

NWS: NAVAL WARFARE WORLD WAR 2

PLAY RULES V 2.16

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INTRODUCTION

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

Inside this box, in addition to these rules, you will find over 500 ship/sub data cards, 200+ aircraft data cards, 36 land unit data cards, 180+ miscellaneous cards, 10 maps, combat matrix charts for basic game play, four six sided die, 90 damage clips, 200+ counters, campaign log sheets, 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 virtually all the naval theatres of the Second World War, including the navies and naval air forces of the United States, Japan, Germany, United Kingdom, France, Italy, Russia, Denmark, Holland, and Australia. 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 carrier battles, air battles, 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 0-5nm, Medium range 6-10nm, and Long range 11-18nm. *Basic Strategic* scale is 6 hours/turn, with Short range being 0-75nm, Medium range 75-150nm, and Long range 150-275nm.

GAME TERMS

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

Unit Classes: **AB** = Airbase, **AF** = Airfield, **ARM** = Armored Battalion, **AS** = Airstrip, **BB** = Battleship, **BC** = Battle Cruiser, **BK** = Heavy Bunker, **CA** = Heavy Cruiser, **CL** = Light Cruiser, **CT** = Coastal Torpedo Battery, **CV** = Fleet Carrier, **CVE** = Escort 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, **MEC** = Mechanized Battalion, **MG** = Medium Gun Battery, **MM** = Medium Merchant, **FR** = Monitor, **PO** = Port, **QS** = Q-Ship, **SM** = Small Merchant, **SS** = Submarine, **TL** = Large Transport, **TM** = Medium Transport


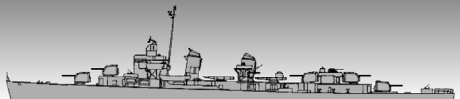
Nationalities: **JP** = Imperial Japanese Navy, **GE** = Kriegsmarine (Germany), **FR** = Marine Nationale (French Navy), **IT** = Regia Marina (Italian Navy), **AU** = Royal Australian Navy, **DN** = Royal Danish Navy, **UK** = Royal Navy (Britain), **NL** = Royal Netherlands Navy, **SU** = Soviet Navy, **US** = United States Navy

- 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
 An *Undamaged* unit has no *Damage Marker* on it, a unit at *Light Damage* has a yellow marker, a unit at *Moderate Damage* has an orange marker, a unit at *Heavy Damage* has a red marker, and for a unit that is *Sunk/Destroyed* the unit data card is simply removed from play and turned upside down.
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. ***FirePower may not be reduced to less than 0 (zero), no matter what modifiers apply.***
- 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 US Fletcher class destroyer:

DD (US)		FLETCHER					
PV = 5		May-1942					
							
MB-AP	3-0		x	SB-AP			
AA	5-2		6	ASW			
TT	2-5-5		F1	RADAR			
DEF+TPS	2		2	SIZE			
ARMOR	0		6	SPEED			
Damage Levels							
	MB	SB	AA	ASW	TT	TPS	SPD
L	2	x	4-2	5	2-5-5	x	5
M	2	x	3-1	4	1-5-5	x	3
H	1	x	1-1	3	x	x	2
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DD (US)

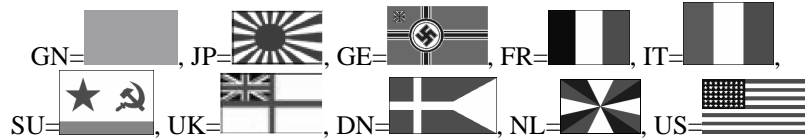
← *Class and Nationality* of the ship, in this case a US Destroyer. See *Unit Classes* in **GAME TERMS** for a full list.

FLETCHER

May-1942 ← *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 = 5

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

MB-AP **3-0** ← *Main Battery* – the first number is the *FirePower Value*, the second number is the *Penetration Value*. These are the heaviest guns the ship mounts. The Fletcher’s *Main Battery* has 3 *FirePower* and a 0 *Penetration Value*.

X **SB-AP** ← *Secondary Battery* – just like the *Main Battery*, the first number is the firepower, the second is the penetration – the “X” here means the Fletcher does not have a *Secondary Battery*.

AA **5-2** ← *Anti-Aircraft Battery* – the first number is the *Area AA Rating*, the second is the *Light AA Rating*. The Fletcher’s *Area AA Rating* is 5, while its *Light AA Rating* is 2.

6 **ASW** ← *Anti-Submarine Warfare Rating* – this number is a combination of both search and attack effectiveness against submerged submarines. The Fletcher has a 6 *Anti-Submarine Warfare Rating*.

TT **2-5-5** ← *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. The Fletcher has 2 mounts, 5 torpedoes per mount, and the torpedoes do a base damage of 5. **Note** – an underlined rating means the torpedoes are JP Type-93 torpedoes, also called “Long Lance” – these may use special Long Lance rules.

F1 **RADAR** ← *Radar* – The radar type (if any) the ship has. “S” is Search Radar; “F” is Fire Control Radar. The number is the effectiveness rating of the radar – it varies from 0 to 3, with higher being longer ranged. **All radar is lost when a unit reaches Moderate Damage (exception – aircraft still retain their radar capability).**

DEF+TPS **2** ← *Defense and Torpedo Protection System Ratings* – The first number is the *Defense Rating* of the ship, a measure of how difficult it is to damage. The second value after the “+” sign (if any) is the *Torpedo Protection System Rating*, which is added to the *Defense Rating* when the ship is struck by a torpedo (and only torpedoes). The Fletcher has a *Defense Rating* of 2, and no *Torpedo Protection System Rating*.

2 **SIZE** ← *Size Rating* of the ship. This value adds to the *Defense Rating* of a ship in most situations. The Fletcher has a 2 *Size Rating*.

ARMOR **0** ← *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. The Fletcher has a 0 *Armor Rating*, which in this case is very little or no armor.

6 **SPEED** ← *Speed Rating* of the ship. One-half of this value is the number of hexes a ship normally can move in a single Tactical turn, and is used as a defensive modifier in some combats. The Fletcher is very fast, it has a 6 *Speed Rating*.


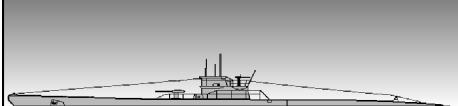
Damage Levels							
	MB	SB	AA	ASW	TT	TPS	SPD
L	2	x	4-2	5	2-5-5	x	5
M	2	x	3-1	4	1-5-5	x	3
H	1	x	1-1	3	x	x	2

← **Damage Section** of the Ship card. The “LGT” (Light), “MOD” (Moderate), and “HVY” (Heavy) *Damage Level* effects are shown here. If the Fletcher 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 the Fletcher has taken Moderate damage (“MOD”), its *Main Battery* (“MB” column) has 2 *FirePower* remaining, it’s *Anti-Aircraft Battery* (“AA” column) has 3 and 1 values remaining (*Area* and *Light* respectively), it’s *Anti-Submarine Warfare Value* (“ASW” column) is a 4 value, it’s *Torpedo Battery* (“TT” column) has a “1-5-5” rating, and it’s *Speed Rating* (“SPD” Column) is now a 3. The “SB” column is the *Secondary Battery* value, and the “TPS” column is the *Torpedo Protection System* rating. 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 item (the Fletcher does not have a **SB** nor a **TPS**). Please note that any value of 0 (zero) 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 zero *AA Battery*, etc...

SUBMARINE CLASS DATA CARD

This is the German Type VII submarine:

SS(GE)		TYPE VII			
PV = 4		1 9 4 0			
					
MB-AP	0-0		x	SB	
AA	x-1		x	RADAR	
TT	5-5		2	RELOADS	
DEF	1/6		2	SIZE	
ARMOR	0		3/1	SPEED	
Damage Levels					
	MB	SB	AA	TT	SPD
L	0	x	x-1	3-5	3/1
M	0	x	x-1	2-5	2/1
H	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 **5-5** ← *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**.

2 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 per tube.

DEF **1/6** ← *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.

3/1 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 SQUADRON DATA CARD

This is the Japanese “Kate” Torpedo Bomber:


JP

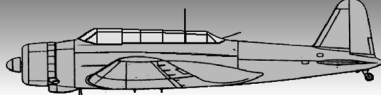
PV= 6

Torpedo Bomber

Jun-1942

20 x B5N2 'Kate'





ATA	3	ASW	4-5-3	BOMBS
DEF	7	x	4-5-4	TORPS
RNG	12	R= X	x	RCKTS

STRENGTH LEVEL

#	ATA	B	T	R	ASW	DEF
15	2	3	3	x	x	6
10	1	2	2	x	x	5
5	0	1	1	x	x	4

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

Torpedo Bomber

Jun-1942

20 x B5N2 'Kate' ← The first line shows the Squadron Type, the second line the date the plane came into service, and the third line the number of planes in the squadron and the model/name of the plane.

ATA 3 ← The squadron's *Air-To-Air Rating*. This value is used to attack other aircraft, and may affect other types of targets. *If the squadron is carrying an ordnance load its ATA and DEF factors are each reduced by 1, except for Heavy Bombers or if carrying only underlined ordnance loads.*

4-5-3 BOMBS
4-5-4 TORPS
x RCKTS ← The squadron's *Ordnance Load-Out Options*. To the right of the value is the type of ordinance 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 squadron 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	ASW	DEF
15	2	3	3	x	x	6
10	1	2	2	x	x	5
5	0	1	1	x	x	4


← 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 Kate, its 15, 10, and then 5 aircraft. Also note that unlike ships or submarines, Squadrons 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 Kate squadron armed with bombs takes moderate damage: it now has 10 aircraft remaining, has an ATA rating of 1, and has a “2-5-3” bomb attack (that’s 2 attacks of five bombs each, doing a base damage of 3), and a Defense rating of 5.

Aircraft ASW Rating: If a squadron 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 squadron carries ASW weapons, but not sensors such as ASDIC/Sonar that could detect submerged submarines.

Aircraft Radar Value: Aircraft normally carried either *Surface Search* radar or *Air Search* radar, but not both. If the *Radar Value* is underlined, then the radar is *Air Search* only, if not, then it is *Surface Search* only.

LAND UNIT DATA CARD

This is a Heavy Coastal Battery:

HB (GN)		Heavy Coastal Battery		
PV = 12		11" - 15" guns		
				
MB-AP	5-4	X	SB-AP	
AA	2-2	S1	RADAR	
TT	X			
DEF	8	1	SIZE	
ARMOR	4			
Damage Levels				
	MB	SB	AA	TT
L	4	X	2-2	X
M	3	X	1-1	X
H	2	X	1-1	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.

Heavy Guns: Place an appropriate number of Heavy Gun 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, the Fletcher could have 2 “one torpedo attack” cards to show its two torpedo mounts. If it fired one mount, you would discard one card, leaving one 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 squadrons, 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 squadrons, 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 SQUADRON/LAND UNIT CARDS

The game includes 40 *Division Cards*, 20 red and 20 blue, 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 Squadron* 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 Fletcher class destroyers, and you only have 1 Fletcher card unused, you can place 4 Additional Unit Cards under the Fletcher card – each Additional Unit Card is considered the same class as the card under which they are placed, in this case a Fletcher class DD, and should have damage markers placed on them in the same way, etc... Twenty-four 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 clip on the card BOTTOM, so that the unit may attack using its “old” damage level that turn (whatever clip is on top).
- 6) After **all** attacks are resolved, place the new damage clips on the top of all unit cards, remove the old clips.
- 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, *Radar on spotting side: Class 1* = -1, *Class 2/3* = -2, *US side spotting prior to 1943* +1, *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, AB, AF, AS, BK, 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: Only Type 93 torpedoes may 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: CA, FR, MB

Class 3 Units are: CL, QS, MC, PO, CV (Main battery)

Class 4 Units are: DD, MG, LG, HA, CV/CVE (Secondary Battery)

(All ***Secondary 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 on the bottom of the unit.
- 5) After all attacks are resolved, move the damage clips to the top of the card, and remove the old clips.
- 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	CA	CL	DD
BB/BC	10	10	9	8
CA	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

Poor Crew = -1

Night = -4

Division Fired last Turn (Night/Day) = +2/+1

*Poor Weather = - (1d6/2) + 2

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: Airbase, Port

Land 2: May be spotted at 2d6 hexes. Units include: Heavy and Medium Coastal Batteries, Heavy Bunker Complex, Armored & Mechanized Battalions, 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.

Radar: There are two types of radar in the game: *Search (S)* and *Fire Control (F)*. Search radar is only used to spot other units, while Fire Control radar can be used to spot other units **and** to fire at units. *You **cannot** fire at a target that was spotted with Search Radar but has not been visually spotted, but you **may** fire at a unit that has been spotted with Fire Control Radar but has not been visually spotted!*

Radar is rated from a 0 to 3 with higher ratings having longer ranges:

SEARCH RADAR RATING	SEARCH RANGE (HEXES)	FIRE CONTROL RADAR RATING	SEARCH RANGE (HEXES)	FIRING RANGE (HEXES)
0	3	0	2	2
1	5	1	5	4
2	8	2	8	6
3	11	3	11	9

Fire Control Radar may “Blindfire” (i.e. fire at a target not visually spotted) out to the range listed in the “Firing Range” column. Radar range is not affected by darkness (*Night*), but is affected by *Poor Weather*:

If a scenario has Poor Weather, radar has a – (1d6/2) (- 1 to -3) range modifier, rolled at the beginning of each turn.

*** 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/CV/All Merchant ships = 2 hex-sides per hex moved.

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

SPECIAL COMBAT RULES

Kamikaze Attacks: Only JP aircraft are allowed to use this special rule, and then only after 1943 unless all players involved agree to earlier use. Squadrons may be designated as “Kamikaze” units prior to launch (they *cannot* be so designated once they have taken off for a mission). When making an attack upon a target ship, Kamikaze squadrons gain bonuses to both the to-hit and the damage value of any ordnance they carry. The combat sections of the relevant weapons will indicate what these bonuses are.

If a Kamikaze squadron has no ordnance load, then it may still attack – Fighters, Dive Bombers, Torpedo Bombers, and Light Bombers all count as a “1-X-3” attack, where “X” is the number of planes in the attack. No more than 6 planes may make a Kamikaze attack against a single ship in one turn, so “X” may not exceed 6. Medium Bombers count as a “1-X-4” attack. Heavy Bombers and other aircraft not mentioned above cannot perform Kamikaze attacks.

All squadrons that attempt a Kamikaze attack are considered destroyed after the attack, regardless of the success or failure of the attack. Example – A squadron of 10 Zeros, with no ordnance, attempt a Kamikaze attack on two ships. The player could divide the squadron into a 6-plane attack and a 4-plane attack: the first attack would be a 1-6-3, while the second attack would be a 1-4-3, etc... Use the “Bomb” attack rules in the Air-to-Surface Rules Section to resolve *unloaded* Kamikaze attacks.

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 adds 2 *Damage Levels*, by three adds 3 *Damage Levels*, and by four adds 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: 1-3 hexes = Short Range, 4-6 hexes = Medium, 7-9 hexes = Long
 CA/FR/MB: 1-2 hexes = Short Range, 3-5 hexes = Medium, 6-8 hexes = Long
 CL/QS/MC/PO: 1-2 hexes = Short Range, 3-4 hexes = Medium, 5-7 hexes = Long
 DD/MG/LG/HA: 1 hex = Short Range, 2-3 hexes = Medium, 4-5 hexes = Long

All *Secondary Battery* guns use the “DD” ranges, while *Main Batteries* on CVs use “CL” ranges. Due to its heavy guns, the *Deutschland* Class CA fires its Main Battery using BB 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 <i>Evading</i> | +1 if Target ship is at <i>Short Range</i> |
| -1 if Firing ship has “Poor” crew | -2 if Target Ship is at <i>Long Range</i> |
| +1 if Firing ship has “Crack” crew | -1 if “Poor” weather scenario |
| +1 if Firing ship has “F” type radar** | |
| -1 if “Night” scenario | |
| - (amount by which target <i>Armor Rating</i> exceeds firing battery <i>Penetration Rating</i>) | |
- **Only if radar is in FC range. If class F0 or F1 radar and target is not in visual range then no bonus.

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

- | | |
|--|--------------------------------------|
| + Target’s <i>Defense Rating</i> | + Target’s <i>Size Rating</i> |
| -1 Target’s <i>Speed Rating</i> is less than 2 | +1 Target’s <i>Speed Rating</i> is 6 |
| +1 Target <i>Evading</i> | |

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.

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.

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* plus current *Torpedo Protection System* 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, torpedoes have three range categories:

1 hex = *Short Range*, 2 hexes = *Medium Range*, and 3 hexes = *Long Range*

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

JP Type 93 torpedoes (underlined *Torpedo Rating*) have a much greater range:

1 hex = *Short Range*, 2-4 hexes = *Medium Range*, 5-7 hexes = *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: Some torpedoes have a chance to malfunction (and hence cause no damage), Roll 1d6, if the roll equals the range listed the torpedo is a dud:

US 1939-1942 = 1-2, 1943 = 1 GE 1939-1941 = 1-2, 1942=1
 UK/AU/DN/NL/FR = 1939-1942 = 1 IT/SU 1939-43 = 1

*** OPTIONAL RULES ***

Some JP cruisers may re-load their torpedo mounts: This requires *three consecutive turns* of effort and the ship may not fire any weapons or be under any type of attack during a turn or the turn does not count. One reload is carried on all JP ships that have “TT” circled in red.

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 may only be made 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*.

Notes – 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 +++

Subs only be damaged by attacks from the same hex, but subs may be *Detected* at 1 hex: roll an ASW attack as normal (with the -2 for 1 hex range), if the result is anything but "Sub Not Detected" then the sub has been detected, but is not damaged.

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

- 1 if Poor Weather scenario
- 1 if Night
- 2 submarine at 1 hex Range (only *Detection*, no damage possible)

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

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	Sub Not Detected
-2	Sub Detected: Attacked, No Damage
-1	Sub Detected: Attacked, No Damage
0	Sub Detected: Attacked, No Damage
1	Detected + 1 DL
2	Detected + 2 DL
3	Detected + 3 DL
4+	Detected + 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 at 36 turns (6 hours), after which they must surface to recharge their batteries. Recharging batteries takes 12 turns (2 hours)...or, if you rather, for every turn a sub is surfaced it gains back 3 turns 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).

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 squadrons of aircraft are bombing an Airbase: The 1st squadron scores bomb hits for a total damage of 6, while the 2nd squadron scores more hits and does 8 damage. The second squadron is the Primary Firing Unit since its damage is highest – consulting the table, as the second unit the 1st squadron 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 Airbase from the two squadrons attack.

Example Three: Two battleships and a heavy bomber squadron bombard a Port: The BBs each have 7 *FirePower* after modifiers, while the heavy bomber squadron 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 15 *Defense*.

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 squadron cards they wish to use to *Search* for enemy divisions by setting them off to the right of the player. Partial squadrons may be used for this purpose.
- 2) Each player sets any aircraft squadrons 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 squadron 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 Squadron card to force. If a CAP squadron is protecting that division, one turn of *Air-to-Air Combat* is played out between the attacker and the CAP squadron(s). If the attacking squadron(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 squadron'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 Squadron/Dive Bomber/Torpedo/Light Bomber Squadron aircraft = A roll of a 1-2 spots the enemy division. *Medium Bomber/Heavy Bomber/Recon/Scout/Patrol Squadron* 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 was 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 two pairs of Turns are Night Turns (i.e. 3, 4, 7, 8, 11, 12, 15, 16, etc), 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) At launch, roll 1d6 for each Squadron: a roll of 1-3 means part of the squadron is lost, and takes 1 Damage Level. (If the squadron has any Radar, it gets lost only on a roll of 1). Note that only the USN made any significant use of massed air attacks at night, and usually these were by radar-equipped aircraft.

+++ 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 squadrons 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 squadron combats, **then** play six turns of *Tactical* Combat.
- 3) Movement – launch all armed aircraft (place the squadron marker one hex from the launching unit), move all divisions and squadrons according to the Advanced Movement Rules.
- 4) Air Squadron Arming – you may arm and prepare to launch any air squadrons 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 squadrons in the same hex as a base/carrier may land.
Note that the base/carrier may not exceed its *Air Group Rating* in the number of squadrons it operates, but airbases/airfields/airstrips may land up to two squadrons more than they have listed in an emergency – these “extra” squadrons may not be used, but can be damaged by attacks on the base. (*These squadrons 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 Squadrons move at a rate according to type:

Fighter/Recon = 12 hexes/turn.

Dive Bomber/Torpedo Bomber/Light Bomber/Scout/Patrol = 9 hexes/turn

Medium Bomber/Heavy Bomber = 10 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 Squadrons may spot one another at ranges of up to 2 hexes: At 2 hex range, a roll of a 1 spots the squadron (Heavy Bombers are spotted on a 1 to 2). At 1 hex, Medium and Heavy 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, squadrons have a 1-2 chance on a 1d6 roll of being spotted if they are in the same hex only. (*That's why radar night fighters existed!*)

Aircraft Squadrons 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 and Airbase targets, 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.

Radar: Radar Ranges for Strategic Game are (Ranges are in 20nm hexes)

SEARCH RADAR RATING	AIR RANGE (HEXES)	FIRE CONTROL RADAR RATING	AIR RANGE (HEXES)
0	0	0	0
1	1	1	1
2	3	2	3
3	5	3	5

Rating 2 and 3 radars will automatically detect a ship division at 1 hex range; Rating 1 radar will automatically detect a ship division in the same hex.

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 squadron.
- 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 squadron: 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 squadron 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 Firing unit has "F" type radar and firing *Area AA Battery*
- 1 if "Poor" weather scenario, -2 if "Night"
- 3 vs Hi-altitude aircraft (*Area AA* only)

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

- + Squadrons *Current Defense Rating*

Subtract the squadrons 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 squadron 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 dive bomber squadron attacks a cruiser. The squadron 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 squadron can attack (*Area AA* damage is immediate), which takes the squadron to *Medium Damage*. The 1 level of disruption means the squadron 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 squadron.
- 2) The defender rolls 1d6, and adds to the number rolled the current *Defense Rating* of the squadron.
- 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 squadron: 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 squadron 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** squadrons 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 (if unit has radar, then only -1)

Add the following modifiers to the defenders 1d6 roll:

- + Squadrons **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**)

AIR-TO-SURFACE COMBAT

--- BASIC RULES ---

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

- 1) The attacking squadron 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). (*Kamikaze unit w/bombs = +1 damage to bomb Base Damage*)
- 6) The defender rolls 1d6, adds his Defense, and if the attack was a torpedo adds his current *Torpedo Defense Rating*.
- 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, Heavy Bombers must attack from Hi-Altitude, while Medium Bombers may attack from Hi-Altitude or make a normal attack.

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 *Dive Bomber Type*

+2 if *Guided Weapon***

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

** *Launched from Hi-Altitude – do not apply the Hi-Altitude penalty*

Defender:

+2 *Night* scenario

+2 if *Poor Weather* scenario

-1 if *Kamikaze* attack

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

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

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**)

Aircraft Strafing Attacks: Aircraft may attempt strafing attacks on a target. To resolve the attack, the attacker rolls 1d6, and adds the squadrons *ATA Factor*. The defender rolls 1d6 and adds the sum of the target's *Defense Rating* + *Size Rating* + *Armor Rating*. If the attackers total exceeds the defenders roll, then any Anti-Aircraft Factors the target unit has are each reduced by 1 for this turn only. If the attackers total exceeds the defenders roll by 6 or more, then 1 level of damage was also inflicted. Aircraft with an underlined ATA rating reduces the target's armor by 2 for strafing purposes only. A squadron may not both strafe and make a bomb or torpedo attack in the same turn, but may strafe and attack with rockets and heavy guns at the same time.

SUBMARINES – SPECIAL RULES

Submarines may be *Submerged* or *Surfaced*. Submarines can move submerged for at 6 turns (6 hours), after which they must surface to recharge their batteries. Recharging batteries takes 2 turns (1 hour recharge per 3 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 Squadrons if base/carrier is damaged: If a non-torpedo attack on a carrier (or other unit that can hold air squadrons) causes 1 or more Damage Levels to the unit, then roll 1d6 for each squadron on board: A roll of a 1-3 means the squadron has taken 1 *Damage Level*. If the squadron was loaded, see the next rule.

Danger of Loaded Squadrons on a Carrier: If a non-torpedo attack on a CV or CVE causes 1 or more *Damage Levels* while the carrier has **loaded** squadrons on board (*Ordnance Cards under it*), the following rule is used: For each loaded squadron roll 1d6: If the roll is 1-4, then add 1 *Damage Level* to both the carrier and to the squadron in question. (*Remember the JP carriers at Midway...*) 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 squadron– if the roll is a 1 or 2 then the squadron was *saved* (remove the Ordnance Markers) before the attack, otherwise it was not. Note that any squadron that has been *saved* must rearm according to normal rules. If the ship has Rating 2 Radar subtract 1 from the die roll, if Rating 3 subtract 2.

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

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

Aircraft Ranges: Aircraft have (on the side view window) an “R = X” number. This is the squadrons *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 squadron 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.

Squadron Reconstitution: Carriers and bases generally carry a number of spare aircraft and spare parts for their squadrons – to reflect this, when a squadron that has been damaged lands at its base, roll 1d6 per squadron to see if it can be partially reconstituted: If the roll is 4 or more, you may reduce the *Damage Level* of the squadron by 1. This requires 6 hours to accomplish, so the squadron 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 squadrons 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 squadron 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 \leq 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: 10+ 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 squadron 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 squadrons and carriers/air bases. Side Two = prevent squadrons/carriers 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:
US prior to 1943= -1, Italian Navy= -1, Target has been previously identified= +1,
Range 0-1 hex = +1, Enemy unit within range of Rating 2 or 3 Radar= +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/CA, or CV).
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-WW2 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) South Pacific: US vs. JP
- 2) North Atlantic: UK vs. GE
- 3) Mediterranean: UK vs. IT+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) CA/FR

- d) BC/BB
e) CV/CVE/Squadrons

SHIP REPAIR CHART

Repair Rates						
Ship	Nation					
Class	US	UK	GE	IT	FR	JP
DD	1	1	2	2	2	2
CL	2	2	2	2	3	3
CA	2	3	3	3	3	3
BB	3	3	3	3	3	4
CVE	2	2	2	2	2	3
CV	3	3	3	3	3	4

Result is time in weeks to repair
Level 1 damage.
Level 2 damage takes 2.5 times
this value.
Level 3 damage takes
6 times this value.

Repair Time Variation: 2d6 Roll						
2	3-4	5-6	7-9	10	11	12
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 the UK in the North Atlantic Campaign in 1940, and in May 1942 starts playing the US vs. JP in the South Pacific 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 US may transfer up to 40% of its total ship PV to the North Atlantic/Med campaign at the beginning of its campaign. Each battle turn, it may transfer up to 40% of its Battle Points to the UK in the form of new US ships, by transferring existing US ships, or by repairing UK ships.

The UK may transfer up to 25% of its total ship PV to the US when the US campaign starts. Each battle turn, it may transfer up to 25% of its Battle Points to the US in the form of new UK ships, by transferring UK ships, or by repairing US ships.

GE and JP may each transfer up to 15% of their respective total ship PV to each other when the JP campaign starts. Each battle turn, each may transfer up to 15% of their respective battle points to the other in the form of repair of the other side's ships. [JP and GE did not inter-operate like the Allies did – if all players agree, this rule can be ignored, and they can send ships in addition to repairing]

CAMPAIGN CHARTS

South Pacific Theatre, 1942

Sides: US vs. IJP Start Date: May, 1942

Starting Point Totals: US = 300, JP = 270 (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	<i>Campaign Length</i>		
<u>Roll</u>	<u>Short</u>	<u>Average</u>	<u>Long</u>
1	1	2	3
2	1	2	3
3	1	2	4
4	2	3	4
5	2	3	5
6	2	4	5

Battle Set Location:

-1 to roll before 1944

1d6	<u>Location</u>	<u>Battle Point Modifiers</u>
<u>Roll</u>		
1	Eastern Solomons	US +5, JP +5
2	Eastern Solomons	US 0, JP -5
3	New Guinea/Australia	US -5, JP -5
4	Coral Sea	US 0, JP 0
5	Philippines	US +10, JP 0
6	Japanese Home Islands	US +25, JP +15

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

1D6	<u># Missions</u>
<u>Roll</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*: 1-3 = Day, 4-6 = Night. *Weather*: 1 = Poor, 2 = Overcast, 3-6 = Fair

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

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

Mission Intelligence Chart: (US +1 to Roll)

1d6	<u>Result</u>
<u>Roll</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 (CA/BC/BB/CV) total + total # ships in force. (Good Intelligence)
6+	How many ships of each type in force. (Excellent Intelligence)

Battle Points available: US: Battle Set 1 = 20
 Battle Set 2 = 35
 Battle Set 3 = 50
 Battle Set 4 = 75
 Battle Set 5 = 90

JP: Battle Set 1 = 20
 Battle Set 2 = 35
 Battle Set 3 = 35
 Battle Set 4 = 50
 Battle Set 5 = 50

North Atlantic Theatre, 1940

Sides: UK vs. GE Start Date: Dec, 1940

Starting Point Totals: UK = 200, GE = 150 (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 Roll	Campaign Length		
	Short	Average	Long
1	1	1	2
2	1	2	2
3	1	2	3
4	1	2	3
5	2	3	4
6	2	3	4

Battle Set Location:

1d6 Roll	Location	Battle Point Modifiers
1	English Channel	UK= 0, GE = 0
2	Iceland/Faroe Gap	UK= +5, GE = 0
3	North Sea	UK= 0, GE = +5
4	Norwegian Sea	UK= +5, GE= 0
5	West Africa	UK= +10, GE= 0
6	Baltic Sea	UK= 0, GE= +5

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

1D6 Roll	# Missions
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*: 1-4 = Day, 5-6 = Night. *Weather*: 1 = Poor, 2-3 = Overcast, 4-6 = Fair

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

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

Mission Intelligence Chart: (UK +1 to Roll)

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 (CA/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 = 15
 Battle Set 2 = 25
 Battle Set 3 = 35
 Battle Set 4 = 50
 GE: Battle Set 1 = 15
 Battle Set 2 = 25
 Battle Set 3 = 25
 Battle Set 4 = 25

Mediterranean Theatre, 1942

Sides: UK vs. IT+GE Start Date: Aug, 1942

Starting Point Totals: UK = 200, GE = 50, IT = 100 (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	3
4	1	2	3
5	2	3	4
6	2	3	4

Battle Set Location:

1d6	<u>Location</u>	<u>Battle Point Modifiers</u>
<u>Roll</u>		
1	Morocco/Algeria	UK= 0, GE= 0, IT= 0
2	Malta/Crete	UK= +5, GE= 0, IT= +5
3	Aegean Sea	UK= 0, GE= 0, IT= 0
4	Adriatic Sea	UK= 0, GE= 0, IT= 0
5	Sicily, Sardinia	UK= 0, GE= -5, IT= +5
6	South France/Italy	UK= +10, GE= 0, IT= 0

Mission Intelligence Chart: IT +1 to roll

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 (CA/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 Roll	# Missions
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*: 1-4 = Day, 5-6 = Night. *Weather*: 1-2 = Overcast, 3-6 = Fair

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

1D6 Roll	Mission Type
1	Bombardment: Roll 1d6: 1-4 = UK Bombardment, 5 = GE, 6 = IT
2	Interception: Roll 1d6: UK vs: 1-2 GE, 4-6 IT
3	Interception: Roll 1d6: UK vs: 1-3 GE, 4-6 IT
4	Amphib Landing: Roll 1d6: 1-3 = UK Landing, 5 = GE, 6 = IT
5	Convoy: Roll 1d6: 1-4 = UK Convoy, 5 = GE, 6 = IT
6	Convoy: Roll 1d6: 1-3 = UK Convoy, 4-5 = GE, 6 = IT

Battle Points available: UK: Battle Set 1 = 15
Battle Set 2 = 25
Battle Set 3 = 35
Battle Set 4 = 50

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

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

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.

1d6 Roll	Map	Targets
1	Tactical 2	Roll 1d6: 1-2 = Airbase (VP 30), hex E15, 4-6 = Airfield hex K13 (VP 25)
2	Tactical 2	Port, hex G15 (VP 30)
3	Tactical 3	Heavy Bunker Complexes, hex I07, hex J06, and hex F05 (VP 7 each)
4	Tactical 3	Armored Battalion (VP 20), 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:	Map	Setup Location
	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 set up within three hexes of any assault hex, but not in an assault hex]
2	5" Battery	
3	Heavy AA Btty	
4	*Infantry Battalion	
5	Medium Coast Btty	
6	5" Battery plus 3" Battery	

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.*

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

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 (Slow)	C02, D02, E03
2	Tactical 1	2d6 + 2 Medium Merch (Fast)	D09, E10, D10
3	Tactical 1	4d6 Medium Merch (Slow)	C14, D13, E13
4	Tactical 1	2d6 Medium + 2d6 Small Merch (Fast)	B06, D07, F08
5	Tactical 1	2d6 + 2 Large Merchant (Fast)	C15, D14, D15
6	Tactical 1	4d6 Large Merchant (Slow)	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

Pacific Scenarios:

Java Sea (Feb 27th, 1942)
Coral Sea (May 7-8th, 1942)
Midway (June 4th, 1942)
Savo Island (Aug 9th, 1942)
Cape Esperance (Oct 11th, 1942)
First Guadalcanal (Nov 13th, 1942)
Second Guadalcanal (Nov 14-15th, 1942)
Tassafaronga (Nov 30th, 1942)
Second Kula Gulf (Jul 6th, 1943)
Suriago Strait (Oct 24-25th, 1944)

Atlantic Scenarios:

River Plate (Dec 13th, 1939)
First Narvik (April 10th, 1940)
Second Narvik (April 13th, 1940)
Dunkirk (May 30th, 1940) [Hypothetical]
Denmark Straits (May 24th, 1941)
Breakout (Aug 13th, 1942) [Hypothetical]
Casablanca (Nov 8th, 1943)

Mediterranean Scenarios:

Point Stilo (Jul 9th, 1940)
Convoy Defense (Jan 6-11th, 1941) [Hypothetical]
Cape Matapan (Mar 28th, 1941)
Cape Spartivento (Nov 9th, 1941)

Arctic Scenarios:

Convoy PQ-17 (Jul 5th, 1942) [Hypothetical]
Barents Sea (Dec 31st, 1942)
North Cape (Dec 26th, 1943)

Note:

*The "Intelligence Level" listed for each side is **what that side knows about the other side's forces.***

Java Sea Feb 27th, 1942

Background: Combined 'ADBA' force attempts to break through to destroy JP transport force that is about to land on Java.

Forces:

Blue: Division 1: 2 x 'E/F' Class DD, 1 x 'J/K/N' DD
Division 2: 1 x DeRuyter CL, 1 x Northampton CA, 1 x York CA,
1 x Perth CL, 1 x Sumatra CL
Division 3: 2 x Van Ghent/Galen DD, 4 x Wickes DD
Red: Division 1: 1 x Sendai CL, 4 x Kagero DD
Division 2: 4 x Shiratsuyu DD, 2 x Myoko CA
Division 3: 1 x Sendai CL, 1 x Fubuki DD, 3 x Shiratsuyu DD, 2 x Asashio DD

Map: Tactical Map 1

Game Type: Interception

Starting Positions: Blue: Div 1 hex V14 heading 6, Div 2 hex V15 heading 6, Div 3 hex U15 heading 6

Red: Div 1 hex V06 heading 5, Div 2 hex P04 heading 4, Div 3 hex J05 heading 4

Environment: Day, Fair weather *Intelligence:* Blue= Poor, Red = Good

Special Rules: Northampton CA has Light damage from an earlier bomb hit.

Victory Conditions: Standard Victory Conditions plus the Blue side receives 2 extra PV for each ship that survives the scenario (they get through to the transports).

Historic Outcome: Decisive JP victory. The bulk of the Allied force were sunk during several engagements, the JP suffered only minor damage to some light units, with one DD being seriously damaged.

Coral Sea

May 7-8th, 1942

Background: As a result of the Japanese attempt to invade Port Moresby, JP and US carrier forces exchange attacks in the first naval battle in history fought entirely without surface contact.

Forces:

Blue: Division 1: 1 x Lexington CV [Squadrons: 1 x F4F-3, 2 x SBD-3, 1 x TBD-1],
2 x New Orleans CA, 1 x Portland CA, 3 x Farragut DD, 1 x Porter DD.

Division 2: 1 x Yorktown CV [Squadrons: 1 x F4F-3, 2 x SBD-3, 1 x TBD-1],
1 x Northampton CA, 1 x New Orleans CA, 4 x Sims DD, 1 x Farragut DD.

Search Group: 3 x PBX-5 (Offmap: located 6 hexes from entry hex A09).

Red: Division 1: 1 x Shokaku CV [Squadrons: 1 x A6M2, 1 x D3A1, 1 x B5N2],
1 x Myoko CA, 2 x Fubuki DD, 1 x Shiratsuyu DD.

Division 2: 1 x Shokaku CV [Squadrons: 1 x A6M2, 1 x D3A1, 1 x B5N2],
1 x Myoko CA, 2 x Hatsuharu DD, 1 x Shiratsuyu DD.

Division 3: 1 x Zuiho CVE [Squadrons: 1 x A6M2 (10 planes), 1 x A5M4 (5 planes), 1 x B5N2 (5 planes)],
1 x Furutaka CA, 1 x Aoba CA, 1 x Large Merchant (Fast) (1 ship).

Map: Strategic Map 1

Game Type: Air Superiority

Starting Positions: Blue: Div 1 hex I13 heading 1, Div 2 hex I13 heading 1.

Red: Div 1 hex T12 heading 6, Div 2 hex T12 heading 6, Div 3 hex C04 heading 4

Environment: Day, Fair weather. *Intelligence:* Blue= Fair, Red = Fair

Special Rules: JP Divisions each have one E3A1 squadron they can use.

Victory Conditions: Standard Victory Conditions apply.

Historic Outcome: A tactical victory for the JP, as they lost a CVE compared to the loss of a full CV for the US, but a strategic victory for the US as it halted the JP march to Australia and set the stage for the battle of Midway.

Midway

June 4th, 1942

Background: The US, through broken JP codes, set up an 'ambush' for the JP invasion of Midway. This is widely considered the decisive battle of the Pacific War.

Forces:

Blue: Division 1: 1 x Yorktown CV [Squadrons: 1 x F4F-4, 2 x SBD-3, 1 x TBD-1],
2 x New Orleans CA, 1 x Northampton CA, 3 x Farragut DD, 2 x Benham DD

Division 2: 1 x Yorktown CV [Squadrons: 1 x F4F-4, 2 x SBD-3, 1 x TBD-1],
1 x New Orleans CA, 1 x Pensacola CA, 1 x Atlanta CL, 2 x Porter DD,
1 x Mahan DD, 1 x Gridley DD

Division 3: 1 x Yorktown CV [Squadrons: 1 x F4F-4, 2 x SBD-3, 1 x TBD-1],
1 x Portland CA, 1 x Benson/Gleaves DD, 2 x Sims DD

Division 4: 1 x New Orleans CA, 3 x Sims DD

Midway Forces:

1 x Airbase [Squadrons: 1 x F2A-2/3 (18 planes) [Poor Pilots], 1 x F4F-3 (12 planes),
1 x SB2U-3 (12 planes) [Poor Pilots], 1 x SBD-3, 1 x TBF-1 (6 planes),
1 x B-17C, 1 x B-17D (6 planes), 4 x PBX-5, 2 x Light AA Battery,
1 x Heavy AA Battery, 1 x Infantry Battalion

Red: Division 1: 1 x Akagi CV [Squadrons: 1 x A6M2, 1 x D3A1, 1 x B5N2],
 1 x Kaga CV [Squadrons: 1 x A6M2, 1 x D3A1, 1 x B5N2],
 1 x Kongo BC, 1 x Tone CA, 1 x Nagara/Sendai CL, 3 x Kagero DD,
 3 x Yugumo DD, 1 x Large Merchant (Fast) (2 ships)
 Division 2: 1 x Hiryu CV [Squadrons: 1 x A6M2, 1 x D3A1, 1 x B5N2],
 1 x Soryu CV [Squadrons: 1 x A6M2, 1 x D3A1, 1 x B5N2],
 1 x Kongo BC, 1 x Tone CA, 1 x Yugumo DD, 5 x Kagero DD,
 1 x Large Merchant (Fast) (3 ships)

Map: Midway Strategic Map

Game Type: Air Superiority

Starting Positions: Blue: Div 1 hex I02 heading 3, Div 2 hex I02 heading 3, Div 3 hex I02 heading 3
 Div 4 hex J02 heading 3, Midway Forces hex W06

Red: Div 1 hex J15, heading 2, Div 2 hex J15 heading 2

Environment: Day, Fair weather *Intelligence:* Blue= Excellent, Red= Poor

Special Rules: JP Divisions each have two E3A1 squadrons they can use.

Victory Conditions: Standard Victory Conditions apply

Historic Outcome: Decisive US victory. The JP lost all 4 CVs, compared to the US loss of the Yorktown and a single destroyer.

Savo Island

Aug 9th, 1942

Background: JP attempts to attack Allied transports lying off Guadalcanal.

Forces:

Blue: Division 1: 3 x New Orleans CA, 2 x Bagley DD

Division 2: 1 x Northampton CA, 1 x Kent CA, 2 x Bagley

Red: Division 1: 2 x Aoba CA, 1 x Furutaka/Aoba CA, 1 x Yubari CL

Division 2: 1 x Takao CA, 1 x Furutaka/Aoba CA, 1 x Tenryu CL, 1 x Kamakazi DD

Map: Savo Island Tactical Map

Game Type: Interception

Starting Positions: Blue: Div 1 hex M11 heading 6, Div 2 hex L10 heading 6

Red: Div 1 hex C06 heading 3, Div 2 hex C07 heading 3

Environment: Night, Fair weather *Intelligence:* Blue= Fair, Red = Good

Special Rules: All JP ships have *Crack Crews*.

Victory Conditions: Standard Victory Conditions

Historic Outcome: Decisive JP victory. The Allied force lost four cruisers to JP's one.

Cape Esperance

Oct 11th, 1942

Background: US intercepts an JP force bringing supplies to their beleaguered forces on Guadalcanal.

Forces:

Blue: Division 1: 1 x New Orleans CA, 1 x Pensacola CA, 2 x Brooklyn CA

Division 2: 4 x Benson/Gleaves DD

Red: Division 1: 2 x Furutaka/Aoba CA, 1 x Furutaka CA

Division 2: 2 x Fubuki DD

Map: Savo Island Tactical Map

Game Type: Interception

Starting Positions: Blue: Div 1 hex H09 heading 6, Div 2 hex I10 heading 6

Red: Div 1 hex B05 heading 3, Div 2 hex B06 heading 3

Environment: Night, Fair weather *Intelligence:* Blue= Good, Red = Fair

Special Rules: Blue (US) side **must** use 'Mistaken Target' rule. (Optional - both sides may use the rule)

Victory Conditions: Standard Victory Conditions apply.

Historic Outcome: A victory for the US. JP lost one CA and a DD, while the US lost one DD.

First Guadalcanal

Nov 13th, 1942

Background: A US force intercepts an JP bombardment force that intends to shell Henderson Field -- supplies could then be safely landed for a major Japanese ground assault.

Forces:

Blue: Division 1: 1x Mahan DD, 4 x Benson/Gleaves DD, 1 x Benham DD, 2 x Fletcher DD,

2 x Atlanta CL, 1 x New Orleans CA, 1 x Portland CA, 1 x Brooklyn CL

Red: Division 1: 2 x Shiratsuyu DD, 1 x Nagara/Sendai CL, 2 x Kongo BC
Division 2: 2 x Kagero DD, 1 x Akitsuki DD
Division 3: 3 x Akatsuki DD
Division 4: 1 x Asashio DD, 2 x Shiratsuyu DD

Map: Savo Island Tactical *Game Type:* Interception

Starting Positions: Blue: Div 1 hex K11 heading 6
Red: Div 1 hex D07 heading 3, Div 2 hex D08 heading 3,
Div 3 hex B07 heading 3, Div 4 hex D08 heading 3

Environment: Night, Poor weather *Intelligence:* Blue= Fair, Red = Fair

Special Rules: Blue (US) side should use 'Mistaken Target' rule. (Both sides may use the rule if desired)
US side is treated as having multiple divisions (for *Mistaken Target* purposes) due to the size of its single division.

Victory Conditions: Standard Victory Conditions apply.

Historic Outcome: US strategic victory. The JP BC Hiei was crippled and later floundered after aircraft attacks.

Second Guadalcanal

Nov 14-15th, 1942

Background: Admiral "Ching" Lee leads two modern US battleships to intercept another JP bombardment.
This is the only engagement by a US BB against an enemy capital ship in the Pacific theatre.

Forces:

Blue: Division 1: 1 x North Carolina BB, 1 x South Dakota BB
Division 2: 1 x Sims DD, 1 Benham DD, 1 x Mahan DD, 1 x Benson/Gleaves DD
Red: Division 1: 1 x Asashio DD, 1 x Akitsuki DD, 2 x Takao CA, 1 x Kongo BC
Division 2: 2 x Fubuki DD, 1 x Nagara/Sendai CL, 1 x Akatsuki DD
Division 3: 2 x Fubuki DD
Division 4: 1 x Fubuki DD, 1 x Nagara/Sendai CL

Map: Savo Island Tactical Map *Game Type:* Interception

Starting Positions: Blue: Div 1 hex L11 heading 6, Div 2 hex K10 heading 6
Red: Div 1 hex E03 heading 4, Div 2 hex K04 heading 4,
Div 3 hex F05 heading 4, Div 4 hex A01 heading 3

Environment: Night, Fair Weather *Intelligence:* Blue= Good, Red = Fair

Special Rules: None.

Victory Conditions: Standard Victory Conditions apply.

Historic Outcome: US victory. The BC Kirishima was hit by numerous 16" and 5" shells and sunk.
Admiral Lee, commander of the US task force, was a strong believer in radar -- the results of this battle showed his faith was justified.

Tassafaronga

Nov 30th, 1942

Background: A Japanese destroyer forces makes a run to drop off badly needed supplies for their forces off Guadalcanal, while a hastily assembled US force intercepts them.

Forces:

Blue: Division 1: 1 x Fletcher DD, 2 x Mahan DD, 1 x Gridley DD
Division 2: 2 x New Orleans CA, 1 x Pensacola CA, 1 x Brooklyn CL, 1 x Northampton CA,
Division 3: 1 x Mahan DD, 1 x Benson/Gleaves DD
Red: Division 1: 2 x Yugumo DD, 3 x Kagero DD, 2 x Shiratsuyu DD,

Map: Savo Tactical Map *Game Type:* Interception

Starting Positions: Blue: Div 1 hex Q11 heading 6, Div 2 hex Q12 heading 6, Div 3 hex Q13 heading 6
Red: Div 1 hex E05 heading 4

Environment: Night, Fair Weather *Intelligence:* Blue= Poor, Red = Fair

Special Rules: JP forces are all considered "Crack".

Victory Conditions: Standard Victory Conditions, plus for each JP ship that makes it to hexes H13 or I14 the JP player receives 2 additional victory points.

Historic Outcome: JP victory. The US forces lost one CA and had three damaged by JP torpedo fire. JP lost one destroyer. Delays in the US ships being given permission to open fire negated most of the USs superior firepower and radar.

Second Kula Gulf

Jul 6th, 1943

Background: JP reinforcements to Kolombagara are intercepted by a US force.

Forces:

Blue: Division 1: 3 x Brooklyn CL

Division 2: 4 x Fletcher DD

Red: Division 1: 1 x Akitsuki DD, 1 x Shiratsuyu DD, 1 x Kagero

Division 2: 1 x Kagero DD, 2 x Akitsuki DD

Division 3: 2 x Mutsuki DD, 2 x Fubuki DD

Map: Tactical Map 1

Game Type: Interception

Starting Positions: Blue: Div 1 hex I13 heading 1, Div 2 hex I14 heading 1

Red: Div 1 hex L05 heading 5, Div 2 hex L05 heading 5,

Div 3 hex I03 heading 4

Environment: Night, Fair weather *Intelligence:* Blue= Fair, Red = Fair

Special Rules: JP crews considered *Crack* for torpedo fire only.

Victory Conditions: Standard Victory Conditions apply.

Historic Outcome: US strategic victory. US lost CL Helena to 3 hits by Type-93 torpedoes, while the JP lost a DD. Only a third of the JP reinforcements made it to their destination.

Suriago Strait

Oct 24-25th, 1944

Background: Japanese forces are caught in a trap by powerful US surface and air forces, including a line of six old US battleships, a bombardment force commanded by Admiral Oldendorf.

Forces:

Blue: Division 1: 2 x Tennessee BB, 2 x Colorado BB, 1 x New Mexico BB, 1 x Pennsylvania BB

Division 2: 1 x Northampton, 1 x New Orleans, 1 x Portland CA, 2 x Cleveland CL

Division 3: 1 x London CA (RAN), 2 x Brooklyn CL

Division 4: 3 x Fletcher DD

Division 5: 5 x Fletcher DD, 1 x Tribal DD (RAN)

Division 6: 7 x Fletcher DD

Red: Division 1: 2 x Fuso BB, 1 x Asashio DD

Division 2: 1 x Mogami CA, 2 x Asashio DD, 1 x Shiratsuyu DD

Division 3: 2 x Myoko CA, 2 x Fubuki DD,

Division 4: 1 x Asashio DD, 1 x Kagero DD, 3 x Hatsuharu DD

Map: Suriago Tactical Map

Game Type: Interception

Starting Positions: Blue: Div 1 hex V09 heading 1, Div 2 hex U13 heading 1, Div 3 hex U06 heading 4,
Div 4 hex M05 heading 5, Div 5 hex T10 heading 6, Div 6 hex P11 heading 6

Red: Div 1 hex G07 heading 3, Div 2 hex F07 heading 3, Div 3 hex F06 heading 3,

Div 4 hex E10 heading 2

Environment: Day, Fair weather. *Intelligence:* Blue= Good, Red = Poor

Special Rules: US BBs (except Pennsylvania, 1 Tennessee, and 1 Colorado) have “F3” radar.

Victory Conditions: Standard Victory Conditions – plus, each JP cruiser or battleship that makes it past map edge column X receives 15 bonus victory points!

Historic Outcome: Decisive US victory. In this rather one-sided battle, the JP lost two BBs, one CA, and 3 DDs -- US losses were one DD damaged.

River Plate

Dec 13th, 1939

Background: German raider Graf Spee (a “pocket battleship”) is caught by a small UK cruiser force.

Forces:

Blue: Division 1: 1 x York/Exeter CA

Division 2: 2 x Leander CL

Red: Division 1: 1 x Deutschland CA

Map: Tactical Map 1

Game Type: Interception

Starting Positions: Blue: Div 1 hex M12 heading 1, Div 2 hex N11 heading 2

Red: Div 1 hex I07 heading 3

Environment: Day, Fair Weather *Intelligence:* Blue= Fair, Red = Fair

Special Rules: None

Victory Conditions: Standard Victory Conditions Apply – the Red side receives 4 bonus VP if it successfully disengages with no or *Light Damage*, 2 VP if *Moderate Damage*.

Historic Outcome: Draw (tactically). The Graf Spee suffered moderate damage; the Exeter was seriously damaged, while the two CLs suffered moderate damage. The Graf Spee was later scuttled.

First Narvik April 10th, 1940

Background: UK destroyers attack a German DD force landing troops in a Norwegian fjord.

Forces:

Blue: Division 1: 5 x 'E/F/G/H' DD

Red: Division 1: 2 x 'Z1-Z22' DD

Division 2: 4 x 'Z1-Z22' DD

Division 3: 4 x 'Z1-Z22' DD

Division 4: 1 x 'Type II' SS, 3 x Type VII SS, 1 x Type IX SS

Division 5: 1 x Medium Merchant (Slow)

Map: Narvik Tactical Map *Game Type:* Interception

Starting Positions: Blue: Div 1 hex C08 heading 2

Red: Div 1 hex N04 heading 5, Div 2 hex T05 heading 5,
Div 3 hex J06 heading 6, Div 4 <see *Special Rules*>,
Div 5 hex N03 heading 1

Environment: Day, ? Weather *Intelligence:* Blue= Fair, Red = Good

Special Rules: Roll 1d6 for each submarine: if the roll is odd, it cannot take part in the scenario, otherwise it can be placed in any of the following hexes: hex M04, hex O07, hex I06, hex H06, hex V04

Victory Conditions: Standard Victory Conditions

Historic Outcome: Draw. Two destroyers were sunk on either side.

Second Narvik April 13th, 1940

Background: The Royal Navy returns to Narvik fjord, this time with the battleship Warspite to assist its destroyers.

Forces:

Blue: Division 1: 1 x Queen Elizabeth BB

Division 2: 2 x 'E/F/G/H' DD, 4 x Tribal DD, 2 x 'I' DD, 1 x 'J/K/N' DD

Red: Division 1: 1 x 'Z1-Z22' DD

Division 2: 3 x 'Z1-Z22' DD

Division 3: 4 x 'Z1-Z22' DD

Division 4: 1 x 'Type II' SS, 3 x Type VII SS, 1 x Type IX SS

Map: Narvik Tactical map *Game Type:* Interception

Starting Positions: Blue: Div 1 hex C08 heading 2, Div 2 hex D07 heading 2

Red: Div 1 hex O05 heading 6, Div 2 hex O07 heading 5,
Div 3 hex V02 heading 4, Div 4 <see *Special Rules*>,

Environment: Day, Fair Weather *Intelligence:* Blue= Good, Red = Fair

Special Rules: 1d6 for each submarine: if the roll is odd, it cannot take part in the scenario, otherwise it can be placed in any of the following hexes: hex J06, hex L04, hex N07, hex Q05, hex V04

Victory Conditions: Standard Victory Conditions, plus for each DD that disengages in direction 5 or 6 the Red side receives 3 bonus VPs.

Historic Outcome: UK Victory. All of the GE destroyers were hunted down and sunk.

Dunkirk *Hypothetical* May 30th, 1940

Background: German heavy units make an attempt to interdict Dunkirk evacuation, French / UK force intercepts.

Forces:

Blue: Division 1: 1 x Dunkerque BC, 2 x Suffren CA

Division 2: 1 x Kent CA, 1 x Southampton CL

Division 3: 2 x Tribal DD, 2 x 'A/B/C/D' DD

Red: Division 1: 2 x Scharnhorst BB

Division 2: 1 x Ju-87 Squadron

Map: Tactical Map 1 *Game Type:* Interception

Starting Positions: Blue: Div 1 hex F13 heading 1, Div 2 hex G13 heading 1, Div 3 hex F12 heading 1
 Red: Div 1 hex N03 heading 5, Div 2 <See *Special Rules*>
Environment: Day, Fair Weather *Intelligence:* Blue= Good, Red = Fair
Special Rules: Red side rolls 1d6+1: on that turn they have one Ju-87 squadron which they can use to attack any enemy targets they wish.
Victory Conditions: Standard Victory Conditions
Historic Outcome: N/A

Denmark Straits

May 24th, 1941

Background: UK force intercepts the Bismarck as she attempts to breakout into the Atlantic.

Forces:

Blue: Division 1: 1x Hood BC, 1 x King George V BB

Red: Division 1: 1 x Hipper CA, 1 x Bismarck BB

Map: Tactical Map 1 *Game Type:* Interception

Starting Positions: Blue: Div 1 hex N02 heading 5

Red: Div 1 hex F07 heading 4

Environment: Day, Fair Weather *Intelligence:* Blue= Fair, Red = Fair

Special Rules: King George V has a *Poor Crew*

Victory Conditions: Standard Victory Conditions, plus the Red side gets 8 bonus VP if the Bismarck disengages in direction 4 or 5 with less than *Moderate Damage*, or 4 bonus VP if at *Moderate Damage*.

Historic Outcome: GE victory. The Hood exploded, with loss of all but 3 crewmen, and the Prince of Wales was damaged. The Bismarck however, suffered damage which indirectly led to her demise.

Breakout

Hypothetical

Aug 13th, 1942

Background: German capital ships make a mass sortie to the North Atlantic, the UK home fleet intercepts.

Forces:

Blue: Division 1: 1 x Nelson BB, 1 x King George V BB, 1 x Queen Elizabeth BB

Division 2: 1 x Norfolk CA, 1 x Kent CA

Red: Division 1: 1 x Bismarck BB, 1 x Scharnhorst BB, 1 x Deutschland CA, 2 x Hipper CA

Map: Tactical Map 1 *Game Type:* Interception

Starting Positions: Blue: Div 1 hex D04 heading 3, Div 2 hex F03 heading 3

Red: Div 1 hex Q09 heading 6

Environment: Night, Fair Weather *Intelligence:* Blue= Fair, Red = Fair

Special Rules: None

Victory Conditions: Standard Victory Conditions, Red side receives 4 VP per ship that disengages in direction 5 or 6.

Historic Outcome: N/A

Casablanca

Nov 8th, 1943

Background: US naval and air forces support landings in North Africa – Vichy French forces oppose landings.

Forces:

Blue: Division 1: 1 x South Dakota BB, 1 x Wichita CA, 1 x New Orleans CA

Division 2: 2 x Benham DD, 1 x Sims DD, 1 x Fletcher DD

Division 3: 1 x Northampton CA, 1 x Brooklyn CL

Division 4: 4 x Fletcher DD

Red: Division 1: 1 x Jean Bart BB

Division 2: 1 x Duguay Trouin CL, 2 x Aigle DD

Division 3: 5 x L'Adriote DD

Division 4: 1 x Medium Coastal Battery, 1 x 5" Gun Battery

Division 5: 3 x Diane SS

Map: Casablanca Tactical Map

Game Type: Bombardment

Starting Positions: Blue: Div 1 hex F02 heading 4, Div 2 hex E03 heading 4,
Div 3 hex I04 heading 4, Div 4 hex J04 heading 4
Red: Div 1 hex E14 heading 1, Div 2 hex F13 heading 1,
Div 3 hex D13 heading 2, Div 4 hex G14 heading 1,
Div 5 hexes C13, I13, E12

Environment: Day, Fair Weather *Intelligence:* Blue= Fair, Red = Poor

Special Rules: Jean Bart is immobile (*Speed* 0, cannot move nor turn)

Victory Conditions: Standard Victory Conditions

Historic Outcome: US victory. Jean Bart hit and damaged by US BB fire. Vichy French forces lost 6 destroyers sunk or beached, and several subs were put out of action.

Point Stilo

Jul 9th, 1940

Background: British and Italian forces (both covering convoys) engage in an abbreviated battle SW of Italy.

Forces:

Blue: Division 1: 2 x Queen Elizabeth BB
Division 2: 2 x Leander CL, 1 x Perth CL, 2 x Gloucester CL
Division 3: 1 x Royal Sovereign BB
Red: Division 1: 2 x Cavour BB
Division 2: 1 x Trento CA, 4 x Zara CA, 1 x Bolanzo CA
Division 3: 1 x Giussano CL, 2 x Abruzzi CL
Division 4: 2 x Duca D'Aosta CL,
Division 5: 2 x Montecuccoli CL

Map: Tactical Map 1 *Game Type:* Interception

Starting Positions: Blue: Div 1 hex P11 heading 6, Div 2 hex P09 heading 6,
Div 3 hex Q13 heading 6
Red: Div 1 hex D11 heading 1, Div 2 hex B11 heading 2,
Div 3 hex F14 heading 6, Div 4 hex C10 heading 1,
Div 5 hex E13 heading 1

Environment: Day, Fair Weather *Intelligence:* Blue= Good, Red = Fair

Special Rules: UK ships have *Crack Crews*. On turn 2, 3, or 4 the UK has a Swordfish squadron that can attack any Italian units that have been spotted (UK player's choice of which turn the planes arrive). There is a time limit for this scenario: the scenario ends on turn 6, 7, or 8 (Italian player's choice).

Victory Conditions: Standard Victory Conditions

Historic Outcome: Marginal British Victory. One Italian BB and CA damaged.

Convoy Defense

Hypothetical

Jan 10th, 1941

Background: UK forces escort a convoy to Malta through heavy German submarine and air attacks.

Forces:

Blue: Division 1: 1 x Illustrious CV [Squadrons: 1 x Swordfish, 1 x Fulmar], 1 x Dido CL,
1 x Southampton CL, 2 x 'L/M' DD
Division 2: 4 x 'E/F/G/H' DD, 4 x Medium Merchant (Fast)

Red: <See below for Red forces>

Map: Strategic Map 1 *Game Type:* Convoy

Starting Positions: Blue: Div 1 hex A14 heading 2, Div 2 hex A15 heading 2

Environment: Day, Fair Weather *Intelligence:* Blue= Fair, Red = Fair

Special Rules: The Red player (GE and IT) rolls 1d6 for each hex that the UK task force moves through:

If the roll is a 1, then the Red force gets to roll an attack force:

1d6 Roll: 1-2 = 1 x Ju-87 (12 planes), 3 = 1 x Ju-88 (6 planes), 4 = 1 x SM-79 (9 planes),
5 = 1 x Ju-88 (6 planes) + 1 x Ju-87 (9 planes), 6 = 1 x Type VII SS

Attacking aircraft are setup 2d6 hexes away from the Blue task force in direction 1, 2, or 6.

Submarines are set up (1d6 - 1) hexes away in a random direction (roll 1d6). The Red player may arm the aircraft with whichever load he wishes.

Victory Conditions: Standard Victory Conditions.

Historic Outcome: N/A

Cape Matapan
Mar 28th, 1941

Background: Italian forces attempt to intercept a British convoy between Egypt and Greece – unknown to the Italians, heavy UK forces are escorting the convoy.

Forces:

Blue: Division 1: 3 x Queen Elizabeth BB
Division 2: 2x Leander CL, 1 x Gloucester CL, 1 x Perth CL
Division 3: 3 x 'E/F/G/H' DD
Division 4: 3 x 'J/K/N' DD, 1 x 'L/N' DD
Red: Division 1: 1 x Littorio BB
Division 2: 2 x Trento CA, 1 x Bolanzo
Division 3: 3 x Zara CA
Division 4: 2 x Abruzzi CL

Map: Tactical Map 1 *Game Type:* Interception

Starting Positions: Blue: Div 1 hex S05 heading 5, Div 2 hex T05 heading 5,
Div 3 hex V09 heading 6, Div 4 hex Q04 heading 5
Red: Div 1 hex H15 heading 1, Div 2 hex L11 heading 6,
Div 3 hex M12 heading 6, Div 4 hex N15 heading 1

Environment: Day, Fair Weather *Intelligence:* Blue= Good, Red = Minimal

Special Rules: UK ships have *Crack* Crews. On turns 3 and 8 the UK has a Swordfish squadron that can attack any Italian units that have been spotted.

Victory Conditions: Standard Victory Conditions

Historic Outcome: UK Victory. The Italians had the CA Pola disabled by a torpedo, and left the CAs Zara and Fiume to guard it. The UK force surprised this force at night, and sunk all three cruisers.

Cape Spartivento
Nov 9th, 1941

Background: UK and Italian heavy forces meet as the UK force attempts to protect a convoy.

Forces:

Blue: Division 1: 1 x Kent CA, 3 x Southampton CL, 1 x Gloucester CL,
Division 2: 1 x Royal Sovereign BB
Division 3: 1 x Renown BC, 9 x 'E/F/G/H' DD
Red: Division 1: 1 x Littorio BB, 1 x Cavour BB
Division 2: 2 x Trento CA, 1 x Bolanzo
Division 3: 3 x Zara CA
Division 4: 4 x Soldati DD

Map: Tactical Map 1 *Game Type:* Interception

Starting Positions: Blue: Div 1 hex F04 heading 4, Div 2 hex G03 heading 4,
Div 3 hex D04 heading 4
Red: Div 1 hex R09 heading 6, Div 2 hex K11 heading 6,
Div 3 hex L11 heading 6, Div 4 hex J10 heading 6

Environment: Day, Fair Weather *Intelligence:* Blue= Fair, Red = Poor

Special Rules: None

Victory Conditions: Standard Victory Conditions

Historic Outcome: Draw. Only minor damage was done to either side, the Italians withdrew in short order.

Convoy PQ-17
Hypothetical
Jul 5th, 1942

Background: Hypothetical variant of PQ-17 convoy debacle. What if the GE force had not been recalled, and the UK covering forces stayed?

Forces:

Blue: Division 1: 1 x King George V BB, 1 x North Carolina BB
Division 2: 2 x Benham DD, 3 x 'J/K/N' DD, 3 x 'E/F/G/H' DD
Division 3: 1 x London CA, 1 x Norfolk CA, 1 x Wichita CA, 1 x New Orleans CA

Red: Division 1: 1 x Bismarck BB, 1 x Deutschland CA, 1 x Hipper CA
Division 2: 1 x 'Z1-Z22' DD, 5 x 'Z23-Z31' DD
Map: Tactical Map 1 *Game Type:* Interception
Starting Positions: Blue: Div 1 hex D05 heading 3, Div 2 hex F05 heading 3,
Div 3 hex K04 heading 4
Red: Div 1 hex L15 heading 1, Div 2 hex L14 heading 1
Environment: Day, Fair Weather *Intelligence:* Blue= Fair, Red = Good
Special Rules: None
Victory Conditions: Standard Victory Conditions
Historic Outcome: N/A

Barents Sea
Dec 31st, 1942

Background: German cruisers and destroyers

Forces:

Blue: Division 1: 5 x 'O/P/Q/R' DD, 1 x 'A/B/C/D' DD
 Division 2: 3 x Medium Merchant (Slow)
 Division 3: 1 x Southampton CL, 1 x Fiji CL
Red: Division 1: 1 x Deutschland CA
 Division 2: 1 x Hipper CA
 Division 3: 1 x Z23-Z31 DD, 2 x Z1-Z22 DD
 Division 4: 2 x Z23-Z31 DD, 1 x Z1-Z22 DD

Map: Tactical Map 1

Game Type: Convoy

Starting Positions: Blue: Div 1 hex N08 heading 1, Div 2 hex N07 heading 1,
Div 3 hex F06 heading 3

Red: Div 1 hex X05 heading 5, Div 2 hex R12 heading 6,
Div 3 hex R11 heading 6, Div 4 hex W06 heading 5

Environment: Day, Poor Weather *Intelligence:* Blue= Poor, Red = Poor

Special Rules: GE heavy ships are under orders to limit damage. If any GE CA receives *Moderate* or *Heavy Damage* it **must** attempt to disengage.

Victory Conditions: Standard Victory Conditions

Historic Outcome: UK Victory. HMS Onslow Damaged, Z16 Friedrich Eckoldt sunk, HMS Achates sunk. No real damage to the convoy, and the Germans were driven off by the appearance of the CLs.

North Cape
Dec 26th, 1943

Background: UK force with superior radar surprises BB Scharnhorst, after using a convoy as bait to draw her out.

Forces:

Blue: Division 1: 1 x King George V BB, 1 x Sheffield CL
Division 2: 1 x Edinburgh CL, 2 x Kent CA
Division 3: 4 x 'S/T/U/V' DD, 2 x 'L/M' DD, 1 x 'O/P/Q/R' DD
Red: Division 1: 1 x Scharnhorst BB
Division 2: 5 x Z23-Z31 DD

Map: Tactical Map 1

Game Type: Interception

Starting Positions: Blue: Div 1 hex T13 heading 6, Div 2 hex C07 heading 3,
Div 3 hex G14 heading 6

Red: Div 1 hex J08 heading 5, Div 2 hex I09 heading 5

Environment: Night, Fair Weather *Intelligence:* Blue= Fair, Red = Poor

Special Rules: UK BB and CA/CLs have F2 radar, DDs have F1 radar.

Victory Conditions: Standard Victory Conditions.

Historic Outcome: German destroyers became separated from Scharnhorst in bad weather. British located and sank Scharnhorst in a furious night battle.

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<http://www.world-war.co.uk/index.php3> [World War 2 Cruiser Operations]

DESIGNERS NOTES

This game represents our first naval wargame production. Why, you may ask, did we decide to do a paper-based naval wargame? We have always been naval wargamers at heart for over 20 years even though we have been working on PC simulation projects now for over 3 years. Over a year ago we had already started discussions about doing our own PC and board naval wargame designs and we finally decided it was time to start moving in that direction. Right now we are in the process of designing our first two PC naval wargames and this is the first of a series of board naval wargames which will include WWI and modern naval combat versions coming very soon!

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 colored 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.

Scout and patrol aircraft can be considered “semi-generic” in use. We picked the most commonly used aircraft for these roles since most aircraft of those types had about the abilities in air combat, defensive firepower, and range. Since these types or aircraft seldom flew together as “squadrons” we chose to have them in numbers of 1 to 4 per card. The rest of the aircraft squadrons were based on the most common squadron strengths used throughout the war to within a multiple 4 so as to fit the standards of the combat mechanics. Aircraft squadrons seldom ever flew at their exact specified strength levels and being that those numbers would change based on the time frame, situation, number of available pilots, maintenance, damage, etc.. we felt this was the best standard to work with.

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 WWII. 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. Mines were not included in the initial release for the reason that they played very little part in the major naval battles during WWII. Our WWI version will include them however and they may be added in an expansion pack for this title if there are enough requests for them.

Obviously the number of expansion options and custom scenarios that can be designed for this wargame are almost unlimited. Our first expansion pack is already in the works as well as our WWI version of this series which will be compatible with this WWII design so doing battle between the dreadnoughts and battleships will be possible very soon! The entire concept of this design was to allow any major naval battle of WWII 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.

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.

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The NWS Design Team

CREDITS

Game Concept: Christopher Dean

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