**Cruel Seas Tournament**

**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 850 points dependent on the scenario. A maximum of 2 ships can have Veteran Crews. A maximum of 2 ships can have inexperienced 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 takes one turn at combat speed or less (inexperienced crew can only reload 1 torpedo per turn)

**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 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.

**Torpedoes**

Torpedoes were expensive weapons. You have to balance the fact that “a boat coming home after contact with the enemy with her torpedoes still on board was viewed with raised eyebrows” against the consideration “whether they were proper targets for his torpedoes which cost as much each as a Rolls Royce and must not be wasted on anything so insignificant as an auxiliary minesweeper.” The quotes are from Captain Peter Dickens DSO, MBE, DSC in “Night Action”. Accordingly loosing off 20 torpedoes worth 200 points against an armed trawler worth 95 points will result in a net loss for the attacker, even if he sinks it (unless sinking the trawler is a defined scenario objective).

**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. Ships may only leave from the opposite table edge. If they leave by any other edge, then ships and crews are considered lost. Game finishes when one side has no ships remaining on the table, or times out.

Deployment – deploy ships anywhere within 30 cm of your own table side. This must be one of the short table edges – start at any speed

Your total score: The value of your surviving assets - ships (minus torpedoes expended by them) plus the value of crews remaining. For this scenario asset and total score will be the same.

Tournament points = 850 minus opponents total score. Both sides score tournament points.

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 total score: All cargo ships preserved 850 points, 50% = 425 points. Add the value of your surviving assets - ships (minus torpedoes expended by them) plus the value of crews remaining.

Difference between winner and loser total score are the winner’s tournament points – loser’s tournament score is zero.

1. **Convoy Attack** - attack the enemy convoy. Sink the cargo at all costs

Deployment – as per scenario x in rule book.

Attacker total score: All cargo ships sunk 850 points, 50% = 450 points. Add the value of your surviving assets - ships (minus torpedoes expended by them) plus the value of crews remaining.

Difference between winner and loser total score are the winner’s tournament points – loser’s tournament score is zero.

At the end of the tournament, the various points are totalled

* Champion Charlie - most successful flotilla leader – highest tournament points
* Careful Colin – highest assets total
* Reckless Ronnie – lowest assets total
* Useless Eustace - least successful flotilla leader – lowest tournament points.

Of course a single player could have two of these attributes.

**Example – Game 1 Convoy**

Mike has 3x Vosper 1s (mid) and 2x Vosper IIs with regular crews and 1x Vosper IIs with a veteran crew totalling 835 points as Convoy Attacker.

**Name** Mike **Fleet** British - Attack

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Ship Type** | **Ship Value** | **Crew Value** | **Reloads** | **Total** |
| Vosper I (Mid) | 75 | 50 | - | 125 |
| Vosper I (Mid) | 75 | 50 | - | 125 |
| Vosper I (Mid) | 75 | 50 | - | 125 |
| Vosper II | 95 | 50 | - | 145 |
| Vosper II | 95 | 50 | - | 145 |
| Vosper II | 95 | 75 | - | 170 |
| Grand Total | | | | **835** |

Bill has a single cargo ship convoy defended by a M35 Minesweeper, a Voorpostenboot, an Armed Trawler and an S100 all with regular crews totalling 850 points as Convoy Defender.

**Name** Bill **Fleet** German - Defend

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| --- | --- | --- | --- | --- |
| **Ship Type** | **Ship Value** | **Crew Value** | **Reloads** | **Total** |
| Tanker | - | - | - | - |
| M35 Minesweeper | 200 | 70 | - | 270 |
| Vorpoostenboat | 170 | 70 | - | 240 |
| Armed Trawler | 95 | 70 | - | 165 |
| S100 | 125 | 50 | - | 175 |
| Grand Total | | | | **850** |

At the end of the game, Mike’s only surviving Vosper 1 exits the table with its torpedoes expended leaving the tanker, M35 and Voorposten boat sunk, and the Armed Trawler and S100 picking up survivors from both sides.

Mike has won his objective but at high cost in men and materiel. Bill has lost his objective but has preserved some assets and more significantly, all of his crews. Losses are highlighted in the above rosters

**Example – Game 2 Encounter**

Mike has 2x Fairmile Ds with Veteran crews, 2x Vosper Is (mid) with Regular crews and 1 x Vosper I (mid) with an inexperienced crew totalling 845 points

**Name** Mike **Fleet** British - Encounter

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| --- | --- | --- | --- | --- |
| **Ship Type** | **Ship Value** | **Crew Value** | **Reloads** | **Total** |
| Fairmile D | 185 | 75 | - | 260 |
| Fairmile D | 185 | 75 | - | 260 |
| Vosper I (Mid) | 75 | 50 | - | 125 |
| Vosper I (Mid) | 75 | 50 | - | 125 |
| Vosper I (Mid) | 75 | - | - | 75 |
| Grand Total | | | | **845** |

Bill has 1 x S100 with a Veteran crew, and 2x S100s and 2x S35s with regular crews (One of the S100s is armed with a 37mm), giving a total of 850 points.

**Name** Bill **Fleet** German - Encounter

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| --- | --- | --- | --- | --- |
| **Ship Type** | **Ship Value** | **Crew Value** | **Reloads** | **Total** |
| S100 | 120 | 75 | - | 195 |
| S100 | 120 | 50 | - | 170 |
| S100 | 125 | 50 | - | 175 |
| S38 | 105 | 50 | - | 155 |
| S38 | 105 | 50 | - | 155 |
| Grand Total | | | | **850** |

As the flotillas come together at high speed, Bill sinks a Fairmile and the Vosper with the inexperienced crew, at the cost of 2x S100s. His surviving ships are undamaged at this stage, and he turns to rejoin the fray. Mike decides to contest the area and try to pick up his crews. Unfortunately for him, the German gunnery from the surviving s boats is incredibly accurate, and his surviving Fairmile sinks in a hail of 37mm shells. An S35 is severely damaged but just hangs on. Outgunned, the surviving Vospers head for home, leaving the Germans to pick up their survivors. Losses are highlighted in the above rosters.

Score Sheets

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| **Name** | *Mike* |  |  |  |  |  |
| **Game** | **Scenario** | **Opponent** | **Objective score** | **Asset Score** | **Total Score** | **Tournament points** |
| 2 | Encounter | Bill | - | 125+125 = 250 | 250 | 850-610 =  240 |
| 1 | Convoy attack | Bill | 850 | (125-20\*) = 105 | 850+105 = 955 | 955-480 = 475 |
|  | Convoy defence |  |  |  |  |  |
| **Totals** | | |  | 355 |  | 715 |

* Value of expended torpedoes

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| **Name** | *Bill* |  |  |  |  |  |
| **Game** | **Scenario** | **Opponent** | **Objective Score** | **Asset Score** | **Total Score** | **Tournament points** |
| 2 | Encounter | Mike | - | 175+155+155 +75+50 = 610 | 610 | 850-250 =  600 |
|  | Convoy attack |  |  |  |  |  |
| 1 | Convoy defence | Mike | 0 | 175+165+ 70+70 = 480 | 480 | 0 |
| **Totals** | | |  | 1090 |  | 600 |

Fleet Roster

**Name Fleet**

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| --- | --- | --- | --- | --- |
| **Ship Type** | **Ship Value** | **Crew Value** | **Reloads** | **Total** |
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| Grand Total | | | |  |

**Name Fleet**

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| --- | --- | --- | --- | --- |
| **Ship Type** | **Ship Value** | **Crew Value** | **Reloads** | **Total** |
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| Grand Total | | | |  |