

# Naval Campaigns Club

## Naval Campaign Rules

4<sup>th</sup> Edition

<b>CONTENTS</b>	
<b>1.0 Introduction</b> .....	<b>1</b>
1.1 DESCRIPTION OF STANDARD GWAS RULES.....	1
1.2 Adapting GWAS Rules for Club Use.....	3
<b>2.0 Components</b> .....	<b>3</b>
2.1 Maps.....	3
2.2 Charts and Tables.....	3
2.3 Counters.....	4
2.4 Ship Data Sheets.....	4
2.5 Ship Composition Boxes.....	4
2.6 Log Sheet.....	4
<b>3.0 Prepare for Play</b> .....	<b>4</b>
<b>4.0 Sequence of Play</b> .....	<b>5</b>
4.1 Weather.....	5
4.2 Orders Phase.....	5
4.21 CONTACTS.....	6
4.22 RADIO INTERCEPTS.....	6
4.23 WEATHER STATE CHANGES.....	6
4.24 RANDOM EXTERNAL EVENTS.....	6
4.25 NEW MISSIONS AND MPS.....	7
4.3 MOVE FLEETS PHASE.....	7
4.4 CHECK FOR CONTACT.....	7
4.5 TACTICAL PHASE.....	7
4.6 CONCLUSION.....	7
<b>5.0 MOVEMENT</b> .....	<b>7</b>
5.1 PLOTTING.....	7
5.11 FAST AND SLOW SHIPS.....	7
5.12 PRE-PLOTTED MOVEMENT.....	8
5.2 MISSIONS.....	8
5.21 COMBINING FLEETS.....	8
5.22 NEW MISSION.....	8
5.23 PURSUIT.....	8
5.24 NEW FLEETS.....	9
5.25 LIMITS.....	9
5.3 FLEET MOVEMENT.....	9
5.4 CONTACT.....	9
<b>6.0 BASIC COMBAT</b> .....	<b>10</b>
<b>7.0 ADVANCED COMBAT</b> .....	<b>10</b>
7.1 TACTICAL SCENARIO DESIGN.....	10
7.11 AGREEMENT TO INITIAL CONDITIONS.....	10
7.12 SCENARIO LENGTH.....	10
7.13 VICTORY CONDITIONS.....	10
7.14 INITIAL VISIBILITY.....	10
7.15 INITIAL PLACEMENT OF FORCES.....	11
7.16 USE OF OBJECTIVE LINES.....	11
7.2 FIGHTING THE BATTLE.....	11
7.3 AFTER THE BATTLE.....	11
<b>8.0 DAMAGE</b> .....	<b>11</b>
8.1 GWAS DAMAGE CONVERSION.....	12
8.2 FOUNDERING.....	12
<b>9.0 MULTIPLE SHIP COUNTERS</b> .....	<b>12</b>
<b>10.0 MERCHANT SHIPPING</b> .....	<b>12</b>
10.1 TRANSPORT COUNTERS.....	12
10.2 MERCHANT LOCATION TABLE.....	12
10.22 SEA ROUTES.....	12
10.23 PROCEDURE.....	12
10.24 RESULTS.....	12
<b>11.0 SPECIAL RULES</b> .....	<b>12</b>
11.1 SHORE BOMBARDMENT.....	12
11.2 TOWING AND REPAIR.....	12
11.21 TOWING.....	12
11.22 SPEED.....	12
11.23 COMBAT.....	13
11.24 MULTIPLE SHIP COUNTERS.....	13
11.25 ORGANIZATION.....	13
11.26 BREAKING A TOW.....	13
11.27 EMERGENCY REPAIRS.....	13
11.28 REPAIRS IN PORT.....	13
11.3 PORTS.....	13
11.31 PORT BATTLE.....	13
11.32 PORT ENTRY.....	13
11.33 MAJOR BASIS.....	13
11.4 NIGHT.....	13
11.5 UNLOADING.....	13
11.6 NATIONAL COOPERATION.....	13
11.7 WEATHER.....	13
11.71 WEATHER DETERMINATION.....	13
11.72 WEATHER ZONES.....	13
11.73 WEATHER CONDITIONS AND EFFECTS.....	13
11.74 REGIONAL VARIATION.....	14
<b>12.0 FUEL AND ENDURANCE</b> .....	<b>14</b>
12.1 CONSUMPTION.....	14
12.11 THROUGH 12.13.....	14
12.2 RUNNING OUT OF FUEL.....	14
12.22 REFUELING.....	14
12.4 COMBAT RESTRICTIONS.....	15
12.5 COLLISERS.....	15
12.51 LIMITATIONS.....	15
12.52 RESTOCKING.....	15
12.54 COLLIER COUNTERS.....	15
12.55 AMERICAN EFFICIENCY.....	15
12.6 OILERS.....	15
12.61 LIMITATIONS.....	15
12.62 RESTOCKING.....	15
12.63 OILERS.....	15
12.64 OILERS IN COMBAT.....	15
12.7 REARMING.....	15
<b>13.0 MINE WARFARE</b> .....	<b>15</b>
13.1 MINE LOCATION.....	15
13.2 ENTERING A MINEFIELD.....	15
13.21 PROCEDURE.....	15
13.22 UNBEKANNT.....	15
13.23 MINES IN COMBAT.....	15
13.24 AFTERMATH.....	16
13.3 LAYING MINES.....	16
13.31 MISSION STATEMENT.....	16
13.32 EXTENT.....	16
13.34 PROHIBITIONS.....	16
13.35 ACTIVATION.....	16
13.36 INFILTRATION.....	16
13.4 MINELAYERS IN COMBAT.....	16
13.5 AUXILIARY MINELAYERS.....	16
13.6 SWEEPING MINES.....	16
13.62 MISSION STATEMENT.....	16
13.63 DETECTION.....	16
13.63 SWEEPING.....	16
14.0 AIRCRAFT.....	16
15.0 SUBMARINES.....	17
16.0 LEADERS.....	17
17.0 AIRSHIPS.....	17
18.0 MOTOR TORPEDO BOATS.....	18
19.0 OPTIONAL RULES.....	18
20.0 STRATEGIC CAMPAIGN RULES.....	18
20.1 ROUTINE MAINTENANCE.....	18
APPENDIX A - THE GWAS SEARCH SYSTEM SPREADSHEET APPLICATION.....	18
APPENDIX B - PORT REPAIR CAPACITIES AND REPAIR RATES.....	19

## 1.0 Introduction

This set of naval campaign rules, designed for use by the Naval Campaigns Club, is based on the rules for the Great War at Sea (GWAS) series of boardgames published by Avalanche Press.

### 1.1 Description of Standard GWAS Rules

GWAS games are boardgames designed for face-to-face play by two or more players. The games have both operational and tactical components, but no real strategic component. In other words, GWAS games offer operational and tactical sce-

narios, but with few exceptions they make no attempt at simulating naval strategy in a broad sense. The example used below for further illustration is the GWAS game North & Baltic Seas (N&BS), which covers World War I in northern waters.

The GWAS N&BS map measures 22 1/2 by 17 inches, and covers the North and Baltic Seas. The North Sea portion of the map shows an area from north of the Orkneys to south of the English Channel. The map is gridded into offset squares which function like hexagons in traditional board wargames. Each square is called a zone. There are sea zones, coastal zones, and land zones; each of which represents an

area thirty-two miles square. Each zone is identified by a grid code printed in the zone, e.g., N17 or N19. Scapa Flow is in zone E6; Wilhelmshaven is in S17. The map shows major and minor ports, airship bases, and major and minor trade routes; the latter are depicted as appropriately colored lines connecting ports.

There is an Allied side and a Central Powers side, each of the roles can be undertaken by multiple actual players. To play GWAS as designed, a scenario is first chosen from the game's scenario book. Counters representing the ships and airships used in that scenario are divided by their respective players into fleets (only sixteen fleets per side are allowed). Counters representing these fleets are placed on the map in the scenario starting locations, usually in a port or, in some scenarios, at sea. The game has good weather rules, and in each turn weather may change. Weather types include Clear, Mist, Fog, Squall, Storm and Gale; probabilities for bad weather increase or decrease depending on the season in which the scenario is set.

The game is played in turns of four hours each, which are further subdivided into various Phases. Movement is simultaneous, accomplished by plotting movement on log sheets. Fleets can only be moved by being assigned a mission from a limited list of mission types; these include Transport, Bombardment, Escort, Intercept, Minelaying, Minesweeping, Raid and Abort. Depending on the mission type selected for a fleet, movement for that fleet might be plotted on the log sheet on a turn-by-turn basis, or in advance for the entire mission. Movement is one sea zone per four hour turn; however, fleets composed entirely of ships capable of at least twenty-four knots can move either one or two sea zones per turn. Airships can move up to three zones per turn, submarines move only one zone per turn.

There is no hidden movement in the game as designed, so players playing face-to-

face will see their opponent's fleet counters as they move about the map. When fleet counters from opposing sides end a turn (or part of a turn) in the same zone, or when they steam from/to reciprocal zones, they may sight each other. Sighting rules are fairly elaborate and take into account a number of factors, including number and type of ships in each fleet, weather, night or day, having a Major Officer present (Jellicoe, Beatty, Hipper or Scheer, for example), mission type, whether an airship is present, etc.

When fleets sight each other in the same zone, the tactical component of GWAS comes into play, and the players fight out the battle using counters on a hexgridded tactical map. There is no need here to describe the GWAS tactical rules since the NCC will fight all battles using the appropriate HPS Naval Campaigns Series PC game.

Victory points are assigned for successfully completing certain scenario-mandated missions, as well as for other things, such as sinking enemy ships, bombarding enemy coastal zones, and raiding enemy shipping lanes. The game includes much attention to operational detail. Fuel supply is critical; every class of ship on either side has a fuel supply allowance, given as a number of Fuel Boxes allocated to each ship. Fuel supplies must be watched closely. Steaming fast eats fuel; moving at an operational rate of two zones per turn, possible for fleets composed of 24-knot or faster ships, eats fuel at six times the rate per turn of steaming only one zone. It takes time to replenish fuel in port (full day or more for coal-fired BBs, less if oil fired), and even longer to refuel at sea from a collier; the latter is only possible in coastal zones.

Mine warfare is extensively covered, both laying and sweeping, as is aerial warfare (scouting only in GWAS N&BS, no aerial bombing) and submarine warfare.

## 1.2 Adapting GWAS Rules for Club Use

For club purposes the GWAS game system is modified for use as an umpire-moderated Play-By-Email (PBEM) campaign vehicle. An initial strategic or operational scenario is designed and agreed upon between the campaign players and an umpire or team of umpires is chosen to moderate the campaign. A scenario design must include the time frame for the scenario, a brief description of the starting situation, the forces assigned to the respective sides and their starting positions on the GWAS campaign map, the scenario victory conditions, and any special rules applying to the scenario.

The campaign players for the respective sides then organize their starting forces into units (i.e., flotillas, divisions, squadrons, fleets, etc.), decide on operational missions for these commands, and submit complete Mission Plots (MPs) to the umpire. Unlike standard GWAS face-to-face play, this system is double-blind in that the players will sight only those enemy forces which their own forces actually contact.

## 2.0 Components

It is strongly recommended that each campaign player acquire a copy of the relevant GWAS boardgame (i.e., for WWI Jutland era campaigns, the GWAS N&BS game). At a bare minimum each campaign player needs to have access to a copy of the relevant GWAS game operational map, and a copy of the standard GWAS game rules. The Naval Campaigns Club does not condone copyright infringement of any kind.

Each campaign player must also have the capability to send campaign moves (MPs) via email to the umpire. It would be very useful, for reasons explained below, if each campaign player has access to Microsoft Excel or Microsoft Works Spreadsheet for use in constructing MPs, although this is not strictly necessary.

Many of the rules given in the standard GWAS game rules set are used in the modified NCC campaign system (NCCCS). Others, including most GWAS rules for resolving tactical combat, are not used at all, and some are modified.

Most of the rest of this document uses the same section headings and numbers used in the GWAS Series Rules, copyright 2000 by Avalanche Press. If the specific GWAS rule is used unmodified by the NCCCS, or if it is not used at all, it is so stated below, without repeating the GWAS rule. If the specific GWAS rule is modified, the modification is described below.

### 2.1 Maps (replace with the following)

The Operational Map consists of offset squares, called zones, each of which represents an area 32 miles across. This map is used to regulate fleet and air movement. Fleets may not move through sea zone sides consisting entirely of land or marked with a black line.

### 2.2 Charts and Tables (replace with the following)

Several of the standard GWAS charts and tables are used in the modified NCCCS. These include:

#### **TORPEDO DAMAGE TABLE.**

Used only to determine the effects of torpedos fired from submarines in an operational context. See section 8.1 for a description of how standard GWAS damage results are converted to the HPS Jutland context; see section 15 for a discussion of submarine operations.

#### **CRITICAL DAMAGE TABLE.**

Consulted if the Torpedo Damage Table directs Critical Damage.

#### **MINEFIELD AND MINE DAMAGE TABLES.**

Used to determine the effect of striking a mine; see sections 8.1 and 13.

#### **WEAT ER TRAC**

Used by the umpire to track weather. Campaign players are informed by the umpire when significant weather changes occur, see section 4.23.

### **2.3 Counters (replace with the following)**

Campaign players and the umpire may use whatever counters are provided with the standard GWAS game in order to help them keep track of the movement of forces.

### **2.4 Ship Data Sheets (replace with the following)**

Ship data given on the GWAS Ship Data Sheets for use in the standard GWAS game is for the most part irrelevant to the NCC campaign version of the GWAS rules, since the tactical capabilities of the various classes of ships used in the NCC campaign are taken from the HPS game, not GWAS. However, two specific operational characteristics of each ship class are used by the NCCCS. These are fuel endurance (see Section 12.0 below) and speed (see Section 5.11 below). Decisions as to which GWAS DD/TB classes are represented by the more limited number of such class types in the HPS game are made as part of the initial NCC scenario design process.

Also, campaign victory points (VPs) are awarded for sinking enemy ships, and the Ship Data Sheets give the VPs for ships of every class.

### **2.5 Fleet Composition Boxes (replace with the following)**

In the standard GWAS rules, the printed sheets headed Fleet Composition are used to organize the counters used in playing the boardgame. These are not needed in the NCCCS, though players may choose to use them if they want to organize counters to keep track of their own forces.

Instead, campaign players must send their desired OOBs, as Word or Excel files (or Wordpad/Notepad), to the umpire as

part of their initial planning for the NCCCS scenario being played; see Section 3 below.

### **2.6 Log Sheet (replace with the following)**

Instead of using the GWAS paper log-sheet, NCCCS players send their Movement Plots (MPs) to the umpire via email. The preferred method is to send MP's using the GWAS Search System Excel spreadsheet version of the logsheet designed by Russel Stolins; see Appendix A for a brief description of the GWAS Search System spreadsheet application. But any plain text word processor version of an MP (Wordpad or Notepad) will work.

Throughout these NCCCS rules, whenever the referenced GWAS rule calls for players to enter something into their Log Sheet, it is understood that they instead make the appropriate entry/notation in the relevant place in their MP for transmission to the umpire. Players should also keep track of the information entered/noted in their own records.

### **3.0 Prepare for Play (replace with the following)**

First, a scenario is chosen by the players. Either an operational level scenario from the GWAS game's own scenario list, or a longer strategic-operational scenario designed expressly for the campaign. One player or team of players takes the role of the Allied commander and directs all Allied units listed in the scenario instructions. Another player or team does the same for the Central Powers.

Each team organizes their available Leaders, ships and airships into units (flotillas, divisions, and squadrons of ships and airships), prepares a list of these initial OOBs, and forwards a copy of their OOBs to the umpire. Each OOB must clearly indicate the chain of command for all units and Leaders (see section 16) involved in the campaign. If the scenario allows free

placement of forces, then the starting locations (ports) of each organizational unit are listed and sent to the umpire as well. Players should also prepare descriptions of their standard cruising formations for their various units and forward these to the umpire as well, for use in designing any resulting HPS game tactical battle scenarios. The umpire will not share this information with opposing sides.

These units are then organized into Fleets of ships, and Groups of aircraft/airships and submarines, as the respective player teams desire, within the limitation that each side may have no more than sixteen Fleets, sixteen air groups, and sixteen sub groups in play at any one time. Assignments of organizational units to Fleets and Groups are sent to the umpire as well. As unit organizations and fleet/group compositions change, players must keep the umpire informed of changes. The umpire's records are the final authority: failure of players to notify the umpire of intended changes ("But I re-assigned the New Zealand from the 1st Battle Cruiser Squadron to the 2nd Battle Cruiser Squadron last week, didn't I tell you, ump?") means the changes will not be recognized.

Each player team next decides on Missions (see Section 5.2) for its forces and prepares Mission Plots (MPs: see Section 5.1) which are then forwarded to the umpire. When all players/teams have submitted MPs for their respective commands, the campaign is under way.

#### **4.0 Sequence of Play (replace with the following)**

Though the game progresses through a series of game turns each of which represents four hours of actual time, the modifications made to the GWAS rules to produce the umpire-moderated play-by-email NCCCS mean that the campaign will seem more like a variable-length move game to the players themselves. At the start of

the campaign scenario, players send MPs for any or all of their forces to the umpire. The umpire then loads these MPs into his master version of the GWAS Search System spreadsheet application (hereafter the Umpire's Master Spreadsheet, or UMS) and runs the program. The UMS will calculate changes in the weather state, determine sightings and contacts, determine minefield encounters, and keep track of fuel usage. As contacts occur (see Section 5.4) the umpire will notify affected players; depending upon the nature and circumstances of the contact, some or all of either or both sides forces may be allowed to change their MPs from that point in time.

#### **4.1 Weather Phase (replace with the following)**

As the umpire processes the campaign through the UMS, the spreadsheet automatically determines any changes to the current weather state, using the weather rules described in section 11.7. The umpire informs players on any turn when the weather state is at level 4 (Squall), 5 (Storm), or 6 (Gale), and allows players to change their missions to Abort, and alter their MP's accordingly (see section 4.23).

#### **4.2 Orders Phase (replace with the following)**

In the NCCCS there are no phases in the GWAS sense. After players submit their initial MPs to the umpire at the start of the campaign, the umpire processes the MPs through the UMS on a turn-by-turn basis. Thereafter the umpire gives players the option of changing their orders (by submitting new or revised MP's for some or all of their forces) only when an actionable event occurs in the campaign context. There are five different types of actionable events, each of which presents different options to campaign players.

#### **4.21 Contacts (new subsection, not in GWAS rules)**

A contact is any visual sighting of an enemy force by a friendly fleet, airgroup, submarine group, or land-based observer in the same zone, or in some circumstances by a friendly airgroup in an adjacent zone.

When a contact occurs, the umpire gives the contacting player(s) the option of changing the MP's for all forces as of the campaign turn after the turn on which the contact occurred. This option assumes that the contacting friendly force immediately reports the contact by radio. If the contact was made by a submarine group which then attempts a torpedo attack (see section 15.4) and is sunk as a result, no contact is reported by the umpire.

The capabilities of wireless transmitters aboard WW1 destroyers and torpedo boats were quite limited. To reflect this, if all of one side's ships involved in a contact are destroyers (RN) or torpedo boats (KM), and if that side, at the time of contact, has no ships larger than a destroyer or torpedo boat within one sea zone of the zone in which the contact occurs, the player commanding the destroyers/torpedo boats is not given the option of changing MP's based on the contact, except for the fleet containing the contacting vessels.

#### **4.22 Radio Intercepts (new subsection, not in GWAS rules)**

Any Fleet which includes a Leader (see section 16) is assumed to transmit a radio message on any turn in which it changes its MP while at sea.

These types of radio messages are subject to the chance of interception and RDF (Radio Direction Finding) location by the enemy. Whenever such a message is transmitted, the umpire rolls a single D6, adding one to the result if the transmission originates from a KM ship; this modifier represents the historically superior British RDF

capability. On a modified roll of 3-6, the enemy intercepts the signal.

When the Germans intercept an RN signal, the umpire notifies the German players, on the campaign turn after that in which the signal was intercepted, of the turn and location (zone) of the intercept. No information as to size or composition of the signaling force is given. The German player(s) then has the option of changing the MP's for all German forces on the next campaign turn.

The same process takes place when the British intercept a KM signal. In addition, for intercepts made in campaign turns set on or after November 5, 1914, the RN is informed of the name of the signaling KM ship, aircraft/airship, or submarine, and, if the signal originated from a Fleet, of the mission type of the signaling Fleet. This rule simulates the activities of Room 40.

#### **4.23 Weather State Changes (new subsection, not in GWAS rules)**

On any campaign turn on which the weather state is set at levels 4 (Squall), 5 (Storm), or 6 (Gale), the umpire informs all players and allows them to change the missions for any/all of their forces to Abort, and alter their MP's accordingly.

#### **4.24 Random External Events (new subsection, not in GWAS rules)**

For larger strategic campaigns lasting longer than one month game time the umpire prepares a table of random external events. The exact nature and consequences of these events are kept secret from all players. Once each campaign month the umpire randomly picks one of these events and imposes its conditions on the players of one or both sides, as the particular event dictates.

Such events might include the need to detach specific forces to meet some unexpected emergency outside the theater of the campaign (e.g., require the RN to send

forces to the Mediterranean or to the South Atlantic, or require the KM to send forces to the Baltic, etc.). They might include the need to conduct some specific operation originating from some larger political context (e.g., require the RN to cover a transfer of troops between England and the Continent, or require the KM to mount an operation in support of a Rising in Ireland, etc.).

When such random events occur, the umpire may give affected players an option to change MP's for forces currently at sea.

At the conclusion of the campaign the umpire reveals the nature and use of the random events table to all interested players.

#### **4.25 New Missions and MP's (new subsection, not in GWAS rules)**

Any naval force which has spent six consecutive turns in a friendly port, or airship which has spent six consecutive turns on the ground at an airship base, may be assigned a new mission without being subject to the provisions of section 4.22, with the following exception. When a German force departs base on any campaign turn set on or after November 5, 1914, the umpire rolls a single D6 for that force. On a roll of two or greater he reports to the British player(s), on the campaign turn following the German departure, the name of the flagship of the departing fleet, the name of any Leader with the departing fleet, and the mission type of the departing fleet. This simulates the activities of Room 40.

#### **4.3 Move Fleets Phase (replace with the following)**

In the NCCCS the umpire moves the forces of all players by processing their MPs through the UMS. Players may wish to devise their own methods of keeping track of the locations of their forces, and of other friendly and enemy forces.

#### **4.4 Check for Contact (replace with the following)**

Contacts are resolved by the UMS, and reported to the players by the umpire.

#### **4.5 Tactical Phase (replace with the following)**

If contact is made and a battle results, a custom designed HPS game scenario is designed to fight the battle online; see Section 7.0.

#### **4.6 Conclusion (not used: handled by the UMS)**

#### **5.0 Movement (replace with the following)**

All movement by ships on the operational map is done by Fleets, Air Groups and Submarine Groups. Individual ships, airships and submarines never move operationally, though Fleets, Air Groups and Submarine Groups which contain but a single ship, airship or submarine can be formed.

#### **5.1 Plotting (replace with the following)**

Mission Plots (MPs) for all fleets must be prepared for complete missions, i.e., from point of exit from a port, to point of return to a port. Unlike standard GWAS, all mission types must have complete MPs.

#### **5.11 Fast and Slow Ships (replace with the following)**

Some faster ships are able to enter more than one sea zone in a turn. Ships with a tactical speed of less than twenty-four knots may move only one sea zone per turn. Ships with a tactical speed of twenty-four knots or greater may move one or two sea zones per turn.

Ships which suffer damage sufficient to reduce their speed to less than 8 knots may move only one sea zone every other turn.

### **5.12 Pre-plotted Movement (replace with the following)**

All movement for all fleets must be completely pre-plotted in the NCCCS.

### **5.2 Missions (modified as follows)**

Most of this section of the standard GWAS rules applies as is to the NCCCS, but with the following modifications:

In the dot point labeled Bombardment (the description of the Bombardment mission type), strike the first sentence, which relates to the GWAS tactical system, not used by the NCCCS.

In the dot point labeled Escort (the description of the Escort mission type), ignore all references to the GWAS tactical combat resolution system and game counter management system. Also, note that in the NCCCS mission plotting method, complete mission plots must be submitted to the umpire for fleets assigned an escort mission, as well as for the fleet(s) they are assigned to escort.

In the dot point labeled Intercept (the description of the Intercept mission type), note that complete missions must be plotted for all mission types in the NCCCS, not just two turns in advance.

In the dot point labeled Abort (the description of the Abort mission type), note that in the NCCCS there is no orders phase; orders (MPs) may be changed by the players only when given the option to do so by the umpire (see section 4.2).

In the dot point labeled Raid (the description of the Raid mission type), note that complete missions must be plotted for all mission types in the NCCCS, not just two turns in advance. Strike the phrase “must include a leader and” from the last sentence of the 1st paragraph of the description of Raid missions, as well as the entire 2nd and 3rd paragraphs of this description, since these deal with GWAS face-to-face play considerations. Note, however, that in the

NCCCS system, as in standard GWAS, raiding fleets which bombard or which sink enemy merchant ships are automatically sighted by the enemy in that sea zone.

### **5.21 Combining Fleets (replace with the following)**

Fleets with the same type of mission may be combined into one if they occupy the same sea zone during the same turn at any point in their Mission Plot. The umpire must be notified by the commanding player(s) if he/they wish such combinations to take place. Any fleet may combine with an Abort mission fleet, though the joining fleet then has its own mission changed to Abort and must follow the Abort MP for the rest of its mission. Escort fleets are not considered to be combined with the fleet they are escorting.

### **5.22 New Mission (use the GWAS rule unchanged)**

### **5.23 Pursuit (replace with the following)**

Fleets with Intercept or Raid missions which engage in combat may attempt to pursue the enemy fleet after resolution of tactical combat if the tactical battle ended due to HPS scenario time limits, or with both fleets out of sighting range. This case is the one exception to the NCCCS rule that all missions must have complete MP's. Instead, the player desiring to pursue will so notify the umpire after the conclusion of the tactical battle. As the umpire processes each succeeding turn through his UMS he rolls one D6, adding two to the result during daylight hours, and one to the result if all ships in the pursuing force are faster than the slowest ship in the fleet being pursued. If the modified die roll is six or greater the pursuing fleet moves together with the enemy fleet, and contact is made in the new sea zone. If the modified die roll is less than six then the pursuing fleet must remain in the original sea zone that turn, and a new

complete MP must be prepared by the fleet's owning player

### **5.24 New Fleets (replace with the following)**

During original mission planning, a player may desire that a fleet be divided into two or more fleets at some point during the mission. When submitting his original MP to the umpire, the player must inform the umpire of this desired division, the turn on which it will take place, and the forces (units and/or ships) to be assigned to each of the dividing fleets. The submitted MP must reflect this division, with the new fleet(s) created by the division plotted from the turn of the division. The new fleet or fleets must have the same mission assignment as their original parent fleet. If any ships in a dividing fleet have a maximum tactical speed of twenty-three knots or less, the fleets may not move on the turn the fleet is divided. If all ships in a dividing fleet have a maximum tactical speed of twenty-four knots or greater, the fleets may move one sea zone before or after dividing.

### **5.25 Limits (replace with the following)**

Each side is limited to a maximum of sixteen active fleets at any one time. They may be assigned any mission, though only one fleet per scenario may be assigned a Raid mission, unless the scenario instructions state otherwise.

### **5.3 Fleet Movement (replace with the following)**

Once all players have submitted all desired MPs to the umpire, or once the stated deadline for such submissions has passed, the umpire begins processing the campaign, turn by turn, through his UMS. The umpire notifies players when they need to provide further input. This is usually when contact has been made, or when some other event (radio intercepts, external random political events, etc.) occurs which

requires the umpire to seek additional guidance from the players.

A player's failure to submit an MP by the stated deadline results in that player's affected forces either remaining in port, or continuing to move according to their unrevised MP. Exception: players may always request an extension of the deadline, up to a week, which will always be granted. More than one extension may be granted, upon request, at the discretion of the umpire. When a player knows he is going to be unable to participate in the campaign for any protracted length of time, he should turn his command over to someone else.

### **5.4 Contact (modified as follows)**

Most of this section of the standard GWAS rules, and all of its subheadings (5.41 through 5.49), apply as is to the NCCCS, but with the following modifications:

All references to the rolling of dice by one player or another are not applicable, since the mechanisms of determining contact in the NCCCS are all controlled by the umpire's UMS.

The UMS applies all factors as listed in all section 5.4 sub-sections.

With respect to subsection 5.49 (Raiding Fleets), the UMS checks for contact of all raiding fleets.

If a surface or aerial force enters an enemy coastal zone (or, in the case of airships, an enemy interior zone) on Turn X, the umpire informs enemy player(s) of the entry at the end of Turn X, and allows the enemy player(s) to change MP(s) on Turn X+1.

If a surface or aerial force enters an enemy ally's coastal zone (or, in the case of airships, an enemy ally's interior zone) on Turn X, the umpire informs enemy player(s) of the entry at the end of Turn X+1, and allows the enemy player(s) to change MP(s) on Turn X+2.

If a surface force enters a neutral country's coastal zone on Turn X, the umpire rolls a single D6 and on a roll of 4 or greater informs that force's enemy player(s) of the force's presence at the end of Turn X+1, and allows the enemy player(s) to change MP(s) on Turn X+2. Aerial forces may not overfly neutral interior zones.

4) During night turns, surface forces may enter enemy coastal zones undetected. Aerial forces overflying enemy coastal or interior zones at night still reveal their presence.

See sections 15 and 17 for specific rules governing submarine and airship contacts.

## **6.0 Basic Combat (completely superseded; ignore entire section)**

## **7.0 Advanced Combat (replace with the following)**

In standard GWAS, rules sections 6.0 (Basic Combat) and 7.0 (Advanced Combat) describe the two alternate methods of resolving tactical battles. Since the NCCCS uses the relevant HPS PC game system to resolve battles, NCCCS campaign players need not read or otherwise familiarize themselves with any of the GWAS rules in either of these two rules sections.

However, some method of relating the operational (map movement and Mission Plots) aspects of the NCCCS to the tactical resolution of battles using HPS PC games is necessary. Section 7 below and its various subsections describe that interface. Note that the subsection numbering in section 7 below is independent of the section 7 numbering in standard GWAS.

### **7.1 Tactical Scenario Design**

For each tactical battle generated from the NCCCS, a specific HPS game tactical scenario must be designed in order to fight the battle. The NCCCS can be used to play a campaign based on any GWAS series game, but throughout the following Section 7 discussion, use of the GWAS game North & Baltic Seas for a WWI North Sea campaign between the RN & the KM, with resulting battles fought using HPS Jutland, is assumed.

### **7.11 Agreement to Initial Conditions**

All relevant .oob and .pdt file characteristics for use in designing HPS Jutland scenarios in the NCCCS campaign context must be decided and agreed upon by all campaign players before the start of the campaign. It is fondly hoped that this precondition will eliminate the occurrence of complaints of unfairness (e.g. “the torpedo ranges are all wrong”, or “German TB’s never actually used mines tactically”, or “my ships blow up too often”, etc.) by any campaign players once the campaign commences. However, if all players participating in the campaign agree to modify some aspect of these rules or initial conditions in mid-campaign, the modification will be made.

### **7.12 Scenario Length**

All scenarios should be given a length of four hours, to enable them to be fought to a conclusion. Especially large battles should be given a length of eight hours.

### **7.13 Victory Conditions**

Standard HPS game victory conditions are largely irrelevant in the NCCCS context; the campaign itself will have its own specific victory conditions irrespective of who wins or loses any tactical battles. That said, the tactical battle scenario designer should set reasonable victory levels, as would be set for any HPS game tactical scenario, for use in the NCC’s club battle points system. Note that it is entirely possible for one side to “win” a tactical victory by accumulating the most victory points in a tactical battle, while still losing the battle in a strategic sense by, for example, being prevented from accomplishing mission objectives.

### **7.14 Initial Visibility**

Initial visibility conditions for any given tactical battle are governed by campaign weather conditions and daylight considerations, as follows.

During GWAS daylight turns: if GWAS weather state is Clear, tactical visibility is 32,000 yards; weather state Mist = 24,000 yards; weather states Fog, Squall and Storm = visibility 16,000 yards; weather state Gale = visibility 8,000 yards.

During GWAS night turns all the above visibility ranges for given weather conditions are cut in half.

### 7.15 Initial Placement of Forces

When contact is made, opposing forces involved in the contact are placed by the tactical scenario designer in the cruising formations originally supplied by the respective players to the umpire. In the absence of these specific cruising formation instructions, the umpire informs the scenario designer as to appropriate initial formations.

The initial courses of the respective opposing forces are determined by the operational courses steered on the campaign map at the time they entered the sea zone in which contact was made. Since the campaign map is gridded into offset squares, with only six possible directions, the possible initial courses are limited to E, W, NE, NW, SE and SW.

Within the above constraints, opposing forces are placed on the HPS game's jump chart battle area according to the following method:

- 1) For each fleet involved in the contact, the umpire starts with a diagram of the fleet's cruising formation, drawn to scale.
- 2) Next, using dividers the umpire scribes arcs at maximum visibility range from the perimeter ships of the fleet's cruising formation.
- 3) Next, by using an equal-chance dicing process the umpire determines at which point the courses of the opposing fleets intersect each other.

This process determines the initial orientation of the opposing fleets' overall cruising formations with respect to each other, as well as the initial contact informa-

tion which is relayed by the umpire to the opposing fleet's commanders.

### 7.16 Use of Objective Lines

The HPS tactical game system makes no allowance for "dry land" (coastlines, etc.) in tactical scenario design. However, getting pinned against a coastline is a very real danger to a fleet in an operational sense. In order to represent coastlines in tactical scenarios where the operational situation warrants, the scenario designer can include HPS objective lines. If ships from either side cross such a line, they are considered to have run aground and been destroyed. Such lines may also be used to represent port entrances, etc.

### 7.2 Fighting the Battle

Once the battle is under way, it is fought as a regular HPS game battle. Tactical scenario length should be set by the scenario designer so that the battle is not likely to end while forces are still engaged.

### 7.3 After the Battle

Just before the end of the battle, i.e., a few seconds before the scenario is scheduled to end, or at an earlier time if all forces have lost contact with each other, the hosting player should pause the game. Both sides then compile lists of all of their sunken ships, of the percent damage to all surviving ships, and of all ships which have used their torpedos or mines. These lists are forwarded to the umpire, who is responsible for keeping track of expendable munitions use and of ship losses and damage.

### 8.0 Damage (replace with the following)

Most forms of ship damage in the GWAS rules can be ignored in the NCCCS context, since NCCCS tactical battles are resolved using the HPS game system. However, in the NCCCS some ships may receive damage from minefields and from submarine-launched torpedos; see sections 13 and

15. Such damage must be converted from GWAS hit boxes to HPS “damage percentages”.

### **8.1 GWAS Damage Conversion**

The umpire uses the GWAS Minefield Damage Table and Torpedo Damage Table to determine the number of GWAS hull boxes destroyed on the target ship. (note: treat a roll of 9 on the Torpedo Damage Table as a single hull box lost). Next, the umpire calculates the percentage of the target ship’s total hull boxes which have been lost, and deducts that percentage from the ship’s HPS damage status.

### **8.2 Foundering**

Ships which have 75% or more damage in HPS game system terms are in danger of foundering. As the umpire processes the game turn-by-turn through the UMS, he will roll one D6 per game turn for each such ship. On a modified roll of six or greater the ship founders: modifiers are +1 if weather is Squall; +2 if Storm; +3 if Gale.

### **9.0 Multiple-Ship Counters (completely superseded; ignore entire section)**

### **10.0 Merchant Shipping (replace with the following)**

One or both players may have the opportunity to attack merchant shipping. Standard GWAS includes two kinds of merchant shipping, those represented by transport counters (troop transports), and those located through the Merchant Location Table (general merchant shipping).

Since the HPS games do not at present include merchant ship types, there is no way to represent transports or other merchant shipping in NCCCS tactical battles. If a fleet which includes or is escorting transports is brought to battle, the scenario designer will have to invent a compromise solution to this problem. One possibility is to include an

HPS objective line in the scenario; if enemy forces cross the objective line, the transports under escort are considered sunk.

### **10.1 Transport Counters (not used, disregard)**

### **10.2 Merchant Location Table (use the GWAS rule as written)**

### **10.22 Sea Routes (use the GWAS rule as written)**

### **10.23 Procedure (modified as follows)**

Use the GWAS rule as written, with the understanding that the umpire rolls the dice.

### **10.24 Results (modified as follows)**

Use the GWAS rule as written, with the understanding that if any merchant ships are successfully destroyed, the opposing player receives a raider sighting report for the zone in which the raid took place.

## **11.0 Special Rules**

### **11.1 Shore Bombardment (use the GWAS rule as written)**

### **11.2 Towing and Repair**

### **11.21 Towing (modified as follows)**

Use the GWAS rule as written, with the understanding that it applies to operational level movement only. There is no provision in HPS tactical games for towing, though ships which are disabled in HPS tactical terms may be towed operationally in NCCCS terms.

### **11.22 Speed (replace with the following)**

When moving operationally, the damaged ship and the towing ship move at a rate of one sea zone every third campaign turn.

**11.23 Combat (not used, disregard)**

**11.24 Multiple-Ship Counters (not used, disregard)**

**11.25 Organization (use the GWAS rule as written)**

**11.26 Breaking a Tow (replace with the following)**

If a fleet which contains ships under tow is brought to battle tactically, the towed ships must be cast loose and placed in the tactical scenario as disabled ships, since there is no towing in the HPS tactical system.

**11.27 Emergency Repairs (replace with the following)**

As the umpire processes each campaign turn through the UMS, he rolls a D6 for each ship, in any fleet, which is unable to move. On a roll of one for any ship, the ship ceases being disabled and will again be able to move on her own, with an HPS tactical game damage status of 35%.

**11.28 Repairs in Port (new subsection not in GWAS rules)**

Once a damaged ship has reached a friendly port, it may be repaired and returned to service. See Appendix B for a list of port repair capacities and rates.

**11.3 Ports (use the GWAS rule as written)**

**11.31 Port Battle (replace with the following)**

Surface battles may not take place in ports. However, submarines may attack enemy ships at anchor in undefended ports; see section 15.

**11.32 Port Entry (use the GWAS ruas written)**

**11.33 Major Bases (use the GWAS rule as written)**

**11.4 Night (use the GWAS rule as written)**

**11.5 Unloading (use the GWAS rule as written)**

**11.6 National Cooperation (not used, disregard)**

**11.7 Weather (use the GWAS rule as written)**

**11.71 Weather Determination (modified as follows)**

Use the GWAS rule as written, except that changes in weather are handled automatically by the UMS.

**11.72 Weather Zones (use the GWAS rule as written)**

**11.73 Conditions and Effects (replace with the following)**

**6. GALE**

Any aircraft or airship in the air is destroyed

The umpire rolls two D6 for each AY, DD, or TB at sea; on a roll of twelve the ship is sunk.

Surviving DDs and TBs have their maximum operational speed reduced to one zone per turn.

No torpedo attacks, including those made by submarines, may be made.

Aircraft may not land, take off, or spot enemy fleets.

Tactical visibility in daylight is reduced to 8,000 yards, 4,000 yards at night.

The UMS subtracts two from its die roll for contact attempts (see section 5.4)

Add three to the foundering die roll (see section 8.2).

**5. STORM**

Aircraft and airships may not attack.

Airships may not spot enemy fleets (see section 17.3) or assist in making contact (see section 5.46).

The umpire subtracts three from aircraft takeoff and landing rolls (see section 14).

Airships, DD's and TB's have their maximum operational speed reduced to one zone per turn.

No torpedo attacks, including those made by submarines, may be made.

Tactical visibility in daylight is reduced to 16,000 yards, 8,000 yards at night.

Add two to the foundering die roll (see section 8.2).

The UMS subtracts one from its die roll for contact attempts (see section 5.4).

#### **4. S UALL**

Aircraft and airships may not attack.

Aircraft and airships may not spot enemy fleets (see section 17.3) or assist in making contact (see section 5.46).

The umpire subtracts two from aircraft takeoff and landing rolls (see section 14).

Airships, DDs and TBs have their maximum operational speed reduced to one zone per turn.

No torpedo attacks, including those made by submarines, may be made.

Tactical visibility in daylight is reduced to 16,000 yards, 8,000 yards at night.

Add one to the foundering die roll (see section 8.2).

The UMS subtracts one from its die roll for contact attempts (see section 5.4).

#### **3. FOG**

Airships may not attack and may only spot enemy ships in the same zone.

The umpire subtracts one from aircraft takeoff and landing rolls (see section 14).

Tactical visibility in daylight is reduced to 16,000 yards, 8,000 yards at night.

The UMS subtracts one from its die roll for contact attempts (see section 5.4).

#### **2. MIST**

Tactical visibility in daylight is reduced to 24,000 yards, 12,000 yards at night.

#### **1. CLEAR**

No effect.

### **11.74 Regional Variations (use the GWAS rule as written)**

#### **12.0 Fuel and Endurance (replace with the following)**

Each class of ship used in any NCCCS campaign scenario has a fuel capacity listed on a GWAS Ship Data Sheet. The UMS automatically track fuel use by fleet. The umpire keeps track of fuel use by ship within each fleet, and notifies players when fuel levels begin to become an issue, but it behooves players to keep their own fuel consumption records as well, to prevent the embarrassment of running out of fuel.

#### **12.1 Consumption (modified as follows)**

Use the GWAS rule as written, with the understanding that players need not track fuel usage per ship unless they wish to, since the umpire keeps track of fuel usage by fleet through the UMS.

#### **12.11 through 12.13 (use the GWAS rules as written)**

#### **12.2 Running out of fuel (modified as follows)**

Change the 1st clause of the 1st sentence to read: "Once all of a ship's fuel has been used, ..."

#### **12.3 Refueling (modified as follows)**

Use the GWAS rule as written, with the understanding that players need not make notations on a log sheet unless they wish to do so for their own records, as the UMS handles fuel supply issues on a per fleet basis.

**12.4 Combat Restrictions (use the GWAS rule as written)**

**12.5 Colliers (modified as follows)**

Use the GWAS rule as written, with the understanding that players need not make notations on a log sheet unless they wish to do so for their own records, as the UMS handles fuel supply issues on a per fleet basis.

**12.51 Limitations (use the GWAS rule as written)**

**12.52 Re-Stocking (use the GWAS rule as written)**

**12.53 Collier Counters (replace with the following)**

Since there are no collier ship types in the current HPS tactical game system, they cannot be represented in tactical battles, and must be handled as transports, see section 10.

**12.54 American Efficiency (use the GWAS rule as written)**

**12.6 Oilers (modified as follows)**

Use the GWAS rule as written, with the understanding that players need not make notations on a log sheet unless they wish to do so for their own records, as the UMS handles fuel supply issues on a per fleet basis.

**12.61 Limitations (use the GWAS rule as written)**

**12.62 Re-Stocking (use the GWAS rule as written)**

**12.63 Oiler Counters (replace with the following)**

Since there are no oiler ship types in the current HPS tactical game system, they cannot be represented in tactical battles, and must be handled as transports, see section 10.

**12.64 Oilers in Combat (not used, disregard)**

**12.7 Re-Arming (use the GWAS rule as written)**

**13.0 Mine Warfare (use the GWAS rule as written)**

**13.1 Minefield Location (replace with the following)**

Players should keep track of their own minefield locations in their own records, and keep the umpire informed as to minefield locations as well; the umpire keeps the master record of minefields for both sides in the UMS. Minefields are specified by noting the two zones bordering the minefield.

**13.2 Entering a Minefield (replace with the following)**

When minefields are properly recorded in the UMS, it automatically keeps track of fleet encounters with minefields. When the UMS indicates that a fleet has encountered an enemy minefield by crossing the zone boundary along which an enemy minefield has been laid, the umpire rolls two D6 for each ship in the affected fleet and consults the Minefield Table.

**13.21 Procedure (modified as follows)**

Use the GWAS rule as written, with the understanding that the umpire rolls all dice and determines all resulting damage, informing affected players of the results.

**13.22 (use the GWAS rule as written)**

**13.23 Mines in Combat (replace with the following)**

Ships crossing a mined sea zone boundary as a result of movement during a tactical battle must also have possible mine hits resolved by the umpire.

### **13.24 Aftermath (replace with the following)**

After the umpire resolves minefield hits for one-fourth of the ships (determined randomly) in an affected fleet, he informs the affected player and allows him to re-plot that fleet's movement for the rest of its mission, unless the affected fleet/ships crossed the minefield as a result of movement during a tactical battle.

### **13.3 Laying Mines (use the GWAS rule as written)**

#### **13.31 Mission Statement (modified as follows)**

Use the GWAS rule as written, with the understanding that the 'log sheet' referenced is the player's MP, and that it takes one turn, not four, to lay the minefield. Any single minelayer can lay only one such minefield per mission.

#### **13.32 Extent (use the GWAS rule as written)**

#### **13.34 Prohibitions (use the GWAS rule as written)**

#### **13.35 Activation (modified as follows)**

Use the GWAS rule as written, with the understanding that the "notation" referenced is made in the player's MP.

#### **13.36 Infiltration (use the GWAS rule as written)**

#### **13.4 Minelayers in Combat (modified as follows)**

Since the HPS tactical system cannot accommodate this rule, this subsection and all of its subordinate subsections (13.41 and 13.42) are not used in the NCCCS.

### **13.5 Auxiliary Minelayers (not used, disregard)**

#### **13.6 Sweeping Mines (use the GWAS rule as written)**

#### **13.62 Mission Statement (use the GWAS rule as written)**

#### **13.62 Detection (modified as follows)**

Use the GWAS rule as written, with the understanding that the log sheet referenced is the player's MP, and that the phrase "opposing player must indicate" in the last sentence is changed to "umpire informs the minesweeping player"

#### **13.63 Sweeping (modified as follows)**

Use the GWAS rule as written, with the understanding that the "log sheet" referenced is the player's MP, and that all dice rolling is done by the umpire, who notifies the minesweeping player of the results.

### **14.0 Aircraft (modified as follows)**

Seaplane carriers (CVS) and aircraft carriers (CV) may launch their aircraft to scout enemy forces.

Since there are no CVS's, CV's, or aircraft in the HPS tactical game system, all references in the NCCCS to aircraft operations apply only to operational level activities, i.e., activities on the operational map. Given this restriction, use all GWAS rules in section 14 as is, including all 14.x subsections, with the understanding that the umpire rolls all dice. Note that the GWAS Search System spreadsheet application makes provision for creation and operational activities of aircraft as Air Groups, which are used in the same way as Fleets are used for ships.

CVSs and CVs which are part of a fleet engaged in tactical combat are not represented in that combat.

## 15.0 Submarines (modified as follows)

Since there are no submarines in the HPS tactical game system, all reference in the NCCCS to submarine operations apply only to operational level activities, i.e., activities on the operational map. Given this restriction, use all GWAS rules in section 15 as is, including all 15.x subsections, with the following understandings:

The umpire rolls all dice.

The umpire handles all activities assigned by the GWAS section 15.x rules to the players.

Submarines may move, at the rate of one zone per turn, on the operational map.

Submarine endurance (time at sea) is not governed by fuel usage, but rather by the number of days which submarines can operate before returning to base. Small submarines can remain at sea for six days; medium subs for ten days; large subs for sixteen days. Initial campaign scenario instructions indicate the types of any submarines used in the campaign.

In order to reduce the need for frequent consultations with the umpire, players must develop Standing Orders for their submarines, instructing the umpire as to the circumstances under which their submarines will attack contacted enemy ships, as opposed to merely reporting the contact.

Submarines may make submerged torpedo attacks on enemy ships at anchor in undefended ports. Contact is automatic; use the provisions of section 15.4 of the GWAS rules, except that the DDs or TBs referenced must be at sea in the port zone, not at anchor, in order to influence events.

Note that the GWAS Search System spreadsheet application makes provision for

creation and operational activities of submarines as Sub/MTB Groups, which are used in the same way as Fleets are used for ships.

Submarines which are present in a sea zone during tactical combat are not represented in that combat.

## 16.0 Leaders (modified as follows)

Use rule 16 as is, including all 16.x subsections, with the understanding that a leader's effect on contacts is handled through the UMS.

In addition, for NCCCS purposes each Leader commands certain specific units (see section 3.0), and reports to another leader, or to that navy's admiralty. These relationships must be clearly defined by the players, and reported to the umpire, before the campaign starts. Any changes to this chain of command which take place during the course of the campaign must likewise be communicated by the players to the umpire.

## 17.0 Airships (modified as follows)

Since there are no airships in the HPS tactical game system, all reference in the NCCCS to airship operations apply only to operational level activities, i.e., activities on the operational map. Given this restriction, use all GWAS rules in section 17 as is, including all 17.x subsections, with the following understandings:

The umpire rolls all dice.

All airships to be used in a given campaign scenario are assigned by the umpire.

The umpire informs the airship's commanding player of its contacts as appropriate. Airships may "shadow" (i.e., automatically follow and report on) and surface forces which they contact during daylight turns in the same sea zone occupied by the airship on the turn of contact. Airships may not "shadow" at night. During night

turns airships may contact enemy surface forces in their own zone only, and then only in weather states 1 and 2.

As a modification of section 17.4, airships may land and refuel, taking six operational turns to do so.

Note that the GWAS Search System spreadsheet application makes provision for creation and operational activities of airships as Air Groups, which are used in the same way as Fleets are used for ships.

Airships present in a sea zone during tactical combat are not represented in that combat.

### **18.0 Motor Torpedo Boats (not used in the NCCCS; disregard this section)**

### **19.0 Optional Rules (not used in the NCCS; disregard this section)**

### **20.0 Strategic Campaign Rules (new section and subsections, not in GWAS rules)**

Campaigns taking place over a month or more of campaign time are considered strategic campaigns and have certain additional rules to simulate long-term issues and events.

#### **20.1 Routine Maintenance**

At the conclusion of each campaign month the umpire determines, for all ships involved in the campaign, the number of days at sea for each ship during the preceding campaign month. This number is then multiplied by .5% to yield a “% chance of major mechanical failure” for each ship. The umpire then rolls decimal dice (two D10’s) for each ship; if the number rolled is less than or equal to the “% chance of major mechanical failure” for that ship, it must go into dockyard hands for a refit when it

next enters a friendly port. Ships undergoing such refits are unavailable for service for three weeks if capital ships (BB, BC, B, or AC), or one week if light ships (CL, DD, TB, ML, MS or Sub). The umpire informs affected players of maintenance schedules as needed.

## **APPENDIX A – The GWAS Search System Spreadsheet Application**

The GWAS Search System spreadsheet application, designed and programmed by Russel Stolins and James Stear and available as freeware via ftp download from the web-grogards website at xxx is a Microsoft Excel-based tool intended to provide a double-blind Play By Email (PBEM) environment for players of the GWAS game series.

In the NCCCS this gaming tool is used by the umpire, as the Umpire’s Master Spreadsheet (UMS) to manage much of the tedious bookkeeping relating to the campaign. As such, campaign players need know nothing at all about the UMS in order to play.

However, it makes the umpire’s task easier if players submit their MPs for Fleets, Air Groups, and Submarine Groups to the umpire as worksheets from the Stolins/Stear spreadsheet, so a passing familiarity with the workings of the UMS is useful.

Unfortunately there is no complete written documentation on the most recent version (3.16) of the Stolins/Stear spreadsheet. There is a complete write-up, as a Word document, of version 2.25, but the improvements/enhancements included in version 3.16 make reference to the version 2.25 documentation confusing and potentially misleading at times.

Version 3.16 does include, as a separate worksheet page at the end of the spreadsheet file, a Help section of sorts. Nonetheless, it is not always apparent just what capabilities and restrictions are included in

the spreadsheet. Players who wish to send their MP's to the umpire by using their own copies of the version 3.16 spreadsheet should consult with the umpire as to the best ways and means of doing so.

## **APPENDIX B – Port Repair Capacities and Repair Rates**

Damaged ships are repaired at both major and minor ports. British ships can be repaired at any British port other than Scapa Flow. German ships can be repaired at any German port west of Rostock, including Rostock itself. Damaged ships must enter a port in order to effect repairs.

Qualified British ports can repair up to three capital ships (BB, BC, B, or AC) simultaneously, and up to six light ships (CL & DD) simultaneously. Each British capital ship can restore up to 30% of its capacity per month. Each British light ship can restore up to 100% of its capacity per month.

Qualified German ports can repair up to two capital ships and up to four light ships simultaneously, at rates of up to 20% per month for capital ships and 60% per month for light ships.

Repair rates are prorated over the course of the repairs. For example, a British port could restore 20% capacity to each of three capital ships, and 10% to three more, all in the same month. The umpire keeps track of all repairs and informs players when ships become available again after repairs.

