**Cruel Seas Tournament – min 6 people**

**Fleets**

Players may bring along any ships from a single nationality as listed in the rule book, except huge ships and submarines. Players may also bring along ships from an ally, where these did operate together historically, so German/Italian, UK/US, UK/Italian and US/Italian combinations are permissible. The British armed trawler is fairly representative of converted fishing vessels used as auxiliary naval craft by all nations and so can be fielded by any player.

Each player should also bring 1 large cargo ship or tanker, unarmed except for 2 machine guns. If you have no cargo ship or tanker models, then the 2d starter set tanker or any large ship model can be used with its armament removed, as long as its maximum speed does not exceed 12 cm. These ships cost zero points and are crewed by inexperienced crews

Players can select ships from their fleet and allocate crews up to a maximum of 1000 points dependent on the scenario. A maximum of 2 ships can have Veteran Crews. An Encounter, Attack and Defender list should be prepared and submitted to the organiser for checking.

All torpedo tubes must be loaded, reload torpedoes are optional at cost. Reloading up to 2 torpedoes uses the repair rule.

**Crew rescue**

Crew can (should) be rescued from crippled craft or from the sea by a ship stopping for 1 turn within 5 cm of the crippled boat or raft/wreckage. It must follow the usual movement rules and be travelling slow in previous turn. It can fire any weapons whilst stationary. The crew value is preserved for the rescuer, but will be lost if the rescuing ship is subsequently sunk. Unfortunately this means that there is no value in rescuing inexperienced crews! All crews still in the water are considered rescued if the enemy has no ships (other than cargo ships) left on the table

**Scenarios**

Each player will play 3 scenarios.

1. **Encounter** – 2 fleets blunder into each other – cause maximum damage to the enemy whilst minimising your own casualties - maximum X turns

Deployment – deploy ships anywhere within 30 cm of your own table side – start at any speed

Your score: Value of enemy ships sunk/crews lost minus value of own ships/crews lost

1. **Convoy Defence** – defend your convoy at all costs. Roll a d6 1-3 = 1x 12 knot ship, 4-6 = 2 ships

Deployment – as per scenario X in rule book

Defender score: All cargo ships preserved 1000 points, 50% = 500 points. Add value of enemy ships sunk/crews lost minus value of own ships/crews lost.

1. **Convoy Attack** - attack the enemy convoy. Sink the cargo at all costs Roll a d6 1-3 = 1x 12 knot ship, 4-6 = 2 ships

Deployment – as per scenario x in rule book.

Attacker score: All cargo ships sunk 1000 points, 50% = 500 points. Add value of enemy ships sunk/crews lost minus value of own ships/crews lost.