**Cruel Seas Tournament – 850 or 1000 points**

**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 nation. All tables are 6ft x 4ft with preset terrain.

Each player should also bring a merchant ship/convoy target. If you have no cargo ship or convoy target models, then the 2d starter set tanker model can be used. These ships cost zero points (except for allowed armament upgrades) and are crewed by inexperienced crews. Cargo ships/Tankers should have their own order dice, representing their less than complete control by their naval colleagues! German Voorpostenboots, Italian Motozaterelli and US LCI(L)s can also be used as convoy targets, but have their points cost adjusted to zero (plus armament points), are considered loaded, may be torpedoed as large targets and may use their own sides order dice.

Players can select ships from their fleet and allocate crews up to a maximum of **850/1000 points** dependent on the scenario. A maximum of 2 ships can have Veteran Crews. A maximum of 2 ships can have inexperienced crews (excluding the merchant ships/convoy targets). An **Encounter, Attack** and **Defend** list should be prepared and submitted to the organiser for checking prior to the tournament. The Encounter list must contain at least one large ship which can be struck by torpedoes. Cargo ship armament cost must be included in your points total for your Defend list

Gun armament can be varied provided it is 1) historically justified and 2) does not increase the overall number of weapon systems. (Arming a British trawler with a 6pdr and a 20mm instead of 2 x 3pdr at -5 points is permissible, arming an S-boat with an 88 isn’t)

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)

Medium ships may not be torpedoed. F-lighters and Motozterelli used as escorts are lighters and may be hit by torpedoes at minus 2 on the base D10 roll. Please note they are also large, so base 4 +2 (large) – 2 (lighter) plus any other factors.

Ships which leave the table may not return.

**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. Each fleet must contain at least 1 large ship which can be struck by torpedoes

Deployment – deploy ships anywhere within 12 ins of your own table side. This must be one of the short table edges – start at any speed

Asset Points: The value of your surviving assets - ships (minus torpedoes expended by them) plus the value of crews remaining.

Bonus Points: **850/1000** minus opponent’s asset score

Total Score = Asset Points + Bonus Points

1. **Convoy Defence** – Your convoy is hugging the coast for protection. Defend your convoy at all costs Attempt to leave the table by the opposite long table edge. The convoy comprises 2 x large cargo ships

Deployment – Defender has 6-36 ins depth of short edge as deployment zone. The first target ship is deployed before turn 1 at combat speed with the back of its wake marker touching the long table edge. Escorts deploy before turn 1 anywhere in your deployment zone, travelling at any speed. The second target ship is placed on the table during turn 1 with its stern touching the long table edge, and cannot be moved that turn, but is assumed to be travelling at combat speed. Ships which stray within 10 cm of defenders short table edge must make a skill test each turn to avoid grounding

Defender Asset Score: The value of your surviving assets - ships (minus torpedoes expended by them) plus the value of crews remaining.

Defender Total Score: **425**/**500** bonus points per cargo ship preserved. Add bonus points to Asset Score

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

Deployment – Attacker deployment zone is the short table edge opposite the defender deployment zone. Prior to turn 1, roll your activation dice. All 4+ go into the bag and that number of ships can enter on turn 1. Enter the table at any speed. On turn 2, epeat with remaining activation dice, and all 2+ can enter in turn 2. All remaining ships enter on turn 3.

Attacker Asset Score: The value of your surviving assets - ships (minus torpedoes expended by them) plus the value of crews remaining.

Attacker Total Score: **425/500** bonus points per cargo ship sunk. Add bonus points to Asset Score.

Fleet Roster

**Name Fleet Scenario** Encounter

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| **Ship Type** | **Torpedoes** | **Ship Value**  (less torpedoes) | **Reloads** | **Crew Value** | **Total** | **Asset Score** | **Notes** |
| *S-38* | *20* | *85* | *0* | *50* | *155* |  | *example* |
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**Name Fleet Scenario** Convoy Attack

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| **Ship Type** | **Torpedoes** | **Ship Value**  (less torpedoes) | **Reloads** | **Crew Value** | **Total** | **Asset Score** | **Notes** |
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**Name Fleet Scenario** Convoy Defence

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| **Ship Type** | **Torpedoes** | **Ship Value**  (less torpedoes) | **Reloads** | **Crew Value** | **Total** | **Asset Score** | **Notes** |
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Score Sheet

**Name**

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| --- | --- | --- | --- | --- | --- |
| **Game** | **Scenario** | **Opponent** | **Asset Score** | **Bonus Points** | **Total Score** |
|  | Encounter |  |  |  |  |
|  | Convoy attack |  |  |  |  |
|  | Convoy defence |  |  |  |  |
| **Totals** | | |  |  |  |