

Naval Warfare

By Corey A. Villasana

A Game of War,
Peace and Political
Theatre

Creator – Corey A. Villasana

Editor - (Devil's Advocate) James E. Wilmoth

Playtesters – Big V (Corey), Stu, Dan, Ski, Drew, Rick, Skinny Sean and Willie (James).

Just a quick list of a few things we think you will need.

- 1- All the dice you can get your greedy hands on. Everything from a d4 to a d20.
- 2- Plenty of scrap paper. Lined, graph and hex.
- 3- Someone to be designated as the referee. This person can be a player, as long as he or she can separate player knowledge from character knowledge.
- 4- A Map. Making your own works best.

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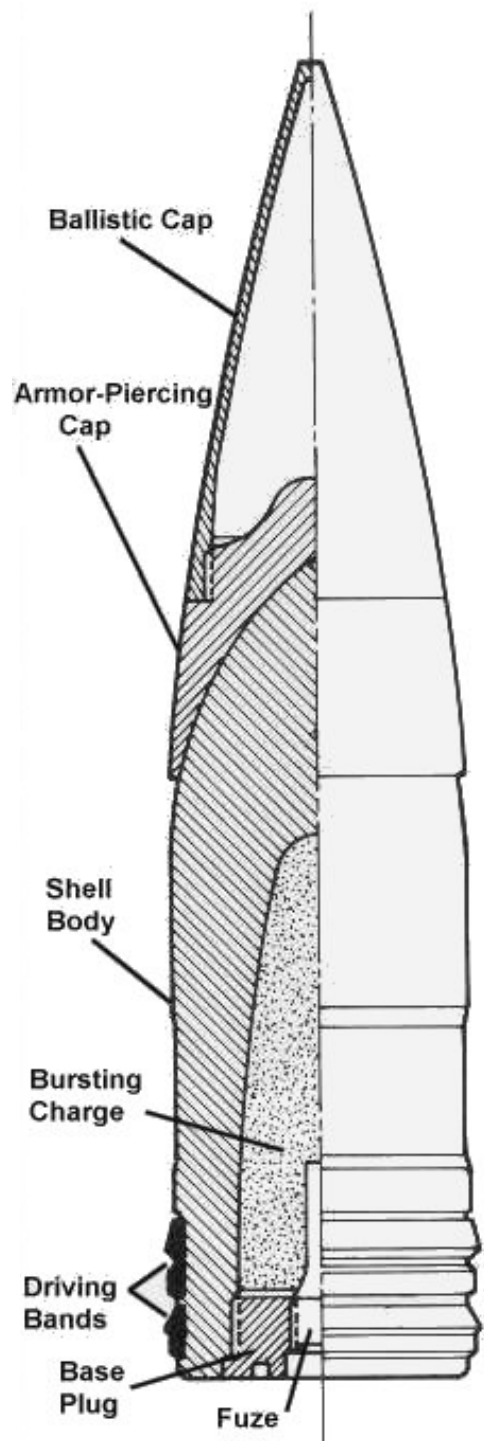
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Chapter One, Getting Started



To get the game going, you need a country. You will need to find your **Territory**, **Choose a name** for your country, find out how many **Ports and docks** you will have (don't forget to name them), and roll for your **Economy**.

First, you will need a map. Any map will do, if it is a map of our world, a portion thereof, or one you create. Once you have a map, section it off into 39 countries, numbered 02 to 40, all with access to the great oceans and seas. **Roll 2d20** and stake your claim. Then name your great empire.

To find the number of ports and docks you will have, **roll 1d4** and check the table below.

1	1 port/1 dock	2	2 ports/1 dock
3	3 ports/2 docks	4	3 ports/1 dock

Next, we need a source of income for you. **Roll 1d12** and check the table below to find out what your new economic background will be.

1	Weapons dealer – 820
2	Piracy – 500
3	Agricultural trade – 715
4	Computer and electronics – 700
5	Oil production and trade – 880
6	Raw materials – 550
7	Illegal trafficking – 600
8	Light/heavy industry – 900
9	Tourism – 630
10	Trade management – 750
11	All around power – 950
12	Merchant marines - 660

All countries start with 100% of their revenue in hand. Every in-game week after starting, players will get 10% of their income, with the exception of piracy, which we will discuss below.

Now we need to define what the abilities and privileges are of each economical power.

Weapons dealers get one free weapon system on any ship larger than a destroyer. Also, they have the ability to embargo other countries.

Piracy means that you depend on the hard-earned cash made by other players when it comes time for you to get paid. Secretly tell the referee which country or countries you want to strike and roll 2d4. Multiply by 10 for your week's pay. The victimized country will lose that amount from their week's pay.

Agricultural trade nations can embargo other countries, giving the embargoed countries 1d6 weeks before mass starvation begins to set in. Additionally, you will get a 10-

dollar bonus per week when there are *no* embargoes of any kind in effect.

Computer and electronics countries gain a +1 modifier to the targeting stat roll for every ship they build. Additionally, they may purchase special advancements that rely on computers and electronics (e.g., radar, guided missiles, etc.) at half the cost.

Oil production and Oil trade countries can embargo other countries, leaving them with only 1d4 weeks of fuel left. (And you should know what happens from there).

Raw Materials countries can embargo other countries, leaving them with enough materials to build 1d6 ships before they run out of materials.

Illegal trafficking countries can avoid enemy forces while traveling through enemy waters (50% chance to avoid contact).

Light/heavy industry countries get a 20% price reduction on buildup and production of ports and docks.

Tourism countries get a 15-dollar bonus each week when not at war.

Trade management countries gain a 50-dollar bonus when they assist in a trade agreement or peace treaty. Also, the ability to sell ships is defaulted to trade management countries when no country has the ability to do so.

All around power countries depend on no one and laugh at trade restrictions.

Merchant marines take less time to travel from one point to another. Their movement rate is doubled.

Once play has begun, if a player wants to change to a different economy, they must pay 300 dollars for either a step up in pay, or to take a chance on the dice with a roll on the chart. There are only three times in the game that a player may change their economy. Once in the beginning, and two other times when your country reaches the appropriate levels. The last two are listed on the experience point table for countries.

Now that you have an economic background, let's take a look at country special abilities. These are things that your country is good at, but not necessarily something that contributes to your weekly income. Bold typed abilities are one-time deals, while the other continue giving.

1	Specialty builders
2	Ability to sell ships
3	Strong work force
4	Strong economy
5	Advanced guidance systems
6	Super ship
7	Carrier building capability
8	Free navy
9	Free home port defenses
10	Training academy
11	Extra payload for aircraft
12	Super docks
13	Super strong building materials
14	Super shield emitters
15	Submersible aircraft carrier
16	Advanced warheads
17	Economic Advantage
18	Bonus port
19	Choose
20	Roll twice

Specialty builders gain +1 to any one of the five ship stats for each ship built. The stat must be chosen when this ability is gained. The +1 bonus will always go toward that stat.

Ability to sell ships means you can produce ships at your expense and sell them for profit, or sell for a country that can build carriers.

Strong work force means you gain 10 dollars to the amount rolled for initial ship building funds. Additionally, you gain benefits when repairing your ships. See the section on ship repairs in chapter 3 for details.

Strong economy means when collecting your pay period revenue, instead of collecting 10%, you collect 20% of your economy.

An advanced guidance system means all of your ships gain a +1 to hit.

Super ship means one ship of your choice, upon creation, gets an extra special ability, +10 bonus to its damage score and automatic battleship status and a 14 score captain.

Carrier building capability means you can build aircraft carriers.

Free navy means you start the game with 1 aircraft carrier, 2 submarines, 1 dreadnought and 3 cruisers fully equipped and an admiral, all expenses paid.

Free homeport defenses mean all of your Initial port weapon systems are free.

Training academy means you will gain a +2 to all of your captain stat rolls upon ship creation.

Extra payload for aircraft means all of your national aircraft (of your choice) automatically get missiles and a +1 to their payload. Also, they get a +1 to damage. Cost per squadron does not change.

Super docks means your docks can hold one extra ship for repairs.

Super strong building materials means you get a +5 added to the hit points of your ship, and a +1 to range for all aircraft due to stronger (lighter) composites.

Super shield emitters means you multiply your shield score by two for all of your ships.

Submersible aircraft carrier means your country's flagship automatically becomes a battleship status, submersible aircraft carrier. (This ship retains all advantages of both classes of ships). It also comes with a full compliment of any national aircraft you have for free.

Advanced warheads means all missiles and torpedoes (including A/C weapons) gain a +1 to damage.

Economic advantage means you start out with 200 extra dollars of beginning money.

Bonus port means you get one free port with 2 free weapon systems.

Choose and **Roll twice** should be self-explanatory. You cannot have the same ability twice.

Captains. Each country starts the game with 35 captains. They can also be gained by the capture and conversion of officers. You have to pay 10 dollars, then make a successful morale roll. Your total has to be higher than his morale percentage. You can also gain captains as your country gains levels.

Captains can be lost by means of capture by another country, or if they go down with the ship (along with the cook).

For example, I want to start a country. I'm going to name it 'The Allied Clans of Estonia'. After I find out where my country is on the map, I roll 1D4 to find out how many ports and docks I'll have. I rolled a 3, which means I get 3 ports and two docks. I have to name each port, so my homeport will be called Everport. I'll place one of my docks there. My second port will be called Kirtlan, where I'll place my other dock. The third port will be called Midlan. Next, I'll need an economy. Rolling 1D12, I get a ten. That's Trade Management, which earns me 750 dollars up front, and 75 dollars each week thereafter. Next, I get to roll for a country special ability. I roll 1D20, getting a 14. This is the Super Shield Emmitters. Great! Now I have everything to get started.

Chapter Two, Building Ships and Weapon Systems



Ship creation

First, you need to name your ship. After you have a name, **roll 1d10** on the chart below for funding. Ship funds are given to you specifically for the vessel being built. These funds do not come out of your own pocket, and if any funding is left over it goes away. If you build the entire ship from funding, you must still spend a minimum of 2 dollars out of your own pocket for the vessel.

1	40 dollars	6	45 dollars
2	70 dollars	7	65 dollars
3	55 dollars	8	50 dollars
4	35 dollars	9	60 dollars
5	25 dollars	10	15 dollars + roll again

Next we need to determine the hull size. There are five hull sizes available at ship creation. *A sixth one is available only as a ship special ability.* **Roll 1d4+1** to find out what the hull type can be. You can always choose any size lower than what you roll, but never higher than what you roll.

	Type	Cost	Hit points	# of weapons
1	Fast attack craft	4	1d10+H	1
2	Frigate	9	1d12+H+2	2
3	Destroyer	14	2d8+H+3	3
4	Cruiser	18	3d6+H+4	4
5	Battleship	23	1d20+H+5	5
6	Dreadnought	30	2d12+H+7 (18 min)	6

Next is the captain ability score. This will help determine the advantages, disadvantages and the ship's morale*. **Roll 1d12** below.

- 1- Can't retreat, -2 init, -20% morale
 - 2- Can't retreat, -1 init, -15% morale
 - 3- Can't retreat, -10 % morale
 - 4- 40% chance retreat with no fire, -5% to morale
 - 5- 50% chance retreat with no fire.
 - 6- 60% chance retreat with fire.
 - 7- Can retreat with fire. (RWF)
 - 8- RWF, +5% morale
 - 9- RWF, +1 to dodge, +10% morale
 - 10- RWF, +1 to hit, +15% morale
 - 11- RWF, +1 to hit, dodge and to init, +20% morale
 - 12- RWF, +1 to hit and dodge, +2 init, +20% morale.
 - 13- RWF, +1 to hit, +2 to dodge and init, +22% morale.
 - 14- RWF, +2 to hit and dodge, +3 to init, +25% morale.
- *The Base morale score is 35%.

Admirals

There are a few ways to make admirals. One way is upon a ship reaching fifth level. You can choose to make an admiral instead of gaining a second special ability for that ship. If you do so, add the admiral to an admiral pool, just like you would for captains in your captain pool. What this means is that you will lose a captain from your captain pool. All of his stats are erased, and you will roll on the Admiral stats table to see what kind of leader he will be. The final result cannot be 4

points less than what his Captain's stat was. Upon reaching the fourth, sixth and eighth country level, you may choose to receive an admiral instead of any one of the other bonuses you would gain for that level.

Your first admiral must be placed in the same battle group your flagship is in. Also, any battle group with an admiral may not exceed five ships.

Admirals will not be in control of any ship. That is the Captain's job. The admiral will be a ride along passenger for these purposes. Any country that forces an admiral's ship to retreat will gain 10 exp., and the entire battle group must retreat. Any player who sinks a ship with an admiral on it will gain 10 exp., unless it is the flagship. Then they will gain 20 exp. When an admiral's ship sinks, the rest of the battle group loses the extra bonuses, but may stay and fight if they wish.

Stats for admirals will be rolled the same way that they are rolled for captains, except you will get a +2 to that roll. Admiral stats max at 14. All the stat bonuses will apply to each ship in the battle group. Also, the stat bonuses will be slightly different. These stats reflect the Admiral's ability to lead multiple ships into combat.

- 3 - +5% to morale
- 4 - +5% to morale, +1 to dodge
- 5 - +5% to morale, +1 to dodge and initiative
- 6 - +10% to morale, +1 to dodge
- 7 - +10% to morale, +1 to dodge and initiative
- 8 - +10% to morale, +1 to dodge, hit and initiative
- 9 - +15% to morale, +1 to dodge
- 10 - +15% to morale, +1 to dodge and initiative
- 11 - +15% to morale, +1 to dodge, hit and initiative
- 12 - +20% to morale, +2 to dodge, +1 to initiative
- 13 - +20% to morale, +2 to dodge and initiative, +1 to hit
- 14 - +25% to morale, +3 to dodge, +2 to hit and initiative

Ship special abilities make each vessel unique. These cannot be purchased or developed as a country's special advancement. **Roll 2d8** once per ship on the chart below.

2	Dreadnought class
3	Aircraft support
4	Plated armor
5	Anti-missile system
6	Submarine conversion
7	Pre-strike
8	Retro-rudders
9	Nuclear power
10	Star flash
11	Depleted Uranium rounds
12	Extended tracking
13	Reactive armor
14	Expanded magazines
15	Aegis radar
16	E.S.R.S

Dreadnought – Check the ship hull size table for the information on this hull size.

Aircraft support - +2 to damage on all of this ship's attacks.

Plated armor - +5 points to your hit points. Additionally, a natural roll of 8 or above is required to hit you.

Anti-missile system – If you roll an 11 or above to dodge a missile, it is an automatic dodge.

Submarine conversion – Your ship is now a submarine. The hull type remains the same for max weapons and hit points. Subs may only employ torpedoes, missiles and lasers, and can only be hit by missiles or torpedoes.

Pre-strike – Your ship's first weapon system gets a free attack before initiative is rolled.

Retro rudders - Advanced maneuvering systems give a +2 to dodge.

Nuclear power - + 2 to your power stat and +6 to your shield score.

Star flash – A sensor blinding system that will disable another vessel for 1d4 rounds.

Depleted Uranium rounds - +1 to damage, plated armor has no effect, critical strikes count on 18+. This system affects only machine guns and cannons.

Extended tracking – Advanced early warning radar, which gives you a +2 to initiative.

Reactive armor – When your shields are penetrated, the first hit against your hull is negated.

Expanded magazines – Each weapon system for this vessel has a 25% larger payload, rounded up.

Aegis radar – Enhanced tracking ability, +1 to hit.

E.S.R.S. – (Emergency shield regeneration system) When your shields are depleted, they will automatically replenish to half strength, rounded up (once/battle).

Next, we need to assign stats to our ship. The five stats are **Hull, Shields, Targeting, Engines** and **Power**.

Hull feeds directly into your hit points.

Shields affect your shield score. Any bonus you get from your power stat plus your shield stat will make up your total shield score.

Targeting is your offensive efficiency. A plus or minus will be added to your attack roll.

Engines affects your plus or minus to dodge.

Power is your vessel power efficiency. A high enough score will add a bonus to your shield score.

Roll 1d8 and check the chart below. A 9 or 10 can only be obtained if you have a bonus to your roll.

Roll	Stat/Bonus	Roll	Stat/Bonus
1	1 / -1	6	6 / +1
2	2 / 0	7	7 / +2
3	3 / 0	8	8 / +3
4	4 / 0	9	9 / +4
5	5 / 0	10	10 / +5

Hit points are figured by rolling the required die type for the hull size you are creating, provided on the hull size table and adding the hull stat and bonus.

Example: I am building a cruiser. I roll 3d6 resulting in a 3, 5 and 6, totaling 14. My hull stat is 7 / +2. Cruisers also add +4 to the hull according to the hull size table. So my total hit point score is 14+7+2+4, or 27.

Shield score is figured by your shield stat and bonus, plus your power stat bonus, if you have one. *Example: my cruiser has a shield stat of 6 / +1, and my power score is an 8 / +3. I add 6+1+3 for a total of 10.*

Ship/Port defense weapon systems and their price are all here for you viewing pleasure. 10-inch guns can only be used on frigate size hulls or larger. 16-inch guns can only be used on destroyer size hulls or larger. Rail cannons can only be used on cruiser size hulls or larger.

Weapon	Dmg	Payload	HP (ports)	Cost
Machine guns	1d2	N/A	N/A	4
Lasers	1d4	N/A	7	8
Old missiles	1d8	10	20	12
New missiles	2d4+1	12	25	14
Torpedoes	1d10	8	27	16
3" gun	1d6	35	33	10
5" gun	1d6+2	35	36	15
10" gun	1d12	30	40	18
16" gun	2d8	25	45	22
Rail cannon	2d10+1	40	55	30

Each player may have 25 warships in the beginning, 20 active, 5 in reserve. Also, each player can have 5 utility ships. Reserve ships cannot be used at all. They are there for quick replacement of any active ships that are lost.

Utility ships are for ammunition replenishment while underway. The ship's max capacity is equal to 20 pieces of ordinance per hull size. Each ship has five cargo holds that will carry a maximum of the ship's max pieces allowed divided by five. Utility ship construction is slightly different. Roll for funding and hull size as normal. Replenishers do not have captains, so no roll required there. The special abilities are limited to the chart below. **Roll 1d10.**

1	Dreadnought
2	Anti-missile system
3	Plated armor
4	Retro rudders
5	Nuclear power
6	Starflash
7	Extended tracking
8	Reactive armor
9	E.S.R.S.
10	Submersible

Stats will be rolled and treated as normal. Each replenisher comes with one weapon station loaded with machine guns. This is the only weapon station allowed. It cannot be refitted with another weapon type. The ship comes loaded with your choice(s) of ordinance when initially built. When the time comes to refill your replenisher, it will cost 5 dollars per each 10 pieces of ordinance. You can also load it in an allied dock, if the allied country permits, and at their price.

Developing weapon and utility systems, and special advancements

First, idealize the system or advancement you wish to design, and put it on paper in a logical and explicable manner.

Second, you need a price for development, each time you want to purchase it, and the cost for refitting it on ships that are already built. We suggest 15 dollars for a low damage level (1d2-1d6+2) or a system with minor effects, 30 dollars for mid-range stuff, and 45 dollars for heavy capabilities.

Third, approval by a qualified Naval Warfare referee is required. Anyone found to be using a system without approval would be fined 325 dollars, have the ability banned from the game for everyone and permanently lose one development slot.

Fourth, the system you design is exclusive to your country only. Your technology is not compatible with other countries.

Chapter Three, Naval Aviation



National Aircraft

If you wish to have national aircraft, you must pay 100 dollars to develop each type of aircraft. Each country may only have three active types of aircraft at once. An aircraft type may be decommissioned to make room for another type. First, create a name for your type, like the A-4 Skyhawk. Then determine the weapon system. **Roll 1d6** and check the chart below.

Light attack plane weapon systems

	Weapon	Dmg	Payload	Cost
1	Machine guns	1d2	Unlim	15
2	Lasers	1d4	Unlim	20
3	Rockets	1d4+1	10	23
4	30mm auto cannon	1d6	8	26
5	Missiles	1d8	6	30
6	Bombs	2d4+1	4	35

Heavy attack plane weapon systems

	Type	Dmg	Load	Cost
1	105 Howitzer	1d6+1	15	34
2	Missiles	1d8	12	36
3	Bombs	2d4+1	8	38
4	Torpedoes	1d10+1	6	45
5	Heavy Missiles	2d6	4	48
6	Heavy Bombs	2d8+1	4	54

Special advancements (Purchasable) must be purchased separately for each aircraft type, except for advanced radar.

Heavy engines* – (75 dollars)+1 to payload

Advanced radar – (125 dollars)+1 to hit for all of your aircraft.

Strafing ability – (180 dollars) Defending ship's shields do not count when you attack.

Torpedo bombers** – (200 dollars) Damage 1d10+1, payload 3. Cost per squadron does not change.

E.C.M. – (150 dollars) +1 to dodge

Cyber piloting – (300 dollars) +1 to hit and dodge.

***Substitution** – Heavy engines on a heavy attack plane will give the aircraft +2 to range.

****Substitute** Torpedo bombers with **tanker** if you are buying for a heavy aircraft. The tanker upgrade is 200 dollars, and will allow in-flight refueling for other aircraft, doubling their max movement.

Types of Air platforms

Roll 1d6 for the number of air platforms you are allowed. There are three types of platforms to choose from. You are

allowed to have one more air platform upon reaching level 5, but you must choose to have it instead of gaining the extra captains.

Air Facility is the smallest of all of the air bases and possesses 4 aircraft slots & 1 Anti-Air unit.

Air Station is the medium in air defense platforms and possesses 6 aircraft slots & 2 Anti-Air units.

Air Base is the largest of the air defense platforms and possesses 8 aircraft slots & 3 Anti-Air units.

Platform type	Cost	H/P	Slots
Air Facility	150	70	4
Air Station	250	120	6
Air Base	350	170	8

Aircraft Platform Defense Systems:

Type	Dmg	Load	Cost	H/P	Bonus
Personnel SAM	1d2	2	5	1	-1 hit
Single SAM	1d4	3	15	10	+1 hit
Multi SAM	1d6	6	28	10	+3 hit
A/A Gun	1d2	20	10	4	N/A

To refit weapon systems already in place, follow the rules for refitting weapons on a ship in chapter 3. Airfields cannot be upgraded to a larger type of field once they are built.

Small aircraft include fighters, scouts, light bombers, etc. They can travel 4 hexes before they must land and require 1 platform slot per plane. Small aircraft have 1 Hit point.

Large Aircraft include heavy bombers, tankers, heavy transports, etc. They can travel 8 hexes before they must land and require 2 platform slots per plane. Large aircraft have 2 Hit points.

Advanced warning air controllers (AWACS)

AWACS is a purchasable development for airbases only. Each controller is capable of maintaining two aircraft at a minimum, and four maximum. What this means is when you roll for initiative for your airbase, you will roll for each AWACS Controller instead of the base. The cost is 50 dollars per controller. The airbase will still get an initiative roll for the jets not controlled by AWACS

Example: I have two AWACS controllers at my air station (the air station holds six slots). I have chosen to assign three jets to each controller. I will roll initiative for each controller, and then in the first segment, the first aircraft will attack. On the second segment, the second aircraft will go, and so on, much like the weapon systems on a ship.

Chapter Four, Fleet Upkeep and Combat



Building new ports and docks

Each country is able to build one new port. The price to build a new port is 400 dollars. To rebuild a port that has been destroyed will cost 200 dollars, or 2 points per dollar. A maximum of 50 points per day is allowed. Each port may only have one dock. Every port that lacks a dock may have one

built for 150 dollars. To rebuild a dock that has been destroyed will cost 75 dollars. Your ports have 400 hit points. When a dock is added on, it will add 100 hit points to the total. Ports may hold up to 6 ships at one time. Docks may hold an additional 3 ships.

Population is another thing to consider. Your homeport can start with 7 million people, if you want that many. Other ports can start with 200,000 people. Each time you make a new county level, you roll 1d20x100,000. This is how much your population has grown. You can divide that number any way you want, and assign them to your ports. If you build a new port, it will start with 200,000 people.

If you have been cut off from agricultural supplies, you will have 1d6 weeks before your population begins to shrink. Each port will lose 10 percent of their population each week. Once a port has no people, it will no longer support your economy. A homeport provides 50% of your revenue, 100% if it is your only port. Each other port you have supports the other 50%, divided equally among them.

To determine the number of weapon systems your port can have, **roll 1d8+8**. You may arm your port with any weapon system other than machine guns or torpedoes. All weapons you purchase are half price rounded down, and the payload is doubled for these. National aircraft still cost normal price and the payload is normal. Weapon systems on ports have hit points and can be destroyed. Each port has an armor class of 8. This means any attack roll against it under an 8 is an automatic failure.

Fleet maintenance

To resupply a vessel in port, a full ships' weapon systems payload will cost 8 dollars. To resupply at sea, you will need a replenisher. You can then onload what you need up to your maximum payload.

Refitting vessels can be done in port. To change a weapon system will cost 13 dollars plus the cost of the new weapon system.

Repairing vessels can only be done in port. To repair damage done, it will cost 2 dollars per damage point, and no more than 5 points per day. If your country has the strong workforce special ability, you can repair at a cost of 1 dollar per point, and no more than 6 points per day.

A few notes about piracy

As a country that thrives on piracy, you don't have to hit another country just for money. You can roll 2d4, and use both die for money, one for money and one for stockpiles of whatever goods they deal in, or you can use both die for stockpiles. You can then sell those stockpiles to another player country directly, or through a trade management specialist. Of course, you don't have to sell the stockpiles. You can hold them in case you get cut off in the future.

Combat...

Time for the fun stuff. When all political attempts have been made, and you just can't get other countries to realize that you are the big kid on the block, it's time to show them the business end of your navy...

Initiative, rounds and segments

Initiative is rolled before initial combat begins, but only after all prestrikes (if any) are made. To figure initiative, roll 1d20 for each ship going into combat, and add any initiative bonuses that individually apply.

Order of fire is determined by the ship with the highest total initiative roll, then descends. A natural roll of 20 will always go first, even before a 21 or higher. In the case of ties, have each tied player make a second roll, and determine from that roll which of the tied players will go first.

Initiative for a port is rolled as if it were a ship in the battle. When port weapon systems attack, they fire four systems at a time. The player must decide where all 4 are going to attack before rolling for each system. When jets run out of ammunition, they must land for one full initiative round.

Aircraft are credited with one prestrike at the beginning of each battle. Initiative for an airbase is rolled as if it were a ship in the battle. When the airbase's turn comes, each slot will go in order, just like a ship. Order of fire for airbase defense systems will be in order of appearance on the air platform sheet. Aircraft defense systems get to fire on advancing aircraft before the aircraft get to fire. All air defense systems take one full initiative round to reload.

Combat is broken down into initiative rounds. Initiative rounds are divided into 6 segments. All pre-strike combat will technically happen after initiative is rolled, but before the first segment begins. During segment one, only the first weapon system listed on the ship sheet may fire. During the second segment, only the second weapon system listed on the ship sheet may fire. This pattern will continue until all ships in combat have fired from all weapon systems. If your ship has fewer weapon systems than the ship with the most weapon systems, you will not get to act during segments that pass after your final weapon system has fired. A battleship has five weapon stations, so it will get to go five times before initiative is rolled again. The only exception to the order of fire rules is when there are ships with the star flash ability. This ability can

be used instead of any weapon system on your ship, without skipping that system. Effectively, you put that system on hold. If you are lucky enough to have a dreadnought with star flash later in the game, you will have to play in 7 segment rounds.

If a surface ship is fighting a submarine and the next weapon is not lasers, torpedoes or missiles, it skips the segment and moves on to the next weapon station on the following segment.

Hit or miss

To determine a hit or miss, both attacker and defender roll 1d20 and add any to hit or dodge bonuses available. When attacking, a natural 20 is a critical strike and can only be dodged by a natural roll of 20 by the defender. When defending, a natural 20 will always dodge. Ties always go to the defender.

When defending, a natural 1 is a critical failure to dodge, as long as the attacker rolled a 2 or greater. As a result of a natural failure to dodge, your ship's shields do not count against the attack.

A critical hit means the defenders' shields don't count, and the damage is doubled. A critical hit, plus a critical failure to dodge means the same, except the damage is tripled.

A natural attack roll of 1 is a fumble. **Roll 1d4** on the chart below.

1	Weapon jam. Loose all attacks until initiative is rolled again.
2	Weapon cycles out what is left of payload.
3	Stray shot. Hit ally or your own ship randomly.
4	Ordinance explodes in chamber. Double damage to hull, and weapon station is lost.

Damage overflow doesn't happen when shields take more than they can handle. 8 points of damage to a ship with 6 shield points left will only wipe out the shields.

Radio communications are free, and don't cost any turns or combat time.

If you plan on retreating, you must declare this action at the beginning of your initiative segment (prior to your first weapon system).

A ship is not totally destroyed until it has taken damage equal to 25% of it's total below zero. A ship is considered dead in the water at zero. You must begin making morale checks after you have lost 50% of your damage score. A failed morale check means your captain, or his crew has decided to tuck tail and run (if your Captain's stat will allow).

You may not add ships into combat unless you had them planned as reinforcements, and notified the referee prior to combat.

If you take or defeat a ship in combat without destroying it, you gain its hull value in dollars.

Occupying ports

To take control of a port, you must destroy all of the weapon systems it controls, and cause 50% of it's hit points in losses. Then you must rebuild the port at the normal price and max points per day, and occupy it with a minimum of 4 ships destroyer size or larger. Rebuilding weapon systems are optional. If you take control of an enemy port, you will gain 20% of that countries' weekly revenue, plus 5% bonus to your income. Additionally, you will gain 1d4 of stockpiles in that countries' trade. If you take control of an enemy's homeport, you gain 80% of their weekly income, plus 10% to your weekly income, and 1d6+2 of stockpiles.

If you destroy a port, it will have to be completely rebuilt if you want to use it.

If you take over another country, you take control of their economy, and all the special abilities that go with it, along with the extra pay. You also get their country special ability.

Ship or battlegroup movement is determined by rolling 1d4. Other surface ships 3 hexes away can detect surface ship movement. Submarines can be detected 1 hex away. Submarines can detect movement (surface or submerged) 1 hex away.

Other stuff

Inhabiting unclaimed territories is not possible. Embargoes must be enforced with military presence.

Anything goes in the political arena. No player is allowed to go into the negatives in money.

Chapter Five, Referee Stuff



Anyone in the game can be the referee, as long as the other players trust him or her enough to let them do it. Certain things must be done by the referee, such as signing his or her name on all formal documents. Examples of these are trade agreements, peace treaties, war pacts and alliances, secret or public. Also, it is the referee's duty to make sure all players remember the provisions and restrictions of such agreements. Sometimes you as the referee will have to be the arbitrator for two countries trying to work out their differences.

Also, the referee will make all rolls and strategic decisions for NPC nations, NPC rogue merchant countries, and NPC pirate colonies.

You will take control when the random encounter rolls are made. Have a different player each week roll for the group. A roll just after getting paid works well. A roll just before getting paid is a little more challenging, but can be fun. Also, at least once a week, have all the players write on a scrap piece of paper what their intentions are for the day, and what their battle groups or random ships are doing. When there aren't any wars going on, you don't need to have players roll for ship movement.

Primarily, you should be the one to call a NATO or League of Nations meeting once a week, so people can pick fights or accuse others of bad things in public. Anyone can call a meeting at any point of the game. This is where the political theatre comes into play, *and* it's great fun!

Experience points (Ships)

3 for a victory
2 for a draw
1 for a loss

Level	Exp	Benefit
1	15	+1 to hit, +10% to morale
2	30	+1 to dodge, +10% to morale
3	50	+1 to damage, +10% to morale
4	75	+1 to initiative, +10% to morale
5	100	Roll for 2 nd special ability

Every time a ship levels, a new captain is created.

Experience points (Countries)

3 points to all participants for each minor menace (1-2 ships) defeated.
9 points to all participants for each moderate menace (3-7 ships).
15 points to all participants for each major menace (8-15 ships).
30 points to all participants for each monstrously huge menace (16+ ships).

*Any time a 'menace' battle is a draw, give 1/2 exp., rounded up, to each player. Any time a 'menace' battle is lost, give 1/3 exp. to each losing player.

2 points for every special advancement bought
4 points for each special advancement developed
4 points for each type national aircraft developed
6 points for each peace treaty signed.
10 points for each new dock built after initial
10 points for sinking a flagship.
10 points for being declared a winner in a war
15 points for destroying a non-homeport.
20 points for each new port built after initial
20 points for making an alliance.
25 points for destroying and taking over a non-homeport
30 points for destroying a homeport.
40 points for destroying and taking over a homeport
75 points for taking over another country

*Financial aid converts to 10% of total given

*Involvement in the political arena: Little = 1 point. Mild = 4 points. Active = 8 points. Major = 12 points.

Level	Exp	Benefit
1	35	Gain 2 captains, 50 dollars, increase number of active ships by 5.
2	80	Gain 3 captains, 75 dollars, increase number of active ships by 5.
3	135	Gain 4 captains, 100 dollars, increase the number of active ships by 5, a 5% raise to weekly earnings, round down.
4	200	Gain 4 captains, one new country special ability, 100 dollars, and increase number of active ships by 4.
5	275	Gain 4 captains or gain another airfield slot, and the ability to change economy for free, keep the raise. (all around powers may instead gain 500 dollars)
6	360	Gain 4 captains, a 5% raise, increase number of active ships by 4, gain 1 dock and port.
7	455	Gain 4 captains, 1 super ship, 125 dollars, increase all captain scores by one.
8	560	Gain 5 captains; increase number of active ships by 3, 150 dollars.
9	670	Gain 5 captains, and annex a neighboring country*.
10	900	Gain 5 captains, increase number of active ships by 3, 200 dollars, ability to change economy for free, (all around power nations may choose a 750 dollar bonus instead) and gain one country special ability.

* All that can be gained from an annexed country are the ports, economy, and money. It cannot have a navy, produce captains or have a country special ability.

Random sea monster generator – **Roll 1d4+1** for number of attacks, **Roll (1d8x5) + 15** for damage score.

Roll 1d6 for attack type.

Roll	Attack type	Damage
1-2	Claw	1d6
3-4	Bite	1d8
5-6	Claw and Bite	1d8+2

Roll 1d4 for special ability

1	Flying
2	Thick skin
3	Naturally fast
4	None

Flying gives the creature the ability to jump out of water and attack while in the air. On a critical strike, the creature has 40% chance to capsize a fast attack hull, 35% for a frigate, 30% for a destroyer, 10% for a cruiser, and 5% for a battleship.

Thick skin cannot be penetrated by old missiles. New missiles and torpedoes do half damage rounded up.

Naturally fast gives the sea creature a +1 to initiative and to dodge.

Random events table

1-2 Choose 2 players. International incident. 2 ships from 2 different countries mistake each other for pirates. Battle ensues. Both ships must be a destroyer or smaller.

3-4 Choose player. 6 pirate ships attack. Player must defend homeport.

5-6 All raw materials countries gain 15 dollars due to high demand.

7-8 Treasure located. (60 dollars)

9-10 Renegade super ship attacks you.

11-12 Rogue merchant vessel selling raw material stockpiles.

13-14 Choose player. Sea monster attacks.

15-16 Plague strikes all player countries. Lose 8 dollars.

17-18 Choose player. Pirate dreadnought attacks.

19-20 Treasure located. 45 dollars and a sea monster.

21-22 All oil trade countries gain 15 dollars due to high demand.

23-24 Choose two players. Pirate armada (15 Ships) attacks homeport.

25-26 Choose player. Player finds treasure in home waters. (12 dollars)

27-28 Choose player. Chosen player picks 1 ship. 2 pirate jets attack ship.

29-30 Choose player. Poor worker production. Lose 5 dollars.

31-32 Rogue merchant vessel selling agricultural stockpiles.

33-34 3 pirate ships in region. Trade affected until ships are destroyed. All countries lose 5 dollars.

35-36 High seas tournament. All countries may enter one ship in along distance race. No rules, winner gets 20 dollars.

37 Choose player. Chosen player picks a ship. Chosen ship must pass a morale check or it is lost to a hurricane.

38 The gift. A distant super power sells you an aircraft carrier with no weapon systems. Roll for hull size. Pay normal price for hull.

39-40 Duty. You must send 3 ships to assist the coast guard. If player refuses, he will be labeled a pirate. Lasts 1d4 weeks. You cannot control these ships during this time. They will come back with 1d2 victories, and 1d4 country experience.

41-42 All agricultural trade countries gain 15 dollars due to high demand.

43-44 Choose 2 or more countries. Economic strike. Chosen countries loose 30 dollars, divided among them as they choose.

45-46 1d4-pirate ships attack you.

47-48 Choose player. Sea monster attacks chosen player.

49-50 All merchant marine countries gain 15 dollars due to high demand.

51-52 All trade management countries gain 15 dollars due to high demand.

53-54 Pirate ship attacks. Lose 1d10-dollars per week until ship is destroyed.

55-56 Sea monster attacks. Gain 10 dollars when creature is killed.

57-58 Choose player. "Evidence" is found that "proves" chosen player to be a pirate nation.

59-60 All illegal trafficking countries gain 15 dollars due to high demand.

61-62 Treasure located in your waters. (100 dollars)

63-64 All tourism countries gain 15 dollars due to high demand.

65-66 Rogue nation sends a 25-ship armada to enslave region. Trade is disrupted, and all players lose 15 dollars per week until the pirates are run out.

67-68 Fast attack craft regional dash. Fast attack craft only. One ship per country. Winner gains 15 dollars.

69-70 All pirate countries gain 15 dollars due to easy business. All non-piracy nations lose 15 dollars.

71-72 Choose player. Sea monster attacks.

73-74 Rogue super power befriends you. Gain 1 aircraft special ability. Roll 1d6 on aircraft special ability chart. You do not get to roll again if you already possess the ability.

75-76 Choose player. 2 pirate ships attack.

77-78 All computer/electronics countries gain 15 dollars due to high demand.

79-80 All weapons dealer countries gain 15 dollars due to high demand.

81-82 Choose player. Sea monster attacks.

83-84 Treasure located in your waters. Gain 15 dollars.

85-86 Trade market crashes. All countries lose 20 dollars.

87-88 2 pirate ships attack sea-lanes. All countries lose 10 per week until pirates are destroyed.

89-90 All Light/heavy industry countries gain 15 dollars due to high demand.

91-92 Lone captain joins your navy. Gain one free captain, and total number of active ships increases by one.

93-94 Choose player. Sea monster attacks. Gain 5 dollars after defeating monster.

95-96 All around power countries gain 15 dollars due to smart marketing.

97-98 Rogue merchant vessel selling oil stockpiles

99-100 Choose player. 5 pirate ships attack.

*Rogue merchants have 1d12 stockpiles for sale at the price of 1d10+10 dollars.

FAQ's:

Q: When I build a carrier, do I still roll for a ship special ability?

A: Yes, because the ability to make carriers is a country special ability, and does not take away the special ability roll during ship creation.

Q: What happens when I want to build a carrier for sale, but there are no countries with the special ability to sell ships?

A: The ability to sell ships can default to the country or countries whose economy is trade management.

Q: Can light/heavy industry countries build ports and docks for other countries, at the reduced price?

A: Yes, because no technology is being incorporated into the structures, just plain hard work. The price you pay will depend on what your countries agree upon.

Q: Can I still repair a ship if it's hit points are reduced to 0?

A: No. It is damaged beyond repair at zero. You cannot cash in the hulls of your own ships either.

Q: Do I gain a third special ability for my flagship when my country reaches level 7 if my ship is already at level 5, or vice-versa?

A: Yes.

Q: Does the country special ability 'advanced warheads' count only for old and new style missiles, or does it include aircraft missile too?

A: Only for the ship or port based weapons.

Q: What are Stockpiles, and how can get some?

Q: What is the importance of how many ports and docks I have?

Q: Can you explain in better detail what happens when I embargo another country?

Q: What are the effects of starvation?

Q: “you will get a 10-dollar bonus per week when there are no embargoes of any kind in effect.” What does this mean?

Q: “Oil production and Oil trade countries can embargo other countries, leaving them with only 1d4 weeks of fuel left. (And you should know what happens from there).” No, what exactly does happen?

Q: “Raw Materials countries can embargo other countries, leaving them with enough materials to build 1d6 ships before they run out of materials.

Illegal trafficking countries can avoid enemy forces while traveling through enemy waters (50% chance to avoid contact). Is that all?

Q: *Light/heavy industry countries get a 20% price reduction on buildup and production of ports and docks.*” For them only, or can they be contracted out?

Q: *Once play has begun, if a player wants to change to a different economy, they must pay 300 dollars for either a step up in pay, or to take a chance on the dice with a roll on the chart.* For Free?

Q: What about submarine builders as a country special ability?

Q: How do I make a morale check?

Q: Should a country be able to purchase a ship special ability instead of rolling, if they so choose?

Q: Can a country purchase the ability to put a weapon on the A/C type vs. rolling for it?

Q: Does the engine stat have anything to do with ship speed?

Country Information Sheet

Territory_____	Money_____	Captains_____
Home Port_____	Economy_____	Active Ships_____
Number of Ports_____	Level_____	Admirals_____
Number of Docks_____	Experience_____	Flagship_____
Number of Air Platforms_____	Type Government_____	Special Ability_____

National Aircraft	Weapon System	Damage	Payload	Cost	H/P

Aircraft Special Advancements	Stockpiles	Country Special Advancements	Air Platform Locations and Type

	Fast Attack	Frigates	Destroyers	Cruisers
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

	Battleships	Dreadnoughts	Carriers	Submarines
1				
2				
3				
4				
5				
6				
7				
8				
9				
10				

PORT & DOCK DEFENSES

Location of Port: _____

Number of Docks: _____

Total Ship Capacity: _____

City Population: _____

Hit Points _____ / _____

Port Defense Special Abilities _____

	Weapon System	Damage	Payload	Hit Points	Cost
1					
2					
3					
4					
5					
6					
7					
8					
9					
10					
11					
12					
13					
14					
15					
16					

Name _____
 Class _____
 Captain () _____

 Morale _____

Sinks _____
 Total Exp _____

 Level _____

Hull _____
 Shields _____
 Targeting _____
 Engines _____
 Power _____

	Weapons Systems	Damage	Payload	Spent
1)				
2)				
3)				
4)				
5)				
6)				

Hit Points \ _____
 Shields \ _____

 To Hit _____
 To Dodge _____
 Damage _____
 Initiative _____

Special Abilities
 1) _____
 2) _____

Victories _____
 Defeats _____

Standoffs _____
 Losses _____

Cut Here ▼

Name _____
 Class _____
 Captain () _____

 Morale _____

Sinks _____
 Total Exp _____

 Level _____

Hull _____
 Shields _____
 Targeting _____
 Engines _____
 Power _____

	Weapons Systems	Damage	Payload	Spent
1)				
2)				
3)				
4)				
5)				
6)				

Hit Points \ _____
 Shields \ _____

 To Hit _____
 To Dodge _____
 Damage _____
 Initiative _____

Special Abilities
 1) _____
 2) _____

Victories _____
 Defeats _____

Standoffs _____
 Losses _____

AIR DEFENSE PLATFORM SHEET

NAME: _____

TYPE: _____

COUNTRY: _____

HIT POINTS: _____ / _____

AWACS CONTROLLERS _____

PLATFORM SELF DEFENSE SYSTEMS:

Type	Damage	Payload	Cost	Hit Points	Bonuses

SUPPORTED AIRCRAFT

Type	Weapon	Damage	Payload	Hit Points	Bonus

Battle Group Sheet

Battle Group One

Name	Hull	HP/Shields	Bonuses	Special Ability

Battle Group Two

Name	Hull	HP/Shields	Bonuses	Special Ability

Battle Group Three

Name	Hull	HP/Shields	Bonuses	Special Ability

Battle Group Four

Name	Hull	HP/Shields	Bonuses	Special Ability