WW2 Coastal warfare rules

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Introduction:

These rules are designed to be played with 1:600 model ships, and are optimised for MTB/Schnellboot encounters.

Boat models are based on rectangular bases slightly longer and wider than the model. This aids in accurate model movement.

Hidden markers, whether real or dummy are a standard 3x2 cms in size.

Boats, planes etc represent 1 vehicle of that type.

Ship statistic charts:

These have a basic ship shape and icons representing weapons and systems. These show the facing of weapons and can be crossed off when destroyed.
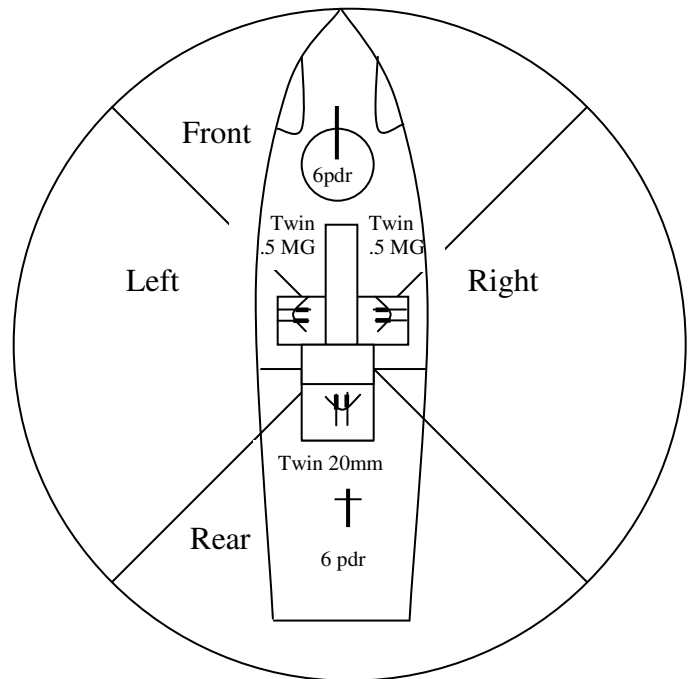
Weapons facing front may fire in the Front or side arcs (though only to a side if not blocked by another weapon mount!).

Weapons facing Rear may fire in the Rear or side arcs (though only to a side if not blocked by another weapon mount!).

Weapons facing side may only fire to that side, or both sides if placed side on with 'barrels' facing both sides.

Beneath the ship diagram is a chart for items not on it, where players can note damage point suffered by those systems, or torpedoes fired.

At the bottom is a track to record hits received. When all these are ticked off a ship must make maximum speed off table in a direction away from the enemy.

Fairmile 'D' MTB

Bridge			
Engines	12cms	8cms	4cms
Torpedoes ;(Left)			
;(Right)			

Damage:

<u>Weapon classes:</u>

Weapons are classed as follows, each having a points value;

Torpedoes: All are classified the same. Range in the game is unlimited.

3pts: Vierlings, Multiple Pom-Poms.
2pts: 6 and 12 pdr cannon, 37/40mm cannon, twin 20mm cannon.
1pt: Single 20mm cannon and twin M.G.s

Single M.G.s are ignored, though if 2 can bear on 1 target, count as a single twin M.G.

<u>Order of play:</u>

Play involves an alternate movement system. The Attackers always start a game as 1st player.

(1)	1st player dices for repairs on his ships.
(2)	1st player moves his ships after launching any torpedoes.
(3)	2nd player dices to observe this turns target(s) and fires guns.
(4)	1st player calculates damage
(5)	2nd player dices for repairs on his ships.
(6)	2nd player moves his ships after launching any torpedoes. .
(7)	1st player dices to observe this turns target(s) and fires guns.
(8)	2nd player calculates damage.

<u>Observation:</u>

These rules are designed for night actions, Observation in daylight is automatic.

To spot at	1-20cms	21-40cms	41-60cms	61-80cms	81-100cms	101-120cms
Score needed	1	2	3	4	5	6

Throw a D6 for each ship. To spot the nearest 2 markers(or 1 if shooting guns), score equal or more than the total score from the table. Observation is lost automatically at turn end if the target did not fire guns and moved further away.

+2	Target firing or illuminated by star shell/searchlight.
	Using Radar to detect, or Hydrophones to detect a torpedo or ship moving 3cms+.
+1	Target moving except E-boats moving 4cms or less, or within 12cms.
	Target any but E-boat, MTB,MGB,torpedo or similar size.
	Target previously observed by friendly forces this game.
	Using NAXOS or similar radar detector, if target using radar.
-1	Observers ship moving over half maximum speed
	Observers ship screened from target by another ship.
	Poor weather conditions.
-2	Unaware of enemy forces presence.

Ship (and torpedo) movement:

Movement is hidden until units are observed.

Each ship is represented by 1 inverted marker, and by 2 inverted dummy markers. These are best represented by rectangular shapes to allow accurate movement.
Torpedoes are represented by rectangular shapes also, but the player may deploy dummy torpedoes at the ratio of 2 for each real torpedo. Note that a spread of several torpedoes may be represented by a single marker.
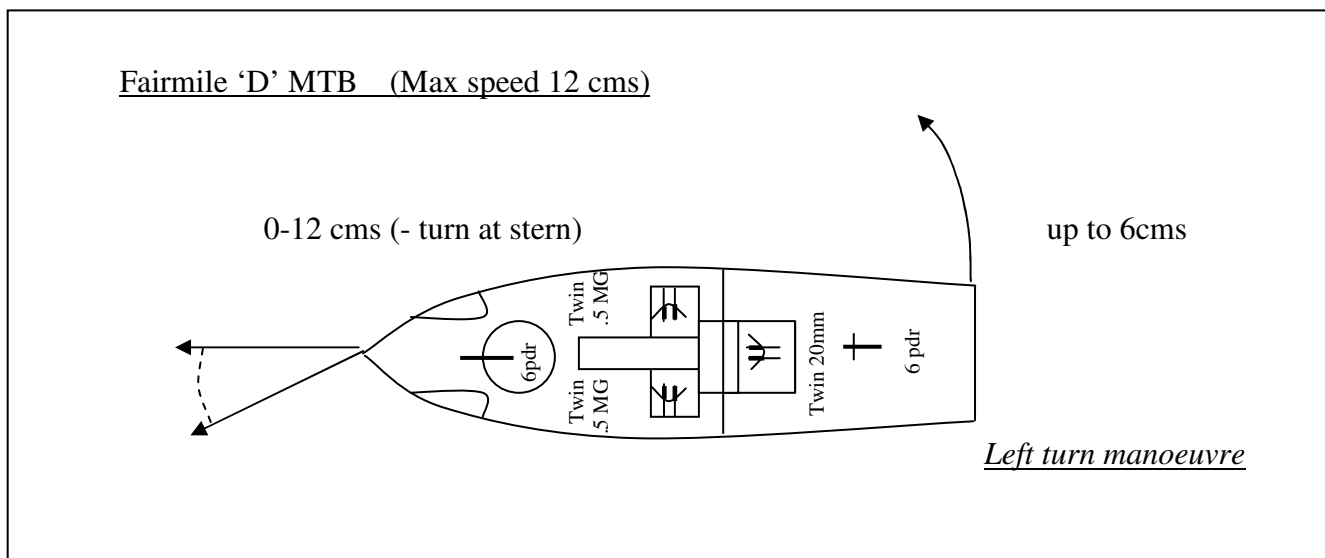
Ships can move at up to the maximum speed as indicated in their ship statistics chart. Damage to engines is indicated by crossing off the leftmost box(es). The maximum speed is then the figure in the box to the right. If all boxes are crossed out, the ship is dead in the water and cannot be moved.

Ships can move any speed between 0cms and their maximum. There is no record kept of acceleration/deceleration except where a ship loses all its engines when travelling at 10cms+, in which case it may move at 3cms in its next turn only, and then only in the direction it was previously travelling..

Stationary ships may move backwards at up to half maximum speed in their next turn, but may only start moving forwards again if they spend a turn stationary.

Turning:

Ships turn by expending up to half their maximum speed to turn. The stern of the ship is moved the required distance to 1 side while the bow remains stationary. Normal forward movement remaining may be made before or after the turn. EG;

Fairmile 'D' MTB   (Max speed 12 cms)

0-12 cms (- turn at stern)   up to 6cms

Left turn manoeuvre

Shooting:

Torpedoes:
- Ships firing torpedoes <u>may only move half maximum speed</u>.
- Torpedoes are represented by inverted rectangular markers, and may be real or dummies.
- Torpedoes may not be fired from less than 30cms.
- These move straight forward at 15cms in every movement phase of the owning player. If they are observed they are represented by an observed torpedo marker.
- If the centre of the front edge of the marker comes into contact with an enemy vessel (not the base), dice for Hits and Effect. Contact with a marker eliminates that marker if a dummy.
- A dummy torpedo marker is eliminated by contact with any ship or marker before the enemy marker is disclosed   .

Hits and effect.

Torpedoes hitting other torpedoes or M.T.B.s, E-boats etc miss and carry on moving.

Otherwise, throw a D6 modified by;

-1: Target moving at 12cms+.
  : Target hit in its forward or rear fire arc.

+1: Target stationary.
  : Submarine shooting.
  : Target Merchant ship.

Effect:	Score	Against corvettes and smaller	Against frigates and larger
	1-2	Miss or torpedo malfunction	Miss or torpedo malfunction
	3	Torpedo goes under and continues	Torpedo explodes near. 2D6 damage
	4	Torpedo explodes near. - 2D6 damage	Hit: Serious damage – 4D6 damage
	5	Hit: Serious damage – 4D6 damage	Hit: Ship disabled (No move/shooting)
	6	Hit: Ship disabled (No move/shooting)	Hit: Ship disabled. Sinks in D6 turns.
	7+	Hit: Ship disabled. Sinks in D4 turns	Hit: Ship breaks in 2 and sinks in 1 turn.

NB: Disabled ships sink or are declared constructive losses after the game

NB: Hits cause loss of (D6) number of random systems as though hit by gunfire as well.
   : Freighters carrying Ammo or oil products explode on D6 roll of 3+.

Gunfire:

- 'Guns' are classed as Cannon, which involves all weapons up to 40mm, and Guns, which are 3" or larger calibre weapons mounted on Corvettes and larger ships.
- Both Cannon and Guns are fired separately, so a Corvette with a 4" gun and a 20mm cannon able to bear on a target would fire them separately, but an E-boat able to fire a 40mm and 2 twin 20mm cannon would fire once.
- Small cannon cause damage box loss on ships up to minesweeper/Corvette size
- Ships with multiple weapons may split fire against 2 or more targets, though each weapon can only engage 1 enemy per turn!
- Only guns of 40mm or over can destroy systems on corvettes or larger other than Flak mountings.

Gunfire chart: Total up all the weapons a ship is able to fire at a target and consult the gunfire effect Chart;

Add up the totals below + or – several variables, to calculate the shooting factor;

Weapon types	Up to 15cms	Up to 40cms	41-60cms
Twin M.G.	2pts	1pt	---
Single 20mm Cannon	2pts	1pt	1pt
Twin 20mm Cannon	4pts	2pts	1pt
Single 37/40mm Cannon	4pts	2pts	2pts
Twin 37/40mm Cannon	6pts	3pts	2pts
Larger (6+12 pdr etc)	7pts	3pts	3pts

Weapon types	Up to 30cms	31-60cms	61+cms
'88/3"/2 and 3 pdr, or larger single Gun	2pt	1pt	1pt
Multiple directed Guns	1.5 per Gun	1 per Gun	0.5 per gun

Shooting variables:

When shooting, add the following and compare with a D6 roll;

Dice roll, + or -;   +2: Straddled or hit target last turn
                             +1: Target stationary.

                             -1: Self or target travelling above 6cms speed
                                : Target smaller than corvette.
.   -2: Ship turning this turn, or smaller than corvette in medium sea.
                                : Firing guns larger than 5" from destroyer or smaller.

14 or more	-	Straddle	1 hit	2 hits	3hits	4 hits	5 hits
factor D6	1	2	3	4	5	6	7+
Up to 2	-	-	-	-	-	Straddle	1 hit
3-4	-	-	-	-	Straddle	1 hit	1 hit
5-6	-	-	-	Straddle	Straddle	1 hit	1 hit
7-8	-	-	Straddle	Straddle	1 hit	1 hit	2 hits
9-10	-	-	Straddle	1 hit	1 hit	2 hits	3 hits
11-13	-	Straddle	Straddle	1 hit	2 hits	3 hits	4 hits

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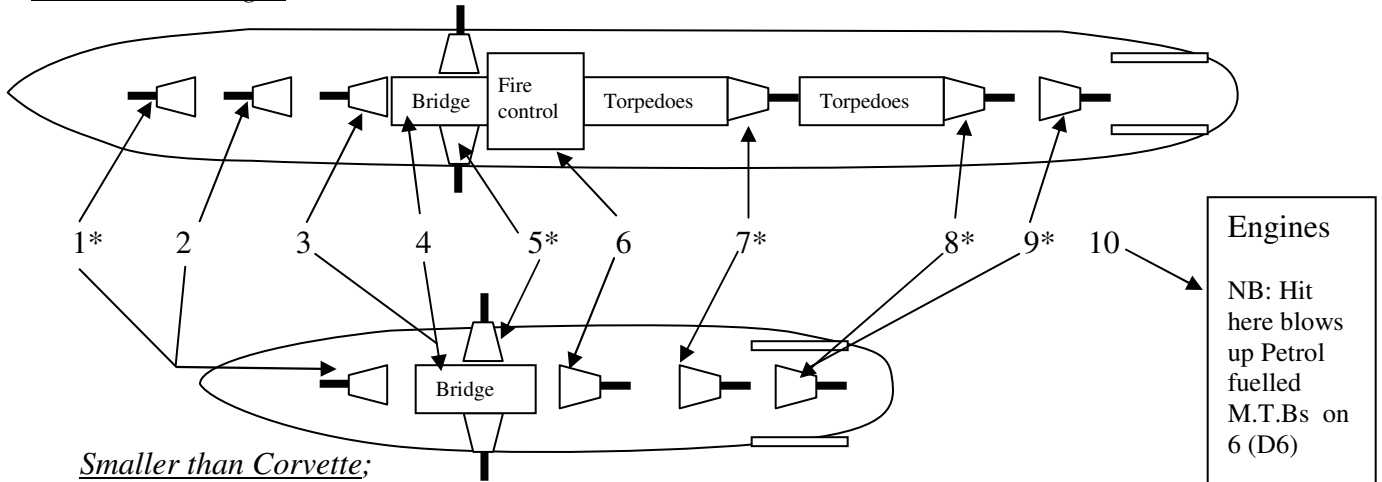Each hit causes 1 random system to be damaged/destroyed, and 1 pt of damage. Guns of 3" or larger cause ;

Up to 3.7": D6 pts
Up to 4.5": D8pts
Up to 5.1": D10pts
Up to 6.7": D12pts
Up to 8"   : D20 pts

These guns destroy the hit area, and the area 1 higher and 1 lower on vessels smaller than trawlers etc.

NB: Hits cause loss to the above number of hull boxes, and bridge/engine boxes.

Hit location: Throw 1 D10; (*NB: This is optional. Individual ships may have their own specific chart.*)

Corvette and larger;

Smaller than Corvette;

Engines

NB: Hit here blows up Petrol fuelled M.T.Bs on 6 (D6)

1* = Forward torpedoes destroyed as well.
5* = Randomise Starboard or port weapon.
7* = Fore-mid torpedoes as well.
8* = Aft-mid torpedoes as well.
9* = Aft Depth charges/mines destroyed as well.

NB: Hits occurring where no such location exists, or where a system is already destroyed, hit non-critical areas.

(NB: Flak, aircraft and submarines are dealt with in a separate volume.)

Repairs

At the Repairs phase, each ship may make a repair roll on a D6. On a 6 a random destroyed system is repaired or an engine or bridge point repaired.

Bridge loss

If the bridge is lost, the ship cannot turn until at least 1 point is 'repaired'.

<u>Deployment</u>:

At game start, a scenario should be chosen. If a random game is desired, deploy the allies within 30cms of 1 long table edge in line ahead formations of M.T.B.s, Warships and merchantmen. The Germans appear on the opposite edge in line astern.

<u>Scenarios</u>:

Note – all ships are travelling at 8cms and may not change speed or direction until they are aware of enemy vessels in the vicinity, unless otherwise stated in the scenario.

(1) <u>Attack on a convoy</u>

    Deploy several merchantmen in line ahead 20cms in from 1 long table edge.
    Deploy either 1 corvette/2 trawlers/ ½ Destroyer per 2 merchantmen within 20cms of the merchantmen. All ships move at speed of slowest ship, and in the current direction till enemy ships are observed.
    Note that a tug and towed lighters counts as 1 merchantman.

    1 per 1.5 merchantmen E-boats enter from the opposite edge of the table.

    Germans gain 2pts per merchantman/escort larger than trawler sunk.
              1pt per other ship hit by torpedo.

    Germans lose 3pts per E-boat lost.
             1 pt per E-boat '0' pointed and forced to withdraw.

    Germans win if end on positive result, and lose if on a negative.

(2) <u>Rescue</u>

    Deploy 1 MTB/E-boat 30cms in from the middle of 1 long table edge. This ship cannot move during the game unless towed.

    [To tow the ship requires a 5,6(D6) with at least 1 other ship (stationary and non-firing) in stern to bow contact with the damaged vessel to establish the tow, then the 2 vessels in line astern move at 8cms/turn only.]

    Up to 6 other E/R- boats are stationary within 20cms of the stricken vessel, but not within 5cms of it.

    An equal number of M.T.B.s arrive in turn 1 at a random point on the opposite table edge in line astern at 10cms speed.

    The winner is the side with the least ships lost or '0' pointed.

(3) Hunter- Prey!

A force of Fast patrol craft set up stationary within 20cms of the table centre point while an equal number of Enemy ships appear in line astern at a random point on the table edge. Fast patrol craft may be replaced by VP boats, R- boats or half that number of corvettes/minesweepers.

On a 5,6 (D6) the Allies have an escort destroyer with them.

The winner is the side with the least ships lost or '0' pointed.

(4) Escape

A line of fast patrol craft are positioned 30cms apart from each other, stationary, across the width of the table at the middle.
A smaller force of enemy vessels (2/3rd as strong), approach from 1 of the short table edges in line astern.

The aim of the smaller force is to escape from the other short table edge.

The winner is the small force if the larger force loses any ship and at least 2/3rd of the smaller force escapes.

Towed Lighters:

      These are placed in base to base contact behind the towing vessel. They must follow maintaining at least a base corner to base corner contact with the tug/ lighter in front at all times. They may not reverse!

      They are sunk if at '0' points, and their tow cables are assumed to be severed. If this breaks a chain, the lighters further back must remain stationary until another tow is established.

      A new tow is established by another vessel spending a full move stationary alongside the lead remaining lighter.

      Only a trawler or larger may tow more than 1 lighter at a time, and all such improvised towing vessels move at half their current maximum speed.

Barges, powered lighters and landing craft:

      These operate as normal vessels, but are considered sunk if at '0' points, even if not caused by torpedoes.

Early weapons:

      These are classified as;

Weapon	Counts as
.303 mgs	.5 mgs, due to the high rate of fire.
Quad .303 mgs	2 twin mgs.
Pom-Poms	Single as 40mm cannon. Double as twin 40mm cannon Quad as Larger (6+12 pdr etc)
Vierlings	Larger (6+12 pdr etc)
2 and 3 pounder QF guns	3" Guns

      Many early MTBs etc had no forward mounted cannon, however, they did have multiple mounts for machine guns on the bridge.

      Any vessel without any apparent weapon firing in any direction therefore always counts as a twin MG firing as a default, unless the bridge is at 0 pts.

Coastal warfare: Solo rules

Convoys;   These are best set up by the following system-

1) Write a list of all the merchant ships you have, and another for half their number of appropriate escorts.
2) Allocate these ships to hidden markers, using different coloured ones for escorts.
3) Mix them with 1-2 dummy markers for each vessel (in the appropriate colour).
4) Decide how many fast attack boats etc you wish to attack with, then draw that number x6 of merchant markers, and that number x3 of escort markers randomly. (All counters are inverted of course!)- Discard any unused markers.
5) Place the 'Merchantman', and 'Escort' markers as in the scenario, approx. 20cms apart from each other
6) The attackers are set up as normal.

Tactics for the convoy are as follows;

a) Until they are aware of enemy vessels/torpedoes, they continue at 4cms in their current direction. For speed, it may be easier to move the attackers sideways rather than move all the convoy counters!
b) They will attempt to observe the nearest 2 enemy markers, though escorts will only keep observation on or acquire the nearest active enemy ship, always using their second observation chance to spot new enemy markers within 60cms.
c) Once aware, all ships will follow the following protocol;
   i. All ships will turn as fast as possible toward the nearest enemy marker or visible ship, escorts will approach them at a 45' angle to maximize their fire, merchantmen will head directly for them. However:
   ii. If torpedo markers (real or dummy) are the closest enemy markers, both escorts and merchantmen will use both observation chances to spot any heading for them.
   Ships will always try to evade torpedo markers or attempt to head toward/away from the maximum number* of them (Combing) - ignoring any other considerations! (*Count visible torpedoes as 2)
   iii. If at no other risk, ships will attempt to ram smaller enemy vessels within reach.

Vessels attacking convoys follow these protocols and tactics;

a) Choose the convoy you wish to defend. Then allocate 1 enemy Fast attack ship per 2 merchantmen as possible attackers. Use 3 dummy markers per real vessel marker, then invert them and randomly choose 3 per 4 randomly from the pile.
b) Place the markers randomly on the opposite table edge to the convoy using a D6, with each counter pointing toward the nearest target marker. Allocate each marker with 2 torpedo dummy markers.
c) The markers move in their own turn at maximum speed towards the nearest target marker, attempting to spot. All hidden markers have 1 attempt per turn to spot, though observed vessels may make their normal 2.
d) Once an enemy vessel is spotted, the spotting marker will fire its 2 'Torpedoes' if within 60cms. These will be aimed amidships of the target and 10cms ahead of it. Ignore the fact the marker may have turned in its previous move.
e) Once a ship or marker has fired its 'Torpedoes' it will turn around and move toward its own base edge at full speed.

Warship v Warship;

To set up this game, do the following;

1) Choose your desired flotilla. Place its markers in line ahead. They will go in that direction until the enemy is detected.
2) Choose 1.5 pts per point in your fleet of appropriate enemy vessels and choose hidden markers for them.
3) Select 3 dummy hidden markers per ship marker and invert them all together in a 'pot'.
4) Select randomly ¾ of these inverted markers and split the chosen markers into groups of 3.
5) Place these groups of 3 markers in line ahead, 15cms apart, in random (D6) positions in their deployment area, heading across the table.
6) The game commences as usual, with both fleets moving at medium speed of their slowest possible vessel.
7) Enemy markers have 1 observation chance each, disclosed ships 2 as usual. They will try to spot the nearest enemy marker. Real ships spot the nearest marker/ship and the next nearest undisclosed marker.
8) When a counter is spotted, and it represents a real ship, place the remaining markers from other columns into the 'pot', after first placing some markers behind the observed ship sufficient to cover the maximum number of ships possible in the enemy flotilla.
9) All these counters are now 'live' ,and whenever any one is revealed behind the original spotted vessel which is not a real ship marker, counters are drawn from the 'pot' until a real ship marker is found. This replaces the dummy marker.

Tactics for the enemy fleet;

The enemy column will fight in column or will turn each ship parallel to each other when avoiding torpedoes.
They follow this sequence of movement. They are always at the maximum speed of the slowest vessel;

a) Enemy column will turn in line, on first sighting an enemy vessel to move at a 45' angle to the nearest end of the enemy line in order to maximise guns firing and close the distance.
b) They will fire at the nearest target capable of shooting back, if not turning.
c) They will try to observe torpedoes moving towards them even if this means losing observation on a target.
d) They will only turn again if;
   i. They see torpedo markers in which case the whole flotilla will turn to comb them, making the minimum turn at maximum speed to avoid/comb the maximum number of markers (counting spotted torpedoes as 2). They will return to their approach 45' angle when no longer threatened by them.
   ii. To close to within 60cms of the nearest enemy.
   iii. To avoid closing within 30cms of enemy with more guns or torpedoes , or 20cms otherwise.

e) They will fire torpedoes at the flank sector of any ship they see, distributing their spread from the centre of the enemy ship, to the maximum position that point could reach by the time the torpedoes reach. As they have 2 dummies per real torpedo, they fire a random mix equivalent to their full load in each of the first 3 turns they can.
f) Ships at '0' points will turn and run as normal, and the flotilla will turn and break off if half their ships are at '0' pts or unable to fire.