campaign Length</i>		
<u>Roll</u>	<u>Short</u>	<u>Average</u>	<u>Long</u>
1	1	1	2
2	1	2	2
3	1	2	2
4	1	2	3
5	2	3	3
6	2	3	4

Battle Set Location:

1d6		
<u>Roll</u>	<u>Location</u>	<u>Battle Point Modifiers</u>
1	Adriatic Sea	FR 0, IT +5, AH +5, GE 0
2	Adriatic Sea	FR 0, IT +5, AH 0, GE 0
3	Ionian Sea	FR +5, IT 0, AH 0, GE 0
4	Aegean Sea	FR 0, IT 0, AH 0, GE 0
5	Dardanelles	FR -5, IT 0, AH 0, GE +5
6	Austrian Coast	FR 0, IT +10, AH +5, GE 0

Mission Intelligence Chart:

1d6	
<u>Roll</u>	<u>Result</u>
1	Nothing! No information given. (Minimum Intelligence)
2	Total number of Divisions in force. (Poor Intelligence)
3	Total number of ships in force. (Fair intelligence)
4	PV total of all ships + total # ships in force. (Fair Intelligence)
5	How many Capital Ships (AC/BC/BB/CV) total + total # ships in force. (Good Intelligence)

6+ How many ships of each type in force. (Excellent Intelligence)
 # of Missions per Battle Set: Roll 1d6 for EACH battle Set and record the number:

1D6	
<u>Roll</u>	<u># Missions</u>
1	1
2	2
3	2
4	3
5	3
6	4

Mission Length: (2d6) in weeks, roll each mission.

Mission Environment: Roll 1d6: *Time*: 1-5 = Day, 6 = Night. *Weather*: 1-2 = Overcast, 3-6 = Fair

Mission Type: Roll 1d6 and consult chart, result is type of mission:

1D6	
<u>Roll</u>	<u>Mission Type</u>
1	Bombardment: Roll 1d6: 1-2 = FR, 3-4=IT, 5-6 = AH
2	Interception: Roll 1d6: 1-2=FR, 3-4=IT, 5=AH, 6=GE
3	Interception: Roll 1d6: 1-2=IT, 3=FR, 4-6=AH
4	Amphib Landing: Roll 1d6: 1-4 = IT Landing, 5-6 = AH
5	Convoy: Roll 1d6: 1-4 = IT Convoy, 5 = FR, 6 = AH
6	Convoy: Roll 1d6: 1-3 = FR Convoy, 4-5 = AH, 6 = GE

Battle Points available:	FR:	Battle Set 1 = 5 Battle Set 2 = 5 Battle Set 3 = 10 Battle Set 4 = 10
	IT:	Battle Set 1 = 5 Battle Set 2 = 10 Battle Set 3 = 10 Battle Set 4 = 10
	AH:	Battle Set 1 = 5 Battle Set 2 = 5 Battle Set 3 = 10 Battle Set 4 = 10
	GE:	Battle Set 1 = 0 Battle Set 2 = 0 Battle Set 3 = 5 Battle Set 4 = 5

MISSION TABLES

Bombardment: Attacker receives the listed bonus victory points for destroying the targets specified, while Defender receives the listed bonus victory points if the target survives.

<u>1d6 Roll</u>	<u>Map</u>	<u>Targets</u>
1	Tactical 2	Roll 1d6: 1-2 = AirField (VP 25), hex E15, 4-6 = Airstrip hex K13 (VP 20)
2	Tactical 2	Port, hex G15 (VP 30)
3	Tactical 3	Fortified Complexes, hex I07, hex J06, and hex F05 (VP 7 each)
4	Tactical 3	Infantry Battalion (VP 15), hex I03, Fortified Complex (VP 5) hex J02
5	Tactical 4	Airstrip (VP 20) hex L10, 5" Gun Battery (VP 5) hex M10, Fortified Complex (VP 5) hex L12
6	Tactical 4	Roll 1d6: 1-3 = Heavy Coastal Battery (VP 20) hex M08, 5-6 = Medium Coastal Battery (VP 15), hex L07

Setup:	<u>Map</u>	<u>Setup Location</u>
	Tactical 2	Attacker: hex rows 1 through 4, Defender: hex rows 10 through 13
	Tactical 3	Attacker: hex rows 14 through 16, Defender: hex rows 4 through 7
	Tactical 4	Attacker: hex columns V through X, Attacker: hex columns K through O

Interception: Attacker receives (1/4 of ship VP) bonus VP per ship that exits the map edge specified (round up).
Defender receives (1/4 of ship VP) bonus VP per attacking ship that does not exit the specified map edge.

<u>1d6 Roll</u>	<u>Map</u>	<u>Map Exit Location</u>
1	Tactical 1	Column A
2	Tactical 1	Column A
3	Tactical 1	Column A
4	Tactical 2	Row 01
5	Tactical 3	Column X
6	Tactical 4	Column A

Setup:	<u>Map</u>	<u>Setup Location</u>
	Tactical 1	Attacker: hex columns T through X, Defender: hex columns A through E
	Tactical 2	Attacker: hex rows 11 through 13, Defender: hex rows 1 through 3
	Tactical 3	Attacker: hex columns A through D, Defender: hex columns U through X
	Tactical 3	Attacker: hex columns U through X, Defender: hex columns A through D

Amphibious Landing: Attacker receives bonus VP for each transport that enters any of the *Assault Hexes* specified. Defender receives bonus VP for each transport that is sunk.
Medium transports are 3 VP each, and Large are 4 VP each.

<u>1d6 Roll</u>	<u>Transports</u>	<u>Map</u>	<u>Merch Setup Hexes</u>	<u># Rolls on Def Table</u>
1	1d6 Medium	Tactical 2	E03, C04, G02	One
2	2d6 Medium	Tactical 2	R02, S02, T01	One
3	3d6 Medium	Tactical 3	L15, N15, P15	Two
4	1d6 Large	Tactical 3	A15, B15, C16	Two
5	2d6 Large	Tactical 4	W02, V01, X01	Three
6	3d6 Large	Tactical 4	C02, D02, D01	Three

Note: *The numbers of Merchants given in the table are the number of *ships* (at 4 per card), **not** the number of cards.*

Setup:	<u>Map</u>	<u>Setup Location</u>
	Tactical 2	Attacker: hex rows 1 through 3, Defender: hex rows 10 through 13
	Tactical 3	Attacker: hex rows 14 through 16, Defender: hex rows 4 through 7
	Tactical 4	Attacker: hex rows 1 through 3, Defender: hex rows 8 through 11

Defender Ground Units Table:

<u>1d6 Roll</u>	<u>Unit Received</u>	<u>Location</u>
1	3" Battery	[These may be
2	5" Battery	set up within
3	Heavy AA Btty	three hexes of
4	*Infantry Battalion	of any assault
5	Medium Coast Btty	hex, but not in
6	Medium Gun Battery	an assault hex]
	plus Light Gun Battery	

Assault Hex Table:

<u>Map</u>	<u>Assault Hexes</u>
Tactical 2	M13, N12, Q14
Tactical 3	F04, F05, C04
Tactical 4	M11, M10, M09

This unit may be placed in any land hex adjacent to an assault hex. This unit **must be destroyed in order for any ships in that assault hex to be counted for VPs.*

Convoy: Attacker receives bonus VP per merchant that exits map column X.
 Defender receives bonus VP per merchant that does not exit map column X.
 Small merchants are 2 VP each, Medium are 3VP each, and Large are 4 VP each.

<u>1d6 Roll</u>	<u>Map</u>	<u>Merchants</u>	<u>Merch Setup Hexes</u>
1	Tactical 1	4d6 Small Merch	C02, D02, E03
2	Tactical 1	2d6 + 2 Medium Merch	D09, E10, D10
3	Tactical 1	4d6 Medium Merch	C14, D13, E13
4	Tactical 1	2d6 Medium + 2d6 Small Merch	B06, D07, F08
5	Tactical 1	2d6 + 2 Large Merchant	C15, D14, D15
6	Tactical 1	4d6 Large Merchant	B10, B12, B14

No more than 8 merchants (2 cards) may occupy a single hex.

All escorts must be set up within 6 hexes of any merchant ship.

Note: The numbers of Merchants given in the table is the number of **ships** (at 4 per card), **not** the number of cards.

Setup: Map Setup Location
 Tactical 1 Attacker: within 6 hexes of merchants, Defender: hex columns R through X

SCENARIOS

North Sea Scenarios:

Jutland – The Battlecruiser Action (May 31, 1916) *Historic*
 Jutland – The Main Fleet Action (May 31, 1916) *Historic*
 Heligoland Bight (Aug 28th, 1914) *Historic*
 Cuxhaven Raid (Dec 25, 1914) *Historic*
 Dogger Bank (Jan 25, 1915) *Historic*
 Wrong Side (Feb 3, 1917) *Fictional*
 War Monitors (Mar 27, 1916) *Fictional*
 Mini-Jutland (Feb 22, 1918) *Fictional*

Baltic Scenarios:

Gotland Islands (Jul 2, 1915) *Historic*
 Hard Choices (Dec 21, 1915) *Fictional*
 Long Live the Prinz (Oct 23, 1915) *Historic*
 Kaiser Versus Czar (Dec 1, 1915) *Fictional*

Mediterranean Scenarios:

Durazzo (Dec 29, 1915) *Historic*
 Bombardment! (Aug 13, 1916) *Fictional*
 Battle Line (Sept 17, 1915) *Fictional*

Other Scenarios:

Coronel (Nov 1, 1914) *Historic*
 Falklands (Dec 8, 1914) *Historic*
 Sydney vs. Emden (Nov 9, 1914) *Historic*
 Convoy (Apr 5, 1917) *Fictional*
 Spanish Gold (Aug 26, 1914) *Historical*

Note:

The “Intelligence Level” listed for each side is **what that side knows about the other side’s forces**.

Jutland – The Battlecruiser Action

May 31, 1916

Background: The UK “Grand Fleet” and German “High Seas Fleet”, almost by accident, converge upon each other in the hazy North Sea. Reports of sightings by light forces draw battlecruisers from both navies to a rendezvous of fire and steel. [UK=Blue, GE=Red]

Forces:

Blue: Division 1: 2 x Lion BC, 1 x Queen Mary BC, 1 x Tiger BC
Division 2: 2 x Indefatigable BC
Division 3: 4 x Queen Elizabeth BB
Division 4: 3 x Arethusa CL, 1 x Caroline CL
Division 5: 2 x Chatham CL, 2 x Birmingham CL
Division 6: 2 x Weymouth CL, 1 x Birkenhead CL, 1 x Bristol CL
Division 7: 1 x Active CL, 9 x “I” Class DD
Division 8: 4 x “L” Class DD, 2 x “M” Class DD, 2 x Talisman DD
Division 9: 1 x Calliope CL, 10 x “M” Repeat Class DD

Red: Division 1: 2 x Defflinger BC, 1 x Seydlitz BC, 1 x Moltke BC, 1 x Von der Tann BC
Division 2: 2 x Wiesbaden CL, 2 x Pillau CL
Division 3: 1 x Graudenz CL
Division 4: 5 x B97 DD, 4 x G101 DD
Division 5: 5 x S31/V25/G37 DD, 4 x S49 DD
Division 6: 9 x S31/V25/G37 DD, 2 x S49 DD

Map: Tactical Map 1

Game Type: Interception (Tactical Scale)

Starting Positions:

Blue: Div 1 hex E13 heading 2, Div 2 hex G12 heading 2, Div 3 hex B11 heading 2, Div 4 hex B05 heading 3, Div 5 hex H13 heading 2, Div 6 hex C06 heading 3, Div 7 hex C11 heading 2, Div 8 hex G12 heading 2, Div 9 hex F12 heading 2.

Red: Div 1 hex M09 heading 6, Div 2 hex I07 heading 1, Div 3 hex L08 heading 6, Div 4 hex I08 heading 1, Div 5 hex J08 heading 6, Div 6 hex L08 heading 6.

Environment: Day, Hazy/Overcast (-2 hex visibility modifier) **Intelligence:** Blue=Poor, Red=Poor

Special Rules: Due to poor visibility from their direction (and other factors) all UK ships receive a -1 to their gunnery rolls. The rules on UK capital ships’ vulnerability to magazine explosions and poor shell performance should be used for those who desire the highest degree of realism in this battle. This battle ends after 1d6 + 6 turns because the main battle fleets can arrive in that period. (Roll this turn limit on turn 6)

Victory Conditions: Standard Victory Conditions.

Historic Outcome: German victory. The UK lost two battlecruisers due to magazine explosions, and almost lost a third (the Lion, the flagship for the UK side in this part of the Jutland battle), while the German side suffered light to moderate damage to several ships.

Jutland – The Fleet Action

May 31, 1916

Background: The UK “Grand Fleet” and German “High Seas Fleet”, almost by accident, converge upon each other in the hazy North Sea. After the initial battle between battlecruisers, the UK main force desperately sought to find the main German fleet -- due to part of the haze/smoke lifting, the main UK force spotted the High Seas Fleet two hours before sunset. The “decisive battle” that the UK naval commanders had long hoped for was now at hand.

Forces:

Blue: Division 1: 1 x Colossus BB, 2 x St. Vincent BB, 1 x Neptune BB
 Division 2: 1 x Iron Duke BB, 1 x Revenge BB, 1 x Colossus BB, 1 x Agincourt BB
 Division 3: 2 x King George V BB, 1 x Erin BB
 Division 4: 4 x Orion BB
 Division 5: 1 x Iron Duke BB, 1 x Revenge BB, 1 x Bellerophon BB, 1 x Canada BB
 Division 6: 1 x Iron Duke BB, 2 x Bellerophon BB, 1 x St. Vincent BB
 Division 7: 3 x Queen Elizabeth BB, 1 x Queen Elizabeth BB[L]
 Division 8: 2 x Lion BC[L], 1 x Tiger BC[L], 1 x Indefatigable BC
 Division 9: 3 x Invincible BC
 Division 10: 1 x Minotaur AC, 1 x Warrior AC, 2 x Duke of Edinburgh AC
 Division 11: 2 x Minotaur AC, 1 x Warrior AC, 1 x Devonshire AC
 Division 12: 3 x Arethusa CL, 1 x Caroline CL
 Division 13: 1 x Calliope CL, 2 x Caroline CL, 1 x Cambrian CL
 Division 14: 2 x Chatham CL, 2 x Birmingham CL
 Division 15: 2 x Weymouth CL, 1 x Bristol CL, 1 x Birkenhead CL
 Division 16: 1 x Birkenhead CL[M]
 Division 17: 2 x Faulknor DD, 15 x “K” Class DD, 1 x “K” Class DD[M],
 1 x “M” Repeat Class DD[L]
 Division 18: 4 x “L” Class DD, 2 x “M” Class DD, 2 x Talisman DD
 Division 19: 1 x Cambrian CL, 1 x Lightfoot DD, 14 x “M” Repeat Class DD
 Division 20: 1 x Faulknor DD, 15 x “M” Repeat Class DD
 Division 21: 1 x Calliope CL, 8 x “M” Repeat Class DD

Red: Division 1: 4 x Helgoland BB
 Division 2: 4 x Nassau BB
 Division 3: 2 x Deutschland BB, 1 x Braunschweig BB
 Division 4: 3 x Deutschland BB
 Division 5: 4 x Konig BB
 Division 6: 4 x Kaiser BB
 Division 7: 1 x Derfflinger BC, 1 x Derfflinger BC[L], 1 x Seydlitz BC[L], 1 x Moltke BC[L],
 1 x Von der Tann BC[M]
 Division 8: 1 x Wiesbaden CL[H], 1 x Wiesbaden CL, 1 x Pillau CL[L], 1 x Pillau CL
 Division 9: 1 x Königsberg CL, 2 x Bremen CL, 1 x Nürnberg CL, 1 x Gazelle CL
 Division 10: 1 x Regensburg CL, 3 x V43 DD, 2 x G85 DD, 1 x V67 DD, 1 x S49 DD, 1 x G37 DD
 Division 11: 1 x Rostock CL, 4x S31/V25/G37 DD
 Division 12: 4 x G7 DD, 6 x V1 DD, 8 x S31/V25/G37 DD, 1 x V180 DD
 Division 13: 11 x S31/V25/G37 DD, 2 x S49 DD, 3 x B97 DD, 1 x G101 DD
 Division 14: 2 x G101 DD, 1 x B97 DD, 2 x B97 DD[L], 1 x G7 DD, 3 x S31/V25/G37 DD,
 2 x S49 DD

Map: Tactical Map 1
Starting Positions:

Game Type: Interception (Tactical Scale)

Blue: Div 1 hex N05 heading 5, Div 2 hex N05 heading 5, Div 3 hex P06 heading 5,
 Div 4 hex P06 heading 5, Div 5 hex O06 heading 5, Div 6 hex O06 heading 5,
 Div 7 hex I05 heading 3, Div 8 hex K06 heading 3, Div 9 hex L13 heading 2,
 Div 10 hex P10 heading 3, Div 11 hex N07 facing 3, Div 12 hex L05 heading 4,
 Div 13 hex N06 heading 5, Div 14 hex G05 heading 3, Div 15 hex M06 heading 4,
 Div 16 hex N12 heading 3, Div 17 hex N06 heading 5, Div 18 hex H04 heading 3,
 Div 19 hex O07 heading 5, Div 20 hex M06 heading 5, Div 21 hex I04 heading 3

Red: Div 1 hex D07 heading 3, Div 2 hex D07 heading 3, Div 3 hex B07 heading 2,
 Div 4 hex B07 heading 2, Div 5 hex E08 heading 3, Div 6 hex E08 heading 3,
 Div 7 hex I09 heading 3, Div 8 hex K10 heading 3, Div 9 hex A08 heading 2,
 Div 10 hex I10 heading 3, Div 11 hex E09 heading 3, Div 12 hex C08 heading 3,
 Div 13 hex H10 heading 3, Div 14 hex K11 heading 3

Environment: Day, Hazy/Overcast (-2 hex visibility modifier). On Turns 6-9 visibility is reduced by an additional -1 hex (-3 total), on turn 12+ by -2 hexes (-4 total).

Intelligence: Blue=Poor, Red=Poor

Special Rules: **Note that some ships start this scenario damaged: Damaged ships will have a [X] after its listing, where "X" equals the level of damage it starts the game with (L=Light, M=Moderate, H=Heavy).**

The rules on UK capital ships' vulnerability to magazine explosions and poor shell performance should be used for those who desire the highest degree of realism in this battle. It is suggested you end the scenario after 2d6 + 8 turns, due to visibility conditions at the time (roll this value on TURN 8 for some fun!)

Victory Conditions: Standard Victory Conditions. The German side receives 2 additional VP for each BB or BC that survives.

Variant: The German answer to the Royal Navy's Queen Elizabeth class was the Bayern class. More contemporary with the Revenge class due to their slower speed, Bayern nonetheless carried 8 powerful 15" guns. She was working up at the time of Jutland, what if she was hastily added to Scheer's battle line? Add 1 x BB Bayern class to Red Division 5. Bayern's crew was not completely trained at this point, so treat her crew as "Poor".

Historic Outcome: Tactical draw (but a strategic defeat for the German side). The UK lost another battlecruiser due to a magazine explosion; an armored cruiser was sunk, and suffered varying damage to other ships. The Germans lost a battleship, a pre-dreadnought, had serious damage to several other capital ships, and lost some light cruisers. Both sides lost several destroyers.

Heligoland Bight

Aug 28, 1914

Background: UK forces attempt to ambush German "picket" destroyer forces in the Heligoland area while the German forces were being relieved by replacements in the morning mist. [UK=Blue, GE=Red]

Forces:

Blue: Division 1: 2 x Lion BC, 1 x Queen Mary BC, 1 x Invincible BC, 1 x Indefatigable BC
Division 2: 1 x Chatham CL, 3 x Birmingham CL, 1 x Bristol CL, 1 x Weymouth CL
Division 3: 1 x Arethusa CL, 16 x "L" Class DD
Division 4: 1 x Active CL, 15 x "I" Class DD
Division 5: 3 x "E" Class SS
Division 6: 3 x "E" Class SS
Division 7: 1 x Cressy AC, 1 x Gem CL

Red: Division 1: 3 x G192 DD
Division 2: 3 x V180 DD
Division 3: 3 x V180 DD
Division 4: 5 x V1 DD, 5 x G7 DD
Division 5: 1 x Hela CL, 1 x Konigsberg I CL, 2 x Gazelle CL, 1 x Kolberg CL
Division 6: 1 x Seydlitz BC, 1 x Moltke BC, 1 x Von der Tann BC, 1 x Blucher AC
Division 7: 1 x Kolberg CL, 2 x Magdeburg CL
Division 7: 2 x U23 SS

Map: Strategic Map 2 (Turn this map so that the "X" column of hexes is at the top of the map...)

Game Type: Interception (Strategic Scale)

Starting Positions:

Blue: Div 1 hex G12 heading 5, Div 2 hex G13 heading 2, Div 3 hex F13 heading 5, Div 4 hex F13 heading 5, Div 5 hex D12 heading 4, Div 6 hex E14 heading 5, Div 7 hex G11 heading 5.

Red: Div 1 hex D14 heading 2, Div 2 hex D13 heading 2, Div 3 hex C13 heading 1, Div 4 hex C14 heading 2, Div 5 hex C15 heading 6, Division 6 hex C15 heading 6, Div 7 hex C15 heading 2.

Environment: Day, Poor Weather

Intelligence: Blue=Good, Red=Poor

Special Rules: Due to abysmal visibility near the coast, all attack rolls receive an additional -1 penalty when combat takes place within 2 strategic hexes of land. This battle ends after 1d3+ 6 strategic turns (Roll this turn limit on turn 6). German divisions must remain in the same strategic hex until the first enemy division is spotted in the scenario. **Red Division 5 moves at a speed of 2 the first Turn after any enemy divisions are sighted due to not being under steam. Red Division 6 cannot move until Turn 6 due to tidal conditions.**

Victory Conditions: Standard Victory Conditions + Red side gets 1 extra VP for each DD that survives in Division 1, 2, and 3, and 2 extra VP for each CL in Division 5 that survives.

Historic Outcome: UK victory. The UK had one CL heavily damaged and had several destroyers damaged, while German forces lost three CLs and one DD sunk, with other ships lightly damaged.

Dec 25, 1914

Forces: *Blue:* Division 1: 1 x Engadine CVS [3 x Short Folder], 1 x Riviera CVS [3 x Short Type 74],
1 x Empress CVS [3 x Short Type 74], 2 x Arethusa CL, 2 x “M” Class DD,
6 x “L” Class DD
Division 2: 1 x Active CL, 8 x “I” Class DD
Division 3: 2 x “E” Class SS
Division 4: 5 x “E” Class SS
Division 5: 1 x “B/C” Class SS

Map: Strategic Map 2 (Turn this map so that the “X” column of hexes is at the top of the map...)

Starting Positions: Blue: Div 1 hex H11 heading 5, Div 2 hex H11 heading 5, Div 3 hex F11 heading 5, Div 4 hex C11 heading 4, Div 5 hex E11 heading 5.

Red: Div 1 hex C15 heading 1, Div 2 hex C15 heading 1, Div 3 hex C15 heading 5,
Div 4 hex C15 heading 2, Div 5 hex D14 heading 2, Div 6 hex C14 heading 1.

Environment: Night/Day, Variable Weather: The first 2 strategic turns are at “Night” visibility, turns 3 and 4 “Poor” visibility for all locations, and turns 5 and 6 “Poor” visibility for land hexes only (sea hexes have “fair” visibility).

Special Rules: No German ships or planes may move/takeoff until a UK unit (air or ship) is sighted. Red Division 1 and 2 Ships may only move at speed 1 on the first turn after a UK unit is sighted as they do not have steam up. Due to poor maps and navigation equipment, each aircraft must roll 1d6 in order to find the airship Hanger when entering hex B15: a roll of 1-3 means it found the hanger and may attempt an attack, while any other roll means the hanger cannot be located nor attacked by that aircraft for the duration of the scenario.

Victory Conditions: Standard Victory Conditions + Blue receives an additional 1 VP for each aircraft that actually attacks the Airship Hanger, in addition to VP from any actual damage inflicted.

Historic Outcome: Draw. Neither side inflicted any significant damage on the other, poor navigation and maps of the UK seaplanes caused them to be fail in locating the airship sheds.

Dogger Bank

Jan 25, 1915

Background: UK forces, able to decode German radio transmissions, sends out a force to ambush a German force that is sweeping the Dogger Bank area. [UK=Blue, GE=Red]

Forces:

Blue: Division 1: 2 x Lion BC, 1 x Tiger BC, 1 x Invincible BC, 1 x Indomitable BC
Division 2: 1 x Chatham CL, 3 x Birmingham CL
Division 3: 1 x Arethusa CL, 13 x "L" Class DD, 1 x "M" Cass DD
Division 4: 1 x Arethusa CL, 15 x "I" Class DD
Division 5: 1 x Arethusa CL, 6 x "M" Class DD

Red: Division 1: 1 x Seydlitz BC, 1 x Moltke BC, 1 x Derfflinger BC, 1 x Blucher AC
Division 2: 1 x Karlsruhe CL, 5 x S31/V25/G37 DD
Division 3: 1 x Karlsruhe CL, 1 x G169 DD, 3 x V180 DD
Division 4: 1 x Magdeburg CL, 4 x G7 DD, 1 x V1 DD
Division 5: 1 x Kolberg CL, 3 x V1 DD, 1 x G7 DD

Map: Tactical Map 1 **Game Type:** Interception (Tactical Scale)

Starting Positions:

Blue: Div 1 hex M05 heading 4, Div 2 hex O05 heading 4, Div 3 hex Q12 heading 1, Div 4 hex R12 heading 1, Div 5 hex M07 heading 4.

Red: Div 1 hex U11 heading 6, Div 2 hex V10 heading 6, Div 3 hex U10 heading 6, Div 4 hex T11 heading 6, Div 5 hex U12 heading 6.

Environment: Day, Poor visibility (also "Moderate" seas if using the optional movement rules)

Intelligence: Blue=Good, Red=Poor

Special Rules: None.

Victory Conditions: Standard Victory Conditions

Historic Outcome: UK victory. The Germans lost the Blucher AC, and had two BC badly damaged, while the UK had one BC moderately damaged and one lightly damaged.

Wrong Side

Feb 3, 1917

Background: A UK battlecruiser force finds itself on the wrong side of Dogger Banks after chasing an inferior German cruiser force. [UK=Blue, GE=Red]

Forces:

Blue: Division 1: 2 x Invincible BC
Division 2: 5 x "M" Repeat Class DD

Red: Division 1: 1 x Bayern BB, 2 x Konig BB
Division 2: 1 x Moltke BC
Division 3: 1 x Roon AC, 2 x Bremen CL
Division 4: 1 x Gazelle CL, 5 x V180 DD
Division 5: 1 x Konigsberg II CL, 5 x S49 DD
Division 6: 1 x Bremen CL [Moderate damage], 1 x Konigsberg CL [Heavy Damage]

Map: Tactical Map 1 **Game Type:** Interception (Tactical Scale)

Starting Positions:

Blue: Div 1 hex M11 heading 2, Div 2 hex N09 heading 2.

Red: Div 1 hex C04 heading 3, Div 2 hex B06 heading 3, Div 3 hex C07 heading 3, Div 4 hex K02 heading 4, Div 5 hex U15 heading 6, Div 6 hex Q09 heading 2.

Environment: Day, Haze/Fog (-2 hex visibility)

Intelligence: Blue=Poor, Red=Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions + all Blue ships may only exit from Column "A" of the map. Each Blue BC that exits via Column "A" receives 8 extra VP, each Blue DD that so exits receives 2 extra VP.

Historic Outcome: N/A

War Monitors

Mar 27, 1916

Background: This is a typical bombardment mission by the largely unsung monitors. [UK=Blue, GE=Red]

Forces: *Blue:* Division 1: 1 x Abercrombie MN, 1 x Pelorus CL

Division 2: 2 x "G" Class DD

Red: Land based Forces: 1 x Medium Gun Battery [hex F05], 2 x Light Gun Battery [hex D04, G06]
2 x Fortified Complex [hex F04, E04].

Map: Tactical Map 3

Game Type: Bombardment (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex K12 heading 6, Div 2 hex J11 heading 2

Red: N/A

Environment: Day, Poor Visibility

Intelligence: Blue= Fair, Red= Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions

Historic Outcome: N/A

Mini-Jutland

Feb 22, 1918

Background: A fantasy engagement between the best UK and GE heavy ships of the war. [UK=Blue, GE=Red]

Forces: *Blue:* Division 1: 2 x Revenge BB, 2 x Queen Elizabeth BB

Division 2: 1 x Canada BB, 2 x Renown BC

Division 3: 6 x "R" Class DD

Red: Division 1: 2 x Bayern BB, 2 x Konig BB

Division 2: 1 x Konig BB, 1 x Seydlitz BC, 1 x Derfflinger BC

Division 3: 6 x S49 DD

Map: Tactical Map 1

Game Type: Interception (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex F11 heading 2, Div 2 hex G12 heading 2, Div 3 hex I10 heading 2.

Red: Div 1 hex S05 heading 5, Div 2 hex R04 heading 5, Div 3 hex P06 heading 5.

Environment: Day, Fair Visibility

Intelligence: Blue= Fair, Red= Fair

Special Rules: Do not use the rule for the poor quality UK shells, as by this time the problem had been remedied in the main.

Victory Conditions: Standard Victory Conditions

Historic Outcome: N/A

Battle of Gotland Islands

Jul 2, 1915

Background: The Russian navy attempts to intercept a German force that has just laid mines outside Swedish waters.
[RU=Blue, GE=Red]

Forces: *Blue:* Division 1: 2 x Bayan AC, 2 x Askold AC
 Division 2: 1 x Rurik AC, 1 x Novik AC
 Red: Division 1: 1 x Kolberg CL, 3 x S31/V25/G37 DD, 1 x G101 DD
 Division 2: 1 x Minelayer (use Hela CL card)
 Division 3: 1 x Roon AC, 1 x Bremen CL, 4 x S31/V25/G37 DD

Map: Tactical Map 1 *Game Type:* Interception (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex G16 heading 1, Div 2 hex R15 heading 1.
 Red: Div 1 hex F01 heading 4, Div 2 hex U09 heading 3.

Environment: Day, Haze/Fog (-2 hex visibility)

Intelligence: Blue=Fair, Red=Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions + the Red side receives 3 extra VP if the minelayer can escape off the map across the A09 to A16 hex column.

Historic Outcome: RU victory. The slower minelayer was caught and sunk, although the rest of the German force escaped due to poor control on the Russian side.

Hard Choices

Dec 21, 1915

Background: After an attempted bombardment of a Russian coastal installation, a German force finds itself trapped behind a minefield. [GE=Blue, RU=Red]

Forces: *Blue:* Division 1: 1 x Von der Tann BC
 Division 2: 1 x Karlsruhe CL, 3 x G7 DD
 Red: Division 1: 2 x Evstafi BB, 2 x Bayan AC, 1 x Askold CL
 Division 2: 4 x Bepokoiny DD, 2 x Leitenant Ilin DD
 Division 3: 2 x Bars SS
 Division 4: 2 x Morzh SS
 Minefields: Standard Minefield in hexes M07, N06, O06, P05, N07, O07, P06, Q06, U02, U01, T01, S02, S01

Map: Tactical Map 4 *Game Type:* Interception (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex R08 heading 5, Div 2 hex R09 heading 5.
 Red: Div 1 hex M14 heading 2, Div 2 hex O14 heading 1, Div 3 hex J03 heading 3,
 Div 4 hex N09 heading 2.

Environment: Day, Poor Visibility

Intelligence: Blue=Poor, Red=Good

Special Rules: None.

Victory Conditions: Standard Victory Conditions + Red side gets 5 extra VP if the BC exits via Column "A", and 1 extra VP for each of its other ships that exit via Column "A".

Historic Outcome: N/A

Long Live the Prinz

Oct 23, 1915

Background: The German cruiser *Prinz Adalbert*, escorted by a pair of destroyers, is attacked by a UK submarine operating in the Baltic. [GE=Blue, UK=Red]

Forces: Blue: Division 1: 1 x Prinz Adalbert AC

Division 2: 2 x G192 DD

Red: Division 1: 1 x E Class SS (surfaced)

Map: Tactical Map 1 *Game Type:* Interception (Tactical Scale)

Starting Positions: Blue: Div 1 hex E04 heading 3, Div 2 hex E04 heading 3.

Red: Div 1 hex H07 heading 1.

Environment: Day, Poor Visibility

Intelligence: Blue=Poor, Red=Fair

Special Rules: Blue ships must travel straight ahead until they spot the submarine or the sub attacks any ship.

Victory Conditions: Standard Victory Conditions + the Blue side gains 2 extra VP if the Prinz survives with no more than *Light* damage.

Historic Outcome: UK Victory. The Prinz was hit by a torpedo that detonated a magazine and went down with only three of her crew surviving.

Kaiser Versus Czar

Dec 1, 1915

Background: Hypothetical battle line engagement between heavy German and Russian forces. [GE=Blue, RU=Red]

Forces: Blue: Division 1: 1 x Kaiser BB, 1 x Helgoland BB

Division 2: 1 x Von der Tann BC, 1 x Moltke BC

Division 3: 1 x Kolberg CL, 5 x S31/V25/G37 DD

Red: Division 1: 2 x Gangut BB

Division 2: 1 x Imperatritsa Mariya BB, 1 x Imperator Pavel BB

Division 3: 1 x Novik DD, 4 x Bespokoiny DD, 4 x Leitenant Ilin DD

Map: Tactical Map 1 *Game Type:* Interception (Tactical Scale)

Starting Positions: Blue: Div 1 hex K15 heading 1, Div 2 hex K14 heading 1, Div 3 hex K12 heading 1.

Red: Div 1 hex S07 heading 5, Div 2 hex T07 heading 5, Div 3 hex R07 heading 5.

Environment: Day, Fair Visibility

Intelligence: Blue=Fair, Red=Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions.

Historic Outcome: N/A

Durazzo
Dec 29, 1915

Background: Allied forces attempt to intercept Austrian forces that had suffered damage in a minefield while attempting to bombard Durazzo. [Allies=Blue, AH=Red]

Forces: *Blue:* Division 1: 1 x Quarto CL, 1 x Weymouth CL, 5 x Bouclier/Bisson/Roux DD
 Division 2: 1 x Weymouth CL, 1 x Bixio CL, 4 x Indomito DD
 Red: Division 1: 1 x Admiral Spaun CL, 3 x Tatra DD, 1 x Tatra DD [Heavy Damage].
 Division 2: 1 x Kaiser Karl IV AC, 4 x Huszar DD
 Division 3: 1 x U10 SS

Map: Tactical Map 1 *Game Type:* Interception (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex K09 heading 1, Div 2 hex W11 heading 6.
 Red: Div 1 hex O03 heading 5, Div 2 hex N04 heading 5, Div 3 hex A03 heading 3.

Environment: Day, Poor Visibility ("Moderate" seas for movement purposes)

Intelligence: Blue=Fair, Red=Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions + any Red ship that reaches hex A01, B01, C01, or D01 is considered safe from Allied attack and may be removed from play.

Historic Outcome: Tactical draw. The Austrians scuttled the damaged destroyer in order for the other ships to get away, and neither side managed to decisively engage the other.

Bombardment!
Aug 13, 1916

Background: A force of Austrian ships attempt to bombard a protected port on the Albanian coast. [AH=Blue, Allies=Red]

Forces: *Blue:* Division 1: 1 x Tegetthoff BB, 1 x Admiral Spaun CL
 Division 2: 2 x Tatra DD, 2 x Huzar DD
 Red: Division 1: 2 x San Giorgio AC
 Division 2: 4 x Bouclier DD
 Land Units: 1 x Medium Coastal battery [Hex K12], 2 x Medium Gun Battery [Hexes L12, J12],
 1 x Heavy AA Battery [Hex L13], 2 x Fortified Complex [Hexes I13, K13].

Map: Tactical Map 2 *Game Type:* Bombardment (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex T04 heading 5, Div 2 hex S05 heading 5.
 Red: Div 1 hex F06 heading 2, Div 2 hex G06 heading 2.

Environment: Day, Fair Visibility.

Intelligence: Blue=Fair, Red=Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions + Blue side gains a bonus of 4 VP for destroying the Medium Coastal Battery, while the Red side gains a 4VP bonus if it survives.

Historic Outcome: N/A

Battle Line
Sept 17, 1916

Background: Hypothetical meeting of Austrian and Allied battle lines. [Allies=Blue, AH=Red]

Forces: *Blue:* Division 1: 2 x Andrea Doria BB, 2 x Cavour BB
 Division 2: 1 x Bretagne BB, 1 x Courbet BB
 Division 3: 4 x Pilo DD
 Red: Division 1: 2 x Tegetthoff BB, 2 x Radetzky BB
 Division 2: 2 x Erzherzog BB, 1x Kaiser Karl IV AC
 Division 3: 6 x Huszar DD

Map: Tactical Map 1 *Game Type:* Interception (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex Q12 heading 6, Div 2 hex R12 heading 2, Div 3 hex P11 heading 2.
 Red: Div 1 hex E12 heading 2, Div 2 hex C11 heading 2, Div 3 hex F11 heading 2.

Environment: Day, Fair Visibility.

Intelligence: Blue=Fair, Red=Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions

Historic Outcome: N/A

Coronel
Nov 1, 1914

Background: UK forces corner von Spee's "East Asiatic Squadron" off the coast of Chile. [UK=Blue, GE=Red]

Forces: *Blue:* Division 1: 1 x Drake AC, 1 x Monmouth AC, 1 x Bristol CL, 1 x Merchant Cruiser (AMC card)
 Red: Division 1: 2 x Scharnhorst AC, 1 x Bremen CL, 1 x Dresden CL

Map: Tactical Map 1 *Game Type:* Interception (Tactical Scale)

Starting Positions: *Blue:* Div 1 hex H04 heading 3.
 Red: Div 1 hex P05 heading 5.

Environment: Day, Poor Visibility (On turn 7+ visibility is -2 hexes due to dusk)

Intelligence: Blue=Fair, Red=Poor

Special Rules: Any spotting towards direction 2 or 3 has an additional -2 hex penalty due to the sun having set.

Victory Conditions: Standard Victory Conditions

Variant: Rear Admiral Sir Christopher Cradock, in charge of the UK squadron, chose to leave the BB Canopus behind due to concern that she would slow the entire UK force down. Add 1 x BB Canopus to Blue Division 1.

Historic Outcome: German Victory. The Germans used their superior speed to keep the British silhouetted against the sun, and sunk two UK cruisers, with only light damage to themselves.

Battle of the Falklands

Dec 8, 1914

Background: Von Spee decides to use his cruisers to bombard the British port in the Falklands before returning to Germany, but unfortunately for him two British battlecruisers arrived a couple of days earlier. [UK=Blue, GE=Red]

Forces: *Blue:* Division 1: 1 x Canopus BB
 Division 2: 2 x Invincible BC
 Division 3: 2 x Monmouth AC, 1 x Bristol CL
 Division 4: 1 x Merchant Cruiser (AMC card)
 Red: Division 1: 2 x Scharnhorst AC, 1 x Bremen CL, 1 x Dresden CL, 1 x Konigsberg I CL
 Division 2: 3 x Medium Merchant (3 ships, not 3 cards)
Map: Tactical Map 5 *Game Type:* Interception (Tactical Scale)
Starting Positions: *Blue:* Div 1 hex D02 heading 5, Div 2 hex E02 heading 3, Div 3 hex F02 heading 3,
 Div 4 hex G02 heading 3.
 Red: Div 1 hex F07 heading 2, Div 2 hex G15 heading 2.

Environment: Day, Fair Visibility

Intelligence: Blue=Poor, Red=Poor

Special Rules: The BB Canopus cannot move until turn 4, but can fire in directions 3 or 4 with a -1 additional gunnery penalty.
Any Red ship reaching any hex in Column "X" is considered to have escaped.

Victory Conditions: Standard Victory Conditions + Red side gets 2 additional VP for each warship that escapes through Column "X", and 1 point for each merchant ship.

Historic Outcome: UK victory. All of the German ships except for one CL were ran down and sunk.

Sydney vs. Emden

Nov 9, 1914

Background: A British CL is sent to investigate an unknown vessel report from a harbor in the Pacific and discovers a German raider. [UK=Blue, GE=Red]

Forces: *Blue:* Division 1: 1 x Chatham CL
 Red: Division 1: 1 x Dresden CL
Map: Tactical Map 1 *Game Type:* Interception (Tactical Scale)
Starting Positions: *Blue:* Div 1 hex N11 heading 6.
 Red: Div 1 hex H11 heading 1.

Environment: Day, Poor visibility

Intelligence: Blue=Fair, Red=Poor

Special Rules: The Dresden CL can only make a speed of 1 on the first 2 turns of the scenario due to not yet having a full head of steam up.

Victory Conditions: Standard Victory Conditions

Historic Outcome: UK victory.

Convoy
Apr 5, 1917

Background: A small convoy is attacked by U-boats at the peak of the German submarine war success.
[UK=Blue, GE=Red]

Forces: **Blue:** Division 1: 4 x Medium Merchants (1 card), 4 x Small Merchants (1 card)
 Division 2: 1 x "T" Class DD
 Division 3: 1 x "T" Class DD
 Red: Division 1: 1 x U51-U63 SS (surfaced)
 Division 2: 1 x U87-U93 SS (surfaced)
 Division 3: 1 x U51-U63 SS (surfaced)

Map: Tactical Map 1 **Game Type:** Interception (Tactical Scale)

Starting Positions: **Blue:** Div 1 hex K09 heading 2, Div 2 hex L08 heading 2, Div 3 hex J09 heading 2.
 Red: Div 1 hex L06 heading 3, Div 2 hex M02 heading 4, Div 3 hex T14 heading 6.

Environment: Night, Fair visibility

Intelligence: Blue=Poor, Red=Good

Special Rules: Until a submarine is spotted or fires at any UK ship, the Blue side may only move straight ahead at speed 2.

Victory Conditions: Standard Victory Conditions. Any merchant that exits the map via the X01 though X14 hex-row is considered safe from attack.

Historic Outcome: N/A

Spanish Gold
Aug 26, 1914

Background: The successful German merchant cruiser *Kaiser Wilhelm der Grosse* is caught by a British cruiser coaling in Spanish waters. A minor diplomatic issue resulted. [UK=Blue, GE=Red]

Forces: **Blue:** Division 1: 1 x Merchant Cruiser (AMC card)
 Red: Division 1: 1 x Highflier CL

Map: Tactical Map 2 **Game Type:** Interception (Tactical Scale)

Starting Positions: **Blue:** Div 1 hex H11 heading 3
 Red: Div 1 hex H06 heading 4

Environment: Night, Fair visibility

Intelligence: Blue=Fair, Red=Poor

Special Rules: The Blue AMC may not move on Turn 1, may move 1 hex on Turn 2, and moves as normal on Turn 3.
To determine the diplomatic cost of the UK side entering Spanish territorial waters, roll 1d6 at the end of the scenario: on a result of 1 or 2, add 1d6 points to the Red side VP, on a 3, 4 or 5 no change, on a roll of a 6 add 1d3 points to the Blue side VP.

Victory Conditions: Standard Victory Conditions

Historic Outcome: The *der Grosse* was severely damaged and was scuttled by her crew. This caused a minor diplomatic Incident between the neutral Spanish government and the UK.

BIBLIOGRAPHY

Numerous sources were used in the development of this game. The following is a listing of the most useful or most used sources:

Books:

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Proceedings [various issues] (Naval Institute Press)

Websites:

www.warships1.com [Warships One – check it out, a great site.]
<http://www.naval-history.net/> [Naval History Net]

DESIGNERS NOTES

All of the factors that are on each unit card were carefully calculated from a series of formulas, designed to make the results during play as realistic as possible at the scale designed. To calculate the gunnery FirePower factors, for example, required formulas comparing the numbers of guns, shell mass, rates of fire, ranges, and accuracy rates of each type of gun used. Nowhere in the data will you find numbers placed simply because “they look right”. We chose a basic “1d6 minus 1d6” mechanism for the game for two main reasons: 1) It is fast, and 2) It involves both players in the action. The factors and modifiers were then scaled around the ranges the 1d6-1d6 system generated.

The factors in the game range from a 0 to a 10, with a higher factor being better. Each one point increase in a rating represents anywhere from a ~50% to a ~150% increase in raw ability, depending upon the weapon system involved and the rating levels you are comparing. A destroyer with a 2 Main Battery FirePower rating represents, on the average, a 60% increase in damage dealing capability over a destroyer with a 1 rating, and so on. With a 10 minute turn, we felt it was ideal to have gunnery factors as a combined “to-hit” and “damage” rating, so a single roll (normally) is required by each side to resolve gunnery combat. While virtually all ships can fire their guns for a sustained 10 minute barrage at a target, units firing torpedoes or dropping bombs normally can only make a single attack – so for these weapons a roll to see how many rounds hit and a separate roll to determine damage was warranted.

The unit data card and damage system was chosen so that a player would not have to try and read tiny numbers on a small counter or have to handle various numbers of ship/aircraft forms. This also allowed us to have highly detailed artwork for each ship, sub, and aircraft type portrayed in the game. Silhouettes were only used for generic units and icons. Divisions and squadrons are used rather than individual ships or aircraft to reduce the micro-management required during play. This was found to help make game play easy to follow and efficient and very quick to set up. We also designed the system so that the combat mechanics do the grunt work which allows the player to play the game more than work at it or trying to remember lots of rules. The rules are very flexible which means you can mix up the basic, advanced, and optional rules to fit your flavor of detail and complexity. Playing solitaire was another consideration we took very seriously so we designed a set of solitaire rules for this reason using combat matrixes. We also designed the advanced rules using the classic hex maps concept to be very solitaire compatible and the solitaire charts can give you a very good idea on how to play solitaire with those rules.

As far as naval use of aircraft went in WWI, the numbers of aircraft in attacks were significantly smaller than in WWII. [For example, the raid on the German airship hangers at Cuxhaven involved a grand total of NINE aircraft in the plans for the attack.] So, in this game, all aircraft unit cards represent 4 aircraft, while airship cards represent a single aircraft.

The generic units in the game (land units, ports, airbases, and merchants) were based on the most commonly found characteristics for each type used by the major armed forces during WWI. Since these units had similar features and abilities, and considering that this game is focused on naval combat, this design decision seemed to make the most sense. There is enough variety of these unit types to fill just about any particular situation.

Obviously the number of expansion options and custom scenarios that can be designed for this wargame are almost unlimited. The entire concept of this design was to allow any major naval battle of WWI to be fought without taking up large amounts of space and time yet have good quality and realistic combat results. We feel this naval wargame has achieved this goal and we hope you will agree after playing it. The rating scale of this game, WWI, and our WWII game were kept the same, so that you can play “fantasy” battles between units from both wars. Note that this meant that some, less capable, WWI units received negative ratings, such as a negative *ATA Rating*. It is very simple to handle these negative factors: if an attack or defense factor is negative, simply **subtract** the value of the factor from the attack or defense roll. For example, if an attack uses a -2 factor, then 2 is subtracted from the 1d6 attack roll, etc.

Thank you for purchasing this naval wargame and please keep watch of our site at <http://www.navalwarfare.org> or <http://www.navalwarfare.net> for upcoming wargames, updates, news, expansions, free downloads, and much more! We are taking requests for the upcoming planned expansion packs so make sure to contact us with any you may have! ;-)

Take care.
Christopher Dean
William Miller
The NWS Design Team

CREDITS

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