

MODERN NAVAL ACTIONS

SEA BATTLES FROM THE COLD WAR TO THE PRESENT DAY

**WWII PLAYTEST DRAFT
GRAF SPEE**

**MINIATURE RULES
BY LEE T. SOWERS**



INTRODUCTION

Objective: to produce a fast to learn and quick to play set of rules for Modern Naval Actions. My target was to achieve more realism than rules such as Axis & Allies, but with much less complexity than rules like Harpoon. Of course, much of how modern naval battles will unfold is speculation because there has not been any real combat since the Falklands 40 years ago. That's why this Playtest Edition uses a well known WWII Battle to test basic Movement, Firing and Damage Rules.

Turn Overview: Players alternate drawing Numbered Chits for each of their ships. Chits are placed Face Down next to each ship in any order the player desires. When a turn is played the Chits are played in order, 1, 2, 3, etc., with the corresponding ship being Activated as each Chit is drawn. The Activated ship performs one or more Actions; Move, Search, Launch Planes, Launch Boarding Teams, Shoot, Repair Damage, which are completed before the next Chit is drawn. When all ships have been activated an End of Turn Phase is completed and then the next turn starts.

GAME SCALES

Modern Era (Post 1980 with widespread use of shipboard Harpoon and Tomahawk Missiles)

- Miniatures: each miniature ship/plane represents one real life ship or plane.
- Time: variable – the number of Actions per Turn will vary; thus so does the Time Scale.
- Board/Ground Scale: 1" = 2 Km (2,000 meters); or approximately 1 Nautical Mile.
- SCALE 1" 2000m. Horizon is Defined as 13". Ranges over 100 NM are indicated as URW
- Players may "pre-measure" all ranges and distances; measure from Bridge to Bridge.

Historic Era (Pre 1980 with limited use of shipboard missiles other than SAMs) **Speed Divide 3**

- Board/Ground Scale: 1" = 1 Km (1,000 meters); or approximately ½ Nautical Mile.

REQUIRED TO PLAY

- 1) Rules, SDC (Ship Data Cards) for the Ships being used, and a Scenario Briefing
- 2) Numbered CHITS (or colored d6) *CHITS will be provided in published game*
- 3) At least two sets of at least TEN d6; helpful if they are different colors
- 4) Two Rulers or Tape Measures in Inches
- 5) Gaming Area at least 36" x 36"

TURN SEQUENCE:

Each turn consists of:

- One Assignment Phase where Activation CHITS are drawn and assigned to Ships.
- Multiple Activation Phases, one for each Ship; each Ship Activates once per turn.
- Multiple Interval Phases, there is one Interval Phase after each Activation Phase.
- One of End of Turn Phase where Damage may be Recorded and Repaired (see ...)

ASSIGNMENT PHASE

1. Numbered CHITS are used to Activate Ships. Place CHITS Face Down in a cup (Pot). Players choose 1 CHIT for each Ship, plus an additional CHIT for The Pot. *For example: if each Side had 3 Ships, then a total of 8 CHITS, numbered 1 thru 8, would be placed in The Pot.*
2. Players alternate drawing CHITS from The Pot, one for each Ship on their Side, plus one of the two extra CHITS. *Your CHITS should equal your number of Ships plus ONE.*
3. Assign your CHITS to your Ships (Face Down), one CHIT per Ship, and you may assign them in ANY ORDER you wish. The one extra CHIT is placed back in The Pot. *Note: you will know the Exact Order your Ships will Activate giving you a level of Command and Control; but you do not know in what order Enemy Ships will Activate introducing a Fog of War element.*
4. During each turn, Ships are Activated in order, i.e. the Ship with CHIT 1 goes first, CHIT 2 second, etc. When a Ship Activates its CHIT is turned Face Up and when it has completed all Actions the CHIT is returned to the The Pot to be used again next turn.
5. When Activated s Ship may always perform one Action without making a Qc test, and it MAY be able to perform additional Actions by passing a Qc test (see Actions).
6. Once all Ships have completed their Activation, proceed to the End of Turn Phase.

ACTIVATION PHASES:

1. Ships are Activated in strict numeric order, i.e. the Ship with CHIT #1 goes first, CHIT #2 second, etc. Ship's may not activate Out of Order for any reason.
2. Whenever any Ship, of either Side, completes its Activation there is an Interval Phase. Any Ship on either Side may play ONE CAC; however, more than one Ship per Side may CAC. If both Side's play a CAC, use a d6 roll to determine which Side goes first. A CAC allows a Ship to perform ONE Action before the next Ship is Activated or before the End of Turn Phase. CAC not used during the current turn may be carried over to a subsequent turn.
3. After all Ships have completed their Activations, proceed to the End of Turn Phase.

ACTIVATION PHASE - ACTIONS:

MOVING, FIRING, REPAIRING DAMAGE are Actions as explained below. The number of Actions each Ship may perform during a turn is listed on the SDC (Ship Data Summary). A ship may NEVER perform more that its allowable number of Actions during a turn.

A Ship may perform ONE Action when Activated without making a Qc. A Ship may Move as its first or any subsequent Action without a Qc. Ships may take a CAC Marker without a Qc. Once a ship has taken a CAC Marker (*or failed its Qc for a subsequent Action*) its Activation is ended.

To perform 2nd and subsequent Actions (*other than Move or CAC*), the Ship must pass a Qc. If failed, Ship's Activation is ended for the turn. *A Ship may not take a CAC after failing its Qc.*

DEFENSE is NEVER an Action. Ships may Defend as often as attacked.

I. MOVE

- 1) Ships that do not perform a Move Action, or that are DIW, suffer a -2 Penalty to all Defensive d6 rolls. A CAC can be used to perform a Move Action.
- 2) Ships may move some or all of their allowable movement as one Move Action.
- 3) Ships have limits on how fast they can increase speed (accelerate) in a Move Action.
- 4) Ships may make as many changes of direction and desired during one Move Action.
- 5) Ships may make more than one Move Action as long as the Total Distance moved during ALL Move Actions does not exceed their Movement Allowance.

II. SEARCH OFF TABLE TARGETS

- 1) You don't need to Detect ships within the Visual Horizon defined as 13"; however to fire at Ships further away, or fire at Off Table Targets, you must Detect them.
- 2) Search is an Action. Designate a Target, then make a QE test. If passed you have Detected the Target and may fire at it normally; a failed QE means you cannot fire.
- 3) Firing at a detected Sub requires an Action in addition to the Sonar Action.
- 4) Ships are limited to one QE per Target per Turn.
- 5) Ships may only Search up to the Max Range indicated on their SDC.

III. DETECT ASW SEARCH (SONAR)

- 1) You must Detect Subs to fire at them.
- 2) Sonar Search is an Action. Designate a Sub, then make a Qs test. If passed you have Detected that Sub and may fire at it normally; a failed Qs means you cannot fire.
- 3) Firing at a detected Sub requires an Action in addition to the Sonar Action.
- 4) Ships are limited to one Qs per Sub per Turn.
- 5) Ships may only Sonar Search up to the Max Range indicated on their SDC.

IV. LAUNCH PLANES/HELOS/UAV/DRONES – PHUD (As In Elmer Fudd)

This Section & Air-Air Combat WIP/TBD For WWII Graf Spee Playtest

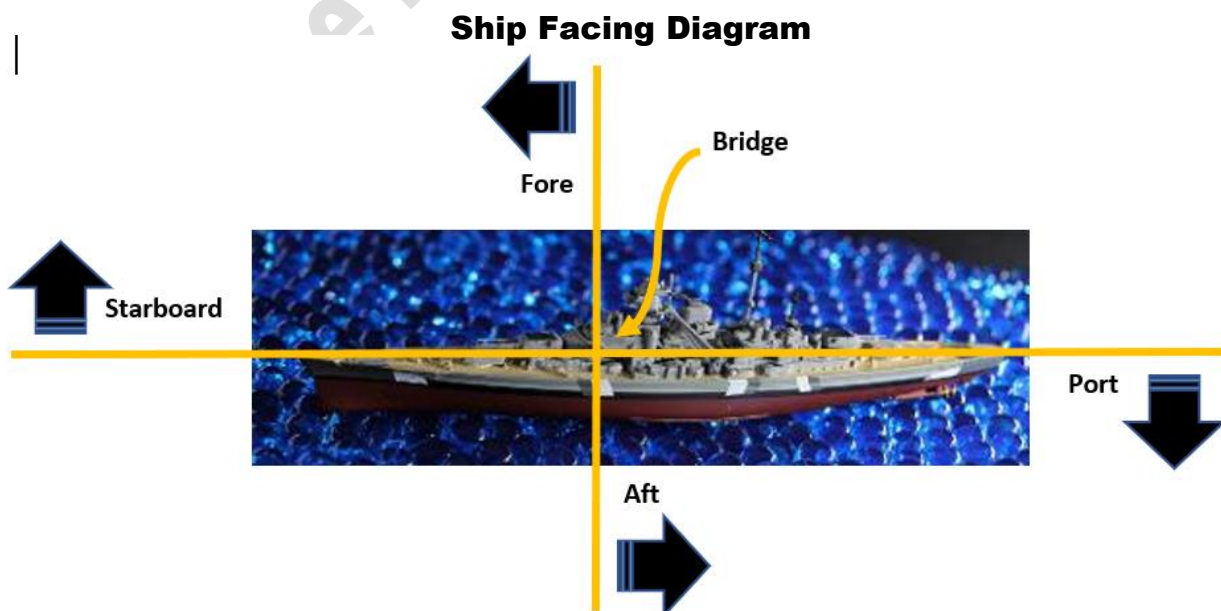
1. Actions. Launch. Attack. Move.
2. Movement see notes
3. Attack. Ships. Land. Planes.
4. Launch. Limits per Ship/Turn
5. CRT. Rolled. Retained. Mods
6. Arrive On Table ... when?
7. PERFORM ONE ACTION as CAC
8. More ?

V. LAUNCH BOATS/BOARD SHIPS

- 1) Boats are small craft capable of carrying a single Special Forces Boarding Team, data for the number of boats/teams and other information is shown on the SDC.
- 2) Once Launched Boats behave as a Ship in every respect; they perform Actions just like other Ships and are Activated when their Parent Ship is Activated.
- 3) **ADDITIONAL BOARDING AND SEARCH RULES TBD – below are DRAFT rules.**
- 4) Boats that come in Contact with a ship may Qc to immediately Board that ship
- 5) Boarding and Repel Boarder are part of the Move Action, not separate Actions
- 6) Only Merchant Ships, Fishing Boats and Suicide Craft may be Boarded.
- 7) When a ship is successfully Boarded the following events may occur
 - a. Boarded Ship must Submit to Search – Boarders must Qc, to free hostages, find weapons, scuttle ship or otherwise successfully complete their mission.
 - b. Boarded Ship may attempt to Repel Boarders – both sides roll 1d6 with Qc Modifier – if Boarded Ship wins Boarders are eliminated, if Boarders win Ship must Submit to Search; another Qc is required to complete the Mission.

VI. FIRE GUNS

- 1) A Ships Facing will determine what Guns can bear (see Diagram Below).
- 2) The SDC lists Rolled/Retained d6 values for Ship's Facing relative to Target.
- 3) Bow mounted guns fire to the Front (Fore) 180° Arc, Stern mounted to the Rear (Aft) 180° Arc; *these are abbreviated F and A on the SDC*
- 4) Guns mounted amidships on a Ship's superstructure fire to Port/Starboard; *these are abbreviated as P/S on the SDC.*
- 5) AAA and CWIS fire as follows:
 - I. In front of Bridge fire 180° to Front
 - II. Behind Bridge fire 180° to Rear
 - III. On Port/Starboard Side fire only to Port or Starboard



VII. FIRE TORPEDOS & ASW (ASROC)

- 1) Firing Torpedoes is an Action. To fire, Ships must pass a Qw test. If a "1" is rolled, the Launcher has been damaged, no Torpedoes fire, and it must be Repaired to fire.
- 2) If the Qw test is passed one or more Torpedoes may be fired depending on the type of Launcher used (see SDC lists). A sperate Action is needed to fire each Launcher.
- 3) Torpedo Tubes located on a Ship's Centerline may fire either to Port or Starboard as one Action; those locate on the Port or Starboard side of the Ship may only fire to that side as one Action. (see Ship's Diagram preceding page)

VIII. FIRING BOMBS-STRAFING-MISSILES-AA WIP for Graf Spee Playtest

IX. REPAIR DAMAGE

- 1) Ships may try to Repair Damage by making a QR test and as an Action; if passed one Gun, Launcher or System is Repaired and may be used normally the next turn.
- 2) Ships are limited to one Repair Action attempt for any given Gun, Missile Launcher or System per turn; however, Ships may attempt more than one Repair Action.
- 3) If an item is listed as NO REPAIR on the SDC then Repair cannot be attempted.

X. PLACE CAC MARKER (CAC = Turn Sequence Interrupt Command)

- 4) A Ship may take a CAC (Combat Action Command) Marker as an Action without passing a Qc test; however, once a Ship takes a CAC its Activation is ended.
- 5) A Ship may never take a CAC after failing a Qc test for an additional Action.
- 6) A CAC allows a Ship to take ONE Action during any Interval Phase. When any Ship on either Side has completed its Activation, simply declare that your is playing a CAC; your Ship may then perform one Action before the next Ship is Activated.
- 7) No Qc test is required to play a CAC. More than one Ship may CAC during the same Interval Phase.
- 8) If multiple Ships declare CACs at the same time, use unmodified d6 rolls to determine the order in which CAC Actions are performed; re-roll ties.
- 9) Once the Ship has performed its CAC Action, remove the CAC Marker. Unused CAC markers may remain in place for subsequent turns.
- 10) Taking a CAC Marker counts as an Action when taken, *but not when used*. Therefore, Ships may exceed their Allowable Actions by "1" in any turn using a CAC.
- 11) A Ship may only ever have one CAC Marker at a time.

Key Design Note: A Ship could conceivably FIRE, then Move, then take a CAC Marker, all without having to QC TEST for Additional Actions.

INTERVAL PHASES

- 1) Playing a CAC. If more than one Ship plays a CAC during the same Interval (*even if they are on the same side*), a d6 is rolled to determine order. High roll goes first. Re-roll ties.
- 2) There is NO Interval Phase before the first Ship Activates in a turn, so a CAC can't be played. Interval Phases occur after a Ship completes its Activation before another Ship Activates.
- 3) Playing a CAC allows one Weapons System that fired (or will fire) during its Activation Phase to fire a 2nd time during the same turn (*exception to the fire once per turn rule*).
- 4) A Ship may play its CAC in the Interval Phase immediately following its Activation Phase.

END OF TURN PHASE:

- 1) When using Realistic Damage Resolution, all Damage will have been incurred throughout the turn. When using Competitive Damage, the Results do not take effect until this Phase.
- 2) Ships may not perform any Action other than a CAC Action during the End Phase; however, that CAC Action may ONLY be used to attempt to Repair Damage.
- 3) Whether using a CAC or not, only ONE Action, i.e. one attempt, to Repair Damage may be made in any given turn.
- 4) Repaired Weapons and Systems are available (repaired/restored) for the upcoming turn.
- 5) CAC not used remain with their Ship until a subsequent turn when used and removed.

DAMAGE EFFECTS

- 1) Before the first turn, players must determine whether they will use Realistic Damage or Competitive Damage Resolution. *This decision cannot be changed during the game.*
- 2) Realistic Damage takes effect immediately when incurred, giving ships that Activate and fire first a major advantage, which more accurately reflects real life battles.
- 3) Competitive Damage means that Damage is delayed until the End of Turn Phase when all Damage for all Ships is incurred at once before proceeding to the next turn.

Turn Sequence Notes:

1. Firing each type of Weapon System is a separate Action: *for example; if a Ship wanted to fire it's Main and Secondary Guns plus Torpedoes, that would take THREE Actions.*
2. A Ship may Split Fire with a Weapons System; for example some Main Guns could fire Forward and some Aft as ONE Action (*see SDC and Ship Facing Diagram for more info*).
3. A Ship may never fire each Weapons System more than ONCE when Activated (Multiple Main Guns count as ONE Weapons System; however, 2 VLS would count as TWO Weapons Systems); *this is explained more fully as needed in each Ship's SDC Notes. SEE #4 BELOW.*
4. EXCEPTION: a CAC can be used to fire a Weapons System that has already fired when Activated (*or that will fire when Activated*) a SECOND time during the same turn.

RESOLVING COMBAT

1. Each weapon has a number of d6 Rolled and a number of d6 Retained; written as 6[4] where 6 is the number Rolled and 4 is the number Retained. The Attacker rolls the proper #d6 for the Weapon Firing, then selects their Highest Rolls equaling the number Retained.
2. Defender rolls #d6 EQUAL to Attackers Retained d6; Defender always rolls the same number of d6 that the Attacker has Retained, but unlike the Attacker never rolls extra.
3. Both Attacker and Defender arrange their Retained d6 in Descending Order and match them highest to highest down to lowest to lowest. *Attacker's #d6 must = Defender's #d6.*
4. Attacker adds any Weapon Mod to EACH d6 to get their Score.
 - ❖ Attacker Score = 1d6 roll + Weapon Mod
5. Defender adds Ship's Hull Mod to each d6; note that this Mod will vary depending on whether the Weapon is Guns; or Missiles/Bombs; Torpedoes/Mines (*see SDC; this reflects the Ship's varying protection against differing Weapons*); IN ADDITION Defender adds the Ship's Defense Mod when the Weapon used is Planes/Bombs, Missiles or Torpedoes (*this reflects use of AA, CIWS or other Defensive Countermeasures*); result is Defender's Score.
 - ❖ Defenders Score = 1d6 roll + Hull Mod (*always*) + Defense Mod (*if applicable*)
6. Scores are compared; the Attacker achieves ONE HIT for each Score that beats the Defenders Score; NO HIT occurs when Scores are tied. For Each HIT the Attacker rolls 2d6 on the proper CRT (Guns; Bombs/Missiles; or Torpedoes/Mines) to determine Damage.
 - ❖ *If playing Realistic Damage, results take effect immediately; if playing Competitive Damage results are delayed and take effect during End of Turn (see End of Turn).*
7. Comprehensive Example;

Attacker's Weapon is Guns 6[4]; so they start by rolling 6d6 yielding 6, 4, 3, 3, 2 and 1. The Attacker Retains the 6, 4, 3 and 3 (discarding the 2 and 1). The Attacker then rolls an additional d6 (and rolls a 5) for the Natural 6. (*see Rule of Sixes*). The Defender rolls 4d6 yielding 6, 5, 3, and 2. Attackers Weapon Mod is +2; Defenders Hull Mod is +1 (*Defender gets no additional Defense Mod since the Weapon used is Guns, not Planes/Bombs, Missiles or Torpedoes*); which results in the following Scores ranked highest to lowest, yielding TWO HITS; Attacker rolls 2d6 and consults CRT for each HIT.

❖ Attacker 6 + 5 + 2 = 13	v.	Defender 6 = MISS (<i>see Rule of Sixes</i>)
❖ Attacker 4 + 2 = 6	v.	Defender 5 + 1 = 6 MISS (Tie)
❖ Attacker 3 + 2 = 5	v.	Defender 3 + 1 = 4 HIT
❖ Attacker 3 + 2 = 5	v.	Defender 2 + 1 = 3 HIT

8. **RULE OF SIXES.** Whenever the Attacker rolls a Natural "6" the Attacker immediately rolls *one additional d6* and adds that to their Score. Whenever a Defender rolls a Natural "6" that counts as an Automatic MISS regardless of the Attacker's Score.

Design Note: this rule allows an Attacker some, albeit small, chance of scoring a HIT even when the Defender has a very high Hull (Armor) Modifier; likewise, it allows the Defender a chance to avoid a HIT when the Attacker has a very high Attack Modifier.
9. **OVER PENETRATION.** Sometimes a weapon may Over Penetrate before detonating (*or the weapon may just fail to detonate for some reason*). To reflect this, whenever the Attackers Score is more than TRIPLE the Defenders Score an Over Penetration or Non-Detonation has occurred; *only ODD numbered CRT 2d6 rolls count; EVEN numbered 2d6 rolls are a MISS.*

COMBAT RESULTS TABLE (CRT) & Explanations

For each HIT the Attacker rolls 2d6 and reads results below. If playing Realistic Damage apply results immediately; however, if using Competitive Damage, apply results in End of Turn Phase.

- Hull. When #Hull HITS are GREATER THAN Hull Value Ship is Sunk. Cannot be Repaired
 - When #Hull HITS = Ship's Hull Value, Ship is DIW; When > Hull Value Ship sinks.
- Propulsion. Lose 2" Movement. Cannot be Repaired (Ships DIW -2 to Def d6 rolls)
 - When Ship is Dead In The Water movement can be restored by a Repair Action.
- Rudder Damage. No turns until Repaired (-1 to Def d6 rolls until Repaired)
 - Ships can sustain only one Rudder HIT; additional count as Propulsion HITS.
- Damage Control Team/Equip Casualties -1 QR rolls. Cannot be Repaired.
 - Ships can only sustain 3 DC HITS; additional DC HITS count as a MISS
- EW Systems all Surface and Sub Search KO until Repaired
 - Ships can only sustain 1 EW HIT at a time; additional HITS count as a MISS
- Bridge/Command -1 Mod to all Qc tests. Cannot Repair
 - Ships can only sustain 3 Bridge HITS; additional HITS count as a Crew HITS.
- ½ Main Guns Damaged (all Fore OR all Aft Guns). No Fire until Repaired
 - Ships can only sustain 1 Fore and 1 Aft Gun HIT; additional count as Hull HITS
- Crew Casualties -1 Mod to d6 roll for any Weapon. Cannot be Repaired (Crew KIA).
 - Ships can only sustain 3 Crew HITS; additional Crew HITS count as DC HITS.
- Helo/Drone/Plane KO. Cannot Repair.
 - When all Planes/Drones/Helos have been KO additional are a Missile HITS.
- ½ Secondary/AA Guns OR ½ Torpedo Tubes KO (Owner Choice). Cannot Repair
 - When all Secondary/AA/Torpedoes are KO additional HITS are Missile HITS
- Missile Launcher Damaged/KO. Cannot Fire until Repaired.
 - When all Missile Launchers have been KO, additional HITS are Hull HITS.

COMBAT RESULTS TABLE – Naval Gunfire HITS (roll 2d6 - use total)

(Bombs/Missiles and Torpedoes/Mines will have their own CRTs - for GRAF SPEE use this CRT)

2. Rudder plus Hull plus *roll an additional HIT (if another Snake Eyes is rolled Ship Blows Up!)*
3. Propulsion plus Hull
4. Hull Hit.
5. Helo/Plane/Drone
6. Bridge
7. Crew
8. EW Systems (count as Crew HIT if Ship has no EW Systems)
9. Damage Control
10. Secondary Guns/AA Guns/Torp Tubes*
11. Main Guns*
12. Missile Launcher* (count as Main Gun HIT if Ship has no Missile Launchers)

*Note: When any Weapons System sustains ½ Damage reduce BOTH the #d6 Rolled & Retained by ½ (round UP); the Weapon's MOD and Range are not affected by Damage.

QTESTS (A.C.R.E.W.S.)

QTESTS are Quality Tests reflecting the capabilities of a Ship's Crew. Command and Control, and various Weapon Systems. To pass a QTEST roll 1d6; roll must equal or exceed the QRATING listed on Ship's SDC; for example, with a of Qc 4, the Qc test is *Passed* on 1d6 roll of 4, 5 or 6. A roll of 1, 2, or 3 means the Ship *Failed*, and there is often Damage or other Negative Impacts of rolling a "1".

Regardless of any Modifiers "6" always Passes and "1" always Fails QTESTS.

- QA. Air Search & AA. Ship must pass a QA to Detect and Fire at Aircraft and Cruise Missiles out of Visual Range. Air Search is an Action, if the QA is passed the Aircraft has been detected and the Ship may fire SAMs as part of the *same* Action (a QW TEST is still required).
- Qc. Crew & Command/Control. Ship must pass a Qc to perform 2nd and subsequent Actions (except Move and CAC). A failed Qc means the Ship's Activation is ended for current turn.
- QR. Damage Repair. Ship must pass QR to Repair Damage. One Action with a successful QR Repairs ONE System. Ships may make only one Repair Action per turn, even by using a CAC. Systems that are marked as No Repair on the CRT, such as Hull Hits, cannot be Repaired.
- QE. Electronic Warfare/Radar Search. Ships must pass QE to detect and fire at Off Table Targets. Horizon is 13" from Ship's Bridge. To fire at targets over 13" away Ship must pass a QE Test – the FIRST QE Test for any Given Target must be an Action, once Target is Acquired, no additional QE Tests/Actions required. (*Modern Rule - Stealth Ships ONLY - If the Target Passes its QE TEST then it is NOT Detected – but an Action by Firer was still used*).
- Qw. Weapons Launch Test. Missile and Torpedo Weapons Systems are finicky to fire and subject to damage and/or malfunction. You must pass a Qw Test to fire a Missile or Torpedo Weapons System. If the Qw is failed, you may not fire the Weapon during the current turn. *If a "1" is rolled the Weapons System is Damaged and may not fire until Repaired*. If a System fails to fire due to a failed Qw, the Action is NOT used/lost, and another System may Qw to fire OR another Action, such as Move, may be performed.

Notes:

- a) Qw Tests apply to a specific Weapon System, such as a VLS Missile System. If a Ship has one VLS and fails its Qw it cannot launch ANY Missiles that turn; if the Ship has two VLS, you may Qw for the 2nd system to attempt firing a Missile from that VLS.
 - b) Guns NEVER Qw to fire.
 - c) Helos/Planes/Drones NEVER Qw to Launch.
- Qs. Sonar/Detect Subs. Must pass Qs to detect and fire on Submarines.

TERMS & DEFINITIONS – This Section still WIP pending Playtest Results

FCS. Fire Control Systems
EWS. Electronic Warfare Systems
ABL. Armored Box Launcher
VLS. Vertical Launch System
SAL. Single Arm Launcher
TAL. Twin Arm Launcher
ACM. Acoustic Countermeasures
BMD. Ballistic Missile Defense
GFCS. Gunfire Control System.
MCM. Mine Countermeasure MINES!
MFCS. Missile Fire Control System
SLBM. Sub Launched Ballistic Missile
SFT. Special Forces Teams.
TBM. Tactical Ballistic Missile.
SBM. Strategic Ballistic Missile
SAM. Surface to Air Missile
DIW. Dead In Water
PHUD. Plane/Helo/UAV/Drone
MOD. Attack/Defense Modifier to d6 roll

QTESTS (A.C.R.E.W.S.)

QA AIR SEARCH/AA – USED TO DETECT AIRCRAFT OUT OF VISUAL RANGE
QC COMMAND & CREW – USED TO QUALIFY SHIP TO PERFORM ADDITIONAL ACTIONS
QR REPAIR DAMAGE – USED TO REPAIR DAMAGE
QE ELECTRONIC WARFARE & ECM – USED TO SEARCH FOR SHIPS OUT OF VISUAL RANGE
QW WEAPONS/LAUNCH – USED TO SEE IF MISSILE LAUNCHERS/LAUNCHES MALFUNCTION
QS SONAR/SUB SEARCH – USED TO DETECT SUBMARINES

Missiles

SAM (anti air)
ASM (anti-ship)
ABM (anti-missile)
ASW (anti-sub)
TBM (tac SLBM)
SBM (nuke SLBM)

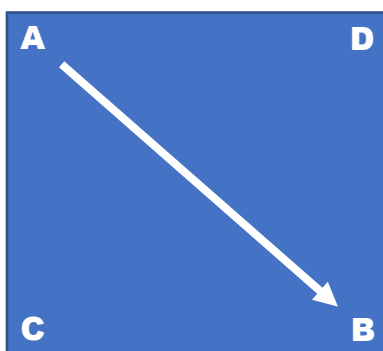
SCENARIOS

(More Playtesting Scenarios will be added online ... visit www.ActionsRules.com to download FREE PDFs)

Playing Area: any size players like; I like to use 3' x 3' which fits on my table. This represents an area of 72 x 72 KM, roughly 36 x 36 NM or 1200+ square miles, more than adequate for the Littoral and Skirmish Actions intended for MNA rules. Players are free to use larger or smaller areas.

Graf Spee WWII Playtest Scenario

This Scenario is based on the famous WWII Battle of the River Plate featuring the German Pocket Battleship Graf Spee against the UK Cruisers Exeter, Ajax and Achilles. The details and outcome of this battle are well known, which is why it was chosen over a Modern Battle for the first round of Playtesting. We simply have no equivalent Modern Battle to use as a Benchmark for Playability.



- Playing area should be 30" x 30". This can be adjusted for play balance; a larger area favors the UK, a smaller area the Graf Spee.
- Graf Spee starts in corner Point A. UK Cruisers start in Point C and/or Point D as desired.
- Germans always have CHIT 1 and Activate FIRST each Turn with the UK Player having CHITS 2, 3, 4, and assigning them to their Ships (Face Down) as desired.
- The Battle lasts until the Graf Spee exits the playing area at Point B (usually about 6 Turns).
- Victory Conditions:
 - If the Graf Spee is Sunk before exiting it is a UK Victory.
 - If the Graf Spee exits and sinks *one or more* UK Cruisers, it is a German Victory.
 - If neither Victory Conditions are met, it is a Draw (*the Historical Outcome*).
- Additional Notes:
 - Players must decide before starting if they will use Realistic Combat Results (Damage takes effect immediately as incurred during Turn) or Competitive Combat Results (Damage takes effect simultaneously only during the End of Turn Phase).
 - Handicap game by reducing or increasing Graf Spee's move by 1 inch and/or adjusting the size of Playing Area; slower/larger favors UK, faster/smaller Germans.

SDC - Deutschland Class		
Ship: Graf Spee	Values	Damage Notes
Country/Years/Rating	Germany - WWII - CA	
Q Ratings	Qc 3 QR 5 QE 4	
Actions Allowed	4 per Turn	
Hull [HITS] Mods	[4] G +5 B +3 T +2	
Speed (Inches) [4"]	7"	
Guns - Main (Fore/Aft)	6(5) Mod +8 R 18"	
Guns - Secondary (P/S)	3(3) Mod +5 R 12"	
Guns - AA (P/S)	3(2) Mod +3 R 9"/5"	
Guns - AAA/HMG (P/S)	2(2) Mod +1 R 4"/2"	
Torpedoes (P/S) – 1 Shot	2(2) Mod =0 R 3"	
Aircraft/Helo/Drones	1 AC (see Notes)	
Away Teams/Boats	1Team H=1 M=5" Qc 3	
DEFENSE Mods	P +2 M +0 T +0	
Notes:		
All Guns - 1 MOD > 1/2 R	All Torp - 1 MOD > 1/2 R	1 AC incl in QE Stat

SDC - York Class		
Ship: Exeter	Values	Damage Notes
Country/Years/Rating	UK - WWII - CA	
Q Ratings	Qc 3 QR 4 QE 4	
Actions Allowed	3 per Turn	
Hull [HITS] Mods	[4] G +4 B +2 T +1	
Speed (Inches) [3"]	8"	
Guns - Main	6(4) Mod +6 R 14"	
Guns - Secondary (P/S)	NA	
Guns - AA (P/S)	2(2) Mod +3 R 8"/6"	
Guns - AAA/HMG	1(1) Mod +0 R 4"/3"	
Torpedo Tubes (P/S)	2(2) Mod =0 R 20"	
Aircraft/Helo/Drones	1 AC (see Notes)	
Away Teams/Boats	1Team H=1 M=5" Qc 3	
DEFENSE Mods	P +1 M +0 T +0	
Notes:		
All Guns - 1 MOD > 1/2 R	All Torp - 1 MOD > 1/2 R	1 AC incl in QE Stat

	SDC – Leander Class	
Ship: Achilles	Values	Damage Notes
Country/Years/Rating	UK - WWII - CL	
Q Ratings	Qc 3 QR 4 QE 5	
Actions Allowed	3 per Turn	
Hull [HITS] Mods	[3] G +3 B +1 T +0	
Speed (Inches) [3"]	8"	
Guns - Main	8(3) Mod +5 R 13"	
Guns - Secondary (P/S)	NA	
Guns - AA (P/S)	2(2) Mod +3 R 8"/6"	
Guns - AAA/HMG	1(1) Mod +0 R 3"/2"	
Torpedo Tubes (P/S)	3(3) Mod =0 R 4"	
Aircraft/Helo/Drones	NA	
Away Teams/Boats	1Team H=1 M=5" Qc 3	
DEFENSE Mods	P +1 M +0 T +0	
Notes:		
All Guns - 1 MOD > 1/2 R All Torp - 1 MOD > 1/2 R		

	SDC – Leander Class	
Ship: Ajax	Values	Damage Notes
Country/Years/Rating	UK - WWII - CL	
Q Ratings	Qc 3 QR 4 QE 5	
Actions Allowed	3 per Turn	
Hull [HITS] Mods	[3] G +3 B +1 T +0	
Speed (Inches) [3"]	8"	
Guns - Main	8(3) Mod +5 R 13"	
Guns - Secondary (P/S)	NA	
Guns - AA (P/S)	2(2) Mod +3 R 8"/6"	
Guns - AAA/HMG	1(1) Mod +0 R 3"/2"	
Torpedo Tubes (P/S)	3(3) Mod =0 R 4"	
Aircraft/Helo/Drones	NA	
Away Teams/Boats	1Team H=1 M=5" Qc 3	
DEFENSE Mods	P +1 M +0 T +0	
Notes:		
All Guns - 1 MOD > 1/2 R All Torp - 1 MOD > 1/2 R		

	SDC – EXPLANATIONS	
Ship: SHIP’S NAME	Values	EXPLANATION
Country/Years/Rating	UK - WWII - CL	Ship Details
Q Ratings	QA-1 QC-3 QR-4 QE-5 QW-6 QS-7	Q Ratings / Q Tests
Actions Allowed	3 per Turn	Max Actions Per Turn
Hull [HITS] Mods	[4] G +4 B +2 M +3 T +1	Hulls HITS & Defense Mods
Speed (Inches) [3”]	7”	Maximum Movement
Guns – Main (F-PS-A)	4(2) - 8(3) - 4(2) Mod +5 R 13”	Main Battery
Guns - Secondary (PS)	NA	Secondary Battery
Guns - AA (PS)	2(2) Mod +3 R 8”/6”	Heavy AA
Guns – AAA & HMG (PS)	1(1) Mod +0 R 3”/2”	AAA & HMG
Torpedo Tubes (PS)	3(3) Mod =0 R 4”	Torpedo Tubes / Reloads
Aircraft/Helo/Drones	NA	Aircraft/Helos/Drones/UAV
Away Teams/Boats	1Team Hull = 1 M = 5” Qc 3	Boarding Teams & Boats
DEFENSE Mods	AB/T +1 AM +2 TM +3 BS +8	Defense Weapons/Sys Mods
Notes:		
Main Guns: +1 @ Close Range: No Mod @ Effective Range: +3 @ Long Range (Plunging Fire)		
All Torp - 1 MOD > 1/2 R		

ADDITIONAL SDC NOTES:

- Q Ratings – minimum number needed on d6 roll to Pass Q Test; 1 always Fails; 6 always Passes
- Actions Allowed – maximum number of Actions per Turn; CAC use does NOT count as Action
- Hull Hits – when #Hull Hits reached Ship is Dead In the Water DIW; when exceeded it is Sunk
 - Also Defense Score Modifiers against Guns – Bombs – Missiles – Torpedoes/Mines
- Movement – maximum speed in inches; number is [] is max acceleration per Move Action.
- Guns – all listed as #d6 Rolled (Retained) – Score Modifier – Range Surface Targets / Aircraft
 - Guns Listed as (F-PS-A) - F=Forward 180°; PS=Port/Starboard 180°; A=Aft 180°
 - Less Than 1/3 Range = Close Range; Over 2/3 Range = Long Range
 - See Ship’s Facing Diagram for which Guns may bear on specific Targets
- Torpedo Tubes – #d6 Rolled (Retained) – Score Modifier – Range (one shot only unless noted)
- Aircraft/Helo/Drones – see NOTES for Playtest Scenario
- Away Teams & Boats – # Teams/Boats – Hull HITS – Movement – Qc Test to Pass
- DEFENSE MODS (AA & CIWS) vs attacks by:
 - AB/T = Aircraft/Bombs and Torpedoes
 - AM = Aircraft Missiles (*includes Smart and other Stand-off Bombs/Weapons*)
 - TM = Tactical Missiles (*see Special Rules for Strategic/Nuclear Missiles*)
 - BS = Boast and Suicide Boast (*when attempting to Board as an Action*)
- Special Countermeasures against Torpedoes, *if any*, will be listed in SDC Notes.
- Recon/Spotter Aircraft Data, *if carried*, will be listed in SDC Notes.

