

MODERN NAVAL RULES

FAST PLAY

Design Notes

The rules have been designed to give players an accurate, yet manageable game in a 2-3 hour playing time. In these rules, combat occurs in three distinct zones. Within the horizon, over the horizon and underwater. The horizon has a nominal range of 24 inches, while beyond the horizon is limited to 48 inches or the average width of a gaming table. Most torpedo attack ranges are limited to 12 inches, although some torpedoes can operate beyond the horizon. The game system allows for a movement rate of 8" per game turn for all vessels and unlimited for aircraft. This gives a reasonable appearance of movement for 1:3000 scale ships.

Modern ships possess a much more sophisticated weapon and sensor array than was available in WW2. Most defensive systems are 'layered' in that they are capable of engaging incoming attacks at long range (over the horizon or at very high altitude) within the horizon, (about 15 miles) and very close to the vessel itself. Missiles form the long and medium range defense while gatling weapons deal with threats under 1500m. Many of these systems are fully automated and do not require operator intervention to engage a target. This is especially true of 'CIWS' systems that are a final defense against incoming missiles. In addition, a large array of sophisticated electronic support measures (ESM and ECM) attempt to mislead or jam enemy radar and missile control signals. The Russians and presumably NATO, both deploy nuclear evasion torpedoes designed to cause a significant blast wave in front of incoming enemy torpedoes.

All major navies spend a considerable amount of time gathering electronic intelligence (ELINT) information about their possible adversaries. This includes radar and electronic emissions, machinery noises as well as signal traffic. Included in this category is the IFF signal designed to prevent friendly fire against your own ships.

The combat system is based on a contestable dice roll. This is designed to reflect both the maneuver and electronic counter measures (ECM, ECCM and decoys) of the target. It works very simply. The attacker rolls the number of dice listed for the weapons system they allocate for an attack. The target rolls an equal number of dice and the highest dice roll(s) win. When comparing each group of dice to determine the winner, players should read them in the following manner. Remove all matched dice; i.e. with the same number rolled, continuing until you are left with those dice that cannot be matched. The remaining highest scoring dice indicate the number of hits or misses. Roll 1D6 for each **hit** scored to represent the number of **damages** inflicted against the target. Place a counter for each **damage** against the target ship. Roll 2D6 for each new **hit** (not **damages** or those already recorded) and any doubles result in the immediate destruction of the target.

Each damage is assumed to degrade the efficiency of the ship by reducing its firing capacity and speed. Damage is repaired by rolling 1D6 and removing the appropriate number of damage counters from each damaged ship. This reflects damage control parties repairing or bypassing damage. However, once a ship retains a certain number of unrepaired damages, it sinks. This reflects out of control flooding or fire that ultimately causes the loss of the ship. The smaller the ship the smaller the number of unrepaired damages leading to its loss.

For the purposes of the rules, all targets within the horizon are automatically detected, while those over the horizon are automatically detected by aircraft or helicopters once they are within the target's horizon or are assumed to reach sufficient altitude to gain a direct line of sight to the target. Satellites give targeting information but not in 'real time', therefore satellite targeting should always be treated as a 'bearing only launch'. Specialised attack aircraft may always launch air to surface missiles at the maximum 'Over the Horizon' 48inch range but are treated as being within the radar horizon. Their rate of fire is reduced to 1D6 unless they close to within visual range of the target (24 inches) due to the longer flight time of the missile to the target, allowing the target a better defensive posture. Defensive fire against such attacks is also limited to 1D6 for the same reason.

Scales and Movement:

These rules are intended for ships in the 1200th /3000th or 6000th scale. All dice are D6

Game Turn Sequence – Players move alternate moves

1. At the beginning of the game turn, players dice for who moves first. Highest dice wins.
2. First player moves all ships and places submarines and aircraft for attack.
3. Second player conducts all AA (including fighter interception of enemy attack aircraft) and ASW fire
4. First player fires all torpedoes, completes air attacks, fires missiles and guns
5. All damages are recorded against their targets and ships tested for sinking.
6. Second player now repeats the above sequence.
7. Repair damage

MODERN NAVAL RULES FAST PLAY

All ships move 8" (200mm) in a straight line, 7" (180mm) if the ship turns up to 90 degrees and 6" (150mm) if it turns more than 90 degrees. CV may only turn up to 90 degrees per game turn. Aircraft movement is unlimited on the table

The radar horizon is assumed to be 24 inches (600mm) from the observer. Therefore, players may deploy markers for those units outside visual range and beyond 24". The marker should state the type, (large, medium or small target) but not the identity of the ship. Helicopters and aircraft are placed as they are.

Missile Range = 24" (610mm) To Nominal horizon

Missile Range – Over the Horizon(OTH) or Beyond Visual Range (BVR) = 48" (1220mm)

Gun Range = 12" (300mm)

Torpedo Range = 12" (300mm) unless capable of very long-range.

Surface Attack – Missiles and Guns (rate of fire) within the horizon

When an attacker engages a target (the defender) with either missiles, guns, or both, the attacker throws the number of D6 dice listed for that ship under **Rate of Fire – Surface** in the **ship data tables**. Add +1D6 to each gun armed ship once range closes to within 12". The defender throws the same number of dice to defend against the attack. The dice are matched off and the highest individual dice rolls win. Each time an attacker wins a dice roll, it inflicts one **hit** against the defender that inflicts 1D6 **damages**.

Surface attack – Missiles Over The Horizon (OTH) or Bearing Only Launch (BOL)

Attackers firing missiles **Over The Horizon** must either have a helicopter or aircraft in visual or radar contact with the target. The firer rolls 1D6 only, the target must equal or beat the number rolled to avoid being hit.

Attackers using Bearing Only Launches have no mid course correction capability. The firer rolls 1D6, but the target rolls 2D6, the highest dice roll winning. This reflects the inaccuracy of such a targeting method.

Ships may target beyond the horizon using their helicopters as forward observers. Firing using OTH targeting reduces fire to one D6. Aircraft, such as the Tu22M, Tu95 Bear D, F14, Tornado etc, may attempt the same attack from beyond visual range (BVR) – over 24 inches. However, such attacks still must either have a direct line of 'radar sight' or a satellite feed giving target location.

Air Defense Rates of Fire

Within 24" range) Over 24" range

Aircraft carriers – 2D6 dice) in point) OTH defensive AA fire is limited to 1D6 per OTHAA vessel

Missile Cruisers – 3D6 dice) air) except US or NATO aircraft carriers which have no

Destroyers/Frigates – 2D6 dice) defense) OTH capability.

The defender may choose at which range they will begin to engage incoming attack aircraft. If they attempt an OTH defense and miss, they may immediately elect a 'point defense' BEFORE the attacker makes their attack.

Damage and repair

Each successful hit causes 1D6 damages to the target. Damaged ships may attempt repairs at the end of the turn. Damage is removed by rolling 1D6 dice and reducing the number of damages by the number rolled. It may take several dice throws to remove all damage, but until all damage is removed the ship may only move and fire at a reduced rate For each unrepaired damage, reduce speed by 1" and all types of fire by 1D6. CV with more than 5 unrepaired damages cannot operate aircraft.

The same applies to land targets, which need to have their defense values set at the start of the game.

Sinking ships or destroying land targets.

All targets are destroyed by rolling any double, (with two dice), for each successful hit (not damage), scored against that target. Destroyed targets are immediately removed from the game.

Once ships reach the following number of unrepaired damages they sink.

DD/FF= 5 damages, CG= 7 damages, CVL/LPH/BCGN= 8 damages, CVN/CV = 12 damages.

Submarine Attacks

These are different to all other attacks. Submarines are placed within 12" of their intended target during the movement phase of the game turn. They don't move across the table as do surface warships. The defender then attempts to drive off or destroy the submarine BEFORE the submarine attacks – using ASW warfare. The defender(s) may attack the submarine using 1D6 dice roll for every warship (not freighter, aircraft carrier or assault ships) within 12" of the submarine. The Submarine defends against these attacks by throwing the same amount of dice as the attacker(s). The highest dice rolls win. If the ASW defense wins, the submarine takes as many hits as there are winning dice. In addition the ASW defender attempts to throw a "double" for each of the successful hits. If they succeed they immediately destroy the submarine. If not, the submarine withdraws – by being removed from the table.

If the submarine player succeeds in out rolling the ASW defenders dice rolls, they may then attack the target with 4 dice. The defender counters with 4 dice, the highest dice rolls winning. Each successful hit causes one damage. Each successful hit also allows the attacker to roll a double, which if successful, sinks the target immediately.

Once the submarine attack is concluded, the submarine is removed from the table until it is required for another attack, in the next or future game turns. Submarines may only attack one target per game turn. Surface ASW ships may only attack one submarine per game turn.

MODERN NAVAL RULES FAST PLAY

Submarine versus Submarine.

At the beginning of the game, players may allocate one of their submarines to a dedicated ASW role. This allows the player to counter attack an enemy submarine, from 6" range, which has declared an attack on a friendly surface warship, by rolling 4 dice against the enemy submarine. The enemy submarine must attempt to avoid the attack in the normal manner, and then must elect to either return fire against the attacking submarine or continue against the original surface target. All damage and sinking is assessed using the original system.

Air to Surface Attacks – within the horizon

Aircraft are placed over their intended targets. Before any air attack commences, each ship or Fighter Group within 6" of the attackers may attempt to repel the air attack by rolling the appropriate number of dice. Each attacking aircraft group must exceed the defenders dice roll to press home the attack. If they fail, they are driven off and return to base.

Air to Surface Attacks – over the horizon (OTH) or Beyond Visual Range (BVR)

The attacking aircraft is deemed to have either satellite or radar tracking of the intended target. Each aircraft in the group is allocated 1D6 attack against the target that must exceed the defender's die roll in order to hit the target. Only OTH capable ships may engage OTH targets (marked "Y" in the ship data lists).

If they succeed, each aircraft attacks one ship target with 1D6 dice, except for specialised attack aircraft in the aircraft listings. The defender attempts to equal or exceed the attackers dies rolls. If they fail, the attacker has scored hits against the target. The damages are recorded against the ship and then the attacker attempts to roll a 'double' for each hit (not damage) to see if the target is sunk or destroyed. Once the air attack is complete, the aircraft group withdraws from the table.

Air to Air Combat

When two aircraft units engage in combat by being within 24 inches of each other, both sides roll off the number of D6 allocated for each aircraft group. The highest dice rolls being the winner. US Navy/Marine F14, AV8 and F18 =3D6, FSU Mig29 and Su27=2D6, Royal Navy Sea Harrier =3D6. All other naval fighter or attack aircraft =2D6. All bombers and maritime patrol aircraft=1D6. NATO land based fighters = 3D6, FSU land based fighters =2D6

Battle Group Organisation

US Navy Carrier Battle Group

1 CV or CVN with 1 CGN or CG acting as close defense (goal keeper)
1 CG with 3 DDG acting as anti submarine and outer AA screen.
1 SSN acting as anti submarine or attack boat

Russian Surface Action Group

1 CV, CVH (Kiev) or BCGN (Kirov) acting as Group Commander
1 CG with 2-3 DDG as screen and attacking force
1-2 SSN attack submarines
1-2 Naval Aviation Sqns land based (Tu95, Tu22M or Fighters in direct support

NATO Battle Group

1 CVL or CVH with 1- CG acting as AA close defense (Goal Keeper)
1- CG with 3-5 DDG acting as screening force.
1- SSN or SS acting as anti-submarine or attack boat.

Ships may be mixed together from any NATO navy under the one command

MODERN NAVAL RULES FAST PLAY

Ship Statistics Vessel	Rate of Fire			Carrier Air Groups		
	Surface	ASW	OTHAA	Attack	Fighter	Recon
Soviet – FSU						
Kuznetsov CV	2	-	y	1	1	1
Kiev CVH	2	y	y	1	-	1
Moskva CVH	1	y	y	1	-	1
Kynda CG	3	y	y			
Kresta I CG	1	y				
Kresta II CG	1	y	y			
Kara CG	3	y	y			
Kirov BCGN	3	y	y			
Sovremenny CG	3	y	y			
Udaloy CG	1	y	y			
Neustrashimy	1	y	y			
Slava CG	4	y	y			
Kashin Mod DDG	2	y				
Krivak II FFG	1	y				
Krivak III FFG	1	y	y			
United States						
Kennedy Class CV	-	-		2	2	1
Nimitz Class CVN	-	-		2	2	1
Enterprise CVN	-	-		2	2	1
Arleigh Burke DDG 3	y	y				
Ticonderoga CG	3	y	y			
Virginia CGN	3	y				
California CGN	2	y				
Kidd DDG	2	y				
Spruance DDG	2	y	y			
O.H. Perry FFG	2	y	y			
Knox FF	2	y				
United Kingdom						
Invincible CVH	-	-		1	1	1
Leander FFG	2	y				
Bristol Type 82 DDG	2	y	y			
Type 22 Batch 1 DDG	2	y				
Type 22 batch 2 DDG	2	y				
Type 22 Batch 3 DDG	3	y	y			
Type 23 Duke Class DDG	3	y	y			
Type 42 DDG	2	y	y			
Italy						
Garibaldi CVH	-	y		1	1	1
Alpino FF	1	y				
Andrea Doria CG	2	y	y			
Audace DDG	2	y	y			
Maestrale FFG	2	y				
Specialised Naval Attack Aircraft						
FSU and Allies (each Attack Group contains 5 aircraft)						
Tu 95 Bear D	2)	Attack must be launched within 24 inches		
Tu95 Bear G	3)	in order to gain the higher fire rate. Attacks		
Tu22M Backfire	6)	launched over 24 inches reduce all fire to 1D6		
United States & Allies (each attack group contains 5 aircraft)						
Orion P3	3)	As above		
F14 Tomcat	3)			
FA18 Hornet	3)			
NATO (each attack group contains 5 aircraft)						
Bruget Atlantique	2)	As above		
Tornado	2)			
Euro Fighter/Mirage 2000	2)			
Etendard	2)			