

Campaign Rules

Version: 02/20/06

Turn Sequence

1. Plot Movement

Plot for remainder of day and night. Plotting only necessary if there are changes to current plot.

2. Communications:

- Players send messages to each other
- Referee adjudicates moves

3. Resolve encounters, minefields, battles, etc.

4. Mark off fuel usage, repairs, etc.

5. Sources of wireless activity announced

Scale

Each map zone is 32 nautical miles (8 feet on the tactical table).

Each campaign turn is 4 hours (40 tactical turns).

Movement Rates

- Each sea zone on the map costs 2½" of movement to enter.
- Aircraft (aeroplanes and airships) have 20" of movement. Roll a d10 on the turn an aircraft leaves its base to determine how many inches of movement are used up by unforeseen delays.

Fuel

Ships measure fuel usage in *endurance points*. Mark endurance points along the top of the ship's roster (just make hash marks). When a ship has accumulated 10 endurance points, it is critically low on fuel and cannot move faster than the speed in its last (right most) hull box. A ship gains endurance points as follows:

- 1 point for each extra zone (after the first) it enters in the same turn (i.e., the first zone is free).
- 2 points for fighting a battle.

Airships must return to base within 60 turns, or are lost.

Aeroplanes must return to base on the turn after takeoff, or are lost. Aeroplanes must remain grounded for one full turn after landing before they can take off again.

Observation

- When two formations occupy the same zone, the referee will inform each formation's player what he observes, or lay out a tabletop encounter.
- Vessels observed by non-player scouts will be reported only as one of the following: *light ship*, *heavy ship*, *capital ship*, *submarine*, *MTB*, *aeroplane* or *airship*.
- Aircraft may only observe other formations during the part of the turn they occupy a zone. The referee will do his best to pro-rate movement to determine sightings. This means that it is possible for an aircraft flying quickly to pass through the same zone as an enemy fleet and not see it.

Messages

- Players may only communicate in writing.
- Each player has an individual supply of cards for writing messages. Each message must fit on one card.
- To send a message, give it to the adjutant.
- At the end of each turn, the adjutant will announce all of the sea zones from which messages originated.

Minefields

- Friendly minefields have no effect if crossed at a speed of 1 zone per turn.
- If a formation enters an enemy minefield, each ship must test for striking a mine. Beginning with the leading

ships in the formation, roll the gunnery dice for each ship. Each time the d10 shows a 0, the difference between the red and blue dice is the number of hits (doubles still count as 1 hit). Roll each hit on the **Mine and Torpedo Damage** table on the quick reference sheet.

- After at least one ship in a formation has struck a mine, the commander of the fleet may choose to stop his fleet, and try to turn it around. Measure the distance from the front of the tile to the ship which struck a mine, and add the number of inches the fleet was moving this turn. All ships within this distance of the front of the tile must finish checking for mines. Ships which already checked for mines must check again if they turn around to leave the minefield.

Submarines and MTBs

- Submarines and MTB flotillas are assigned *patrol zones* (a single zone which they are assigned to patrol) before the start of the game. They do not leave these patrol zones unless they are assigned new ones.
- MTB patrol zones must be coastal zones within 6 zones of a friendly base. Submarines can patrol anywhere on the map. No patrol zone may be within 2 zones of an enemy base. MTBs move to new patrol zones at 1-3 zones per turn, submarines at one zone per turn.
- When an enemy fleet enters a patrol zone, the submarine or MTB flotilla has a chance of spotting it. The referee will determine if the fleet was spotted, whether it is attacked, and if and when the spotting and/or attack are reported. Subs and MTBs will only successfully report their sightings if they make a second contact roll at -2.
- Each submarine or MTB makes 2 torpedo attacks against one ship. The attacker chooses the ship to attack, and each torpedo attack is rolled according to the **Torpedo Hit Table** and **Mine and Torpedo Damage Table**.

Weather

Weather affects everything. There are several weather states to know about:

Clear. Tactical visibility is 4 feet.

Contact roll: 1-5.

Aircraft can see and be seen in neighboring sea zones.

Mist. Tactical visibility is 3 feet.

Contact roll: 1-4.

Fog. Tactical visibility is 2 feet.

Contact roll: 1-3.

Squall. Tactical visibility is 2 feet.

Contact roll: 1-2.

Aircraft crash during landing and takeoff on a d6 roll of 6.

No torpedo attacks possible.

Only main batteries may fire; +1 to straddle rolls

Storm. Tactical visibility is 2 feet.

Contact roll: 1.

All movement at half speed.

Aircraft crash during landing and takeoff on a d6 roll of 4-6.

No torpedo attacks possible.

Only main batteries may fire; +2 to straddle rolls

Gale. Tactical visibility is 1 foot.

All **contact is adjudicated** by the referee.

Movement reduced to 3"

Aircraft trying to land crash on a d6 roll of 2-6.

No torpedo attacks possible.

Only main batteries may fire; +3 to straddle rolls

Ships outside port with DF 1 or less founder on d10 roll of 0.

Night. Tactical visibility is 6" in clear weather, 3" otherwise.

All **contact is adjudicated** by the referee.

Aeroplanes trying to land crash on a d6 roll of 2-6.