

Victory at Sea Wardroom – Nat CB

This document is written to help set up a tournament style environment. It is written with a name for each rule so that Players or Tournament Organisers can implement the ones of their choice. The Rules are either in addition to (A), expanding (E) or over writing (O) the FAQ, Please give feedback as they require more testing before being used in a tournament environment.

Generic Rules:

(E)High Seas fleet: That is a player's fleet should contain no submarine or MTBs, and be chosen from a single Navy only. NO civilian ship except as objective ships may be chosen.

(E)Year of Conflict <year>: Out of preference this should be set to 1943. This is the latest year that players can choose refits or commission dates, ships with a proposed commission/ launch date of that year or earlier are also permitted. If the year is listed as 1945+ then any ship in the book may be chosen.

(A)Points System: When organising a tournament or pickup style game make sure that all players are aware of the points system being used.

(A)Flagships – a Battleship or Carrier must be chosen as your Admiral Flagship – if you don't have one of either in your list then a cruiser in your fleet must be chosen.

The Flagship must be deployed on the table during the game, so not in deep deployment or allocated, and can't be re-deployed from its original position unless you have 12+ scouting points.

A flagship gives 50% extra VP (rounding up) for mission completion or being sunk.

(A)Conventions of Bases & Scales: The warlord scale is 1:1800 for ships, therefore this is to be considered the default scale unless a TO want to run a different one.

The scale for Flights is flexible, but the default base size is to be considered 25-28mms. It is up to the TO if they allow other sizes.

Where not all ships have a base, if a flight (measured from the centre of its base) is within $\frac{3}{4}$ " distance of the ships model it is counted as being in base contact or passing over the model.

(E)Critical Results Loop: No Critical area result may be applied more than once per Escalation or hit. Eg If a Weapons area goes up to 6 which increase the crew area to 6 this won't then reapply the level 6 on the weapons area. However if you then receive another critical hit or have an escalation in the weapons area both the weapons & crew area level 6 results will be applied.

(E)Deep Deployment Fighter Engagements: The attacker either leaves their attacking flights on the board edge or on a side table in the formation they wish to use, the defender then moves their flights up and engages normally. If there is no space for this then defending fighters are assumed to engage 1 fighter & 1 escorted flight OR two flights if no attacking fighters present.

(E)Bad Weather & Night BHA: You can't make Beyond Horizon Attacks at night against targets that have not been illuminated by star shell or spotlights. Nor can you make them in bad weather, no matter the range.

(E)Returning Deep Deployment Attackers: The turn after flights have attacked a deep deployment carrier, they are placed on that carrier's board edge and can't move any further that turn. Flights which are off the board attacking a deep deployment carrier when the game ends do not give up any victory points.

(E) Devastating: Natural 1's do zero damage.

(E) Armoured Deck: The -1 to the dice roll is applied before checking for Crits.

Additional Rules:

(A)Re-arm & Re-role: If a flight type has ASW, Bomber, Torpedo Bomber and/or Dive Bomber roles, then you may change the role from the one selected in your list when assigning ships & observer aircraft to scouting so long as the following requirements are met:

The flight type has the role you are changing the flight to listed in the Rulebook.

The new role costs the same or LESS than the points paid in the list for the flight

Victory at Sea Wardroom – Nat CB

Flights being re-armed on a carrier or not yet deployed may also make this change before being launched in game, even if the carrier is in deep deployment.

Note: This rule doesn't allow flights to change to or from the role to either fighter or fighter-bomber.

Note 2: No extra Crew Quality Check over the normal flight re-load check is required, nor any extra turn delays.

(A)Fighter bomber role: If a flight type has both the bomber & fighter roles then the bomber role is replaced to read **Fighter-Bomber** instead. Eg the A6M2 Zero has both fighter and bomber roles, therefore the bomber role is changed to fighter bomber. However the Betty flight only has Bomber & Torpedo bomber roles so stays as being the bomber role.

Fighter-Bomber: This flight may remove its bombs, gaining the re-load token as if it had attacked, at the start of the fights movement step.

If a flight with the Fighter-Bomber role has a re-load token assigned to it then it may initiate a dogfights and /or provide escort as though it had the fighter role.

(A)Level Bomber: Level Bombers, such as the US B17, have a target score of 6 instead of the normal 5+ when attacking. However due to their altitude they may not be target by the Local X trait, other AA Battery, DP shooting and dogfights works as normal.

(O)Universal Star Shells: All ships count as having the Start Shell 1 trait, the AD penalty is applied after allocation of AD to arcs.

(A/E) Hurry to Battle: Any ship that was not deployed and is rolling for return in the end phase needs a 6 modified by the game turn that the roll is made in. eg in the end phase of the 3rd turn you would add +3 to the dice so need a 3+. This roll can be further modified by Radar (+1) or Advance Radar (+2).

(E)Lend-Lease Allowance: If wishing to use Lend-Lease Ships and flights in another nation then please provide accessible link to their use. Where a ship or flight has differing stats in differing nations it is advised to use the Stats printed for the players Fleets Nation.

(A)Scouting 6: *BEFORE* allocating ships and Aircraft X points to scouting pre-game, a player may replace up to 25% of flights (rounding down per carrier) on any one or all carriers that have the torpedo bomber, bomber or dive bomber roles with the aircraft X trait, where the X value is the number of flights replaced Eg 2 dive bombers &, 1 torpedo flight would be replaced with the aircraft 3 trait. Aircraft generated in this way can only be used for Scouting or SH pools.

(O)Sea-Plane Tenders: If a refit changes a ship to a <seaplane> tender then it also adds the trait aircraft 2 (+10 points if using WLPS) or increases the trait by 2 if already there, regardless of year or nation.

(A)Ship to ship Base Range: If a ship is in contact with the rear (not rear arc) part of the base of a ship it is counted as being at point blank no matter the actual distance involved. This also counts for squadron coherency rules.

(O)Long Range Defensive AA: At the start of the Gunnery phase before any defensive AA fire is resolved, starting with the player with priority, each player may declare individual ships as loading DP. Any ships nominated then use their light guns with DP in the defensive AA fire step, and not when the ship activates, this is even if they are not fire (it takes time to unload the guns) at enemy flights. Any ship not declared as using DP prior to the Defensive AA step may still use the trait when activated. *You may wish to place a token next to the nominated ships to signify that it has loaded DP, but this is players preference.*

(A) Bingo Fuel: In the end phase before returning spotter planes to their pool roll a D6. On the roll of a 1 the plane is running low on fuel and is removed from the pool. If there is one or more unengaged enemy fighter flight within 6" of the target that the spotter plane was assigned to apply a -1 modifier.

(A) Calling the Shots: Observer flights assigned to the BHA pool may be assigned to adding long range fire. A Battleship or Cruiser targeting an enemy Cruiser, Carrier or Battleship at long or extreme range with their main guns may allocate a single Observer flight, per turn, to gain a +1 modifier when firing at that target. A single ship may not

Victory at Sea Wardroom – Nat CB

use more than 1 observer flight per turn, however there is no limit to the number of times a ship may be targeted using observer flights, outside of the size of the observer pool.

(A) Tough Dogfighters: Flights with the Tough rule count losing by 1 as a draw, and very tough flights losing by 1 or 2 is also counted as a draw.

National Rule & Stat Changes:

Royal Navy:

(O) HMS Argus class carrier is unarmed until 1940 refit is applied.

(E) The Hawkins (type 2) 4" light guns start with the range bands 4/8/12/17"

(E) On the HMS Indomitable class carrier, in the 1943 refit remove the number 14 as per the FAQ.

(A) Use the **Lend-Lease Allowance** additional rule for US ships and flights in RN service.

United States Navy:

(O) If doing a 1943 competitive non-historical list then: Torpedoes successfully arm on a 4+ instead of the 6's stated in the national rule.

(O) The Nevada's, Colorado class Battleship's weapon refits have the following ranges bands:

Light guns: 4/8/12/16

AA Battery: 1/3/4/6

(O) The Tennessee class Battleship 1944 refit AA range bands are:

AA Battery: 1/2/3/5

(O) The B25 flights have a commission date of 1942 not as printed of 1944.

Marine National (French):

(O) The D.520 type flight fighter role is considered carrier capable. *This is non-historical, but allowed for list building balance as they have no carrier capable fighters otherwise.*

(O) The Dunkerque Battleships 2nd set of light guns (4 x 5.1") should be treated as having AD of 2 and not 9.

Kriegsmarine (German):

(E) Loss of Radar lock due to change of arc is calculated at end of ship movement phase (ie before flights are moved)

(E) For clarity when writing lists players may request that the Deutschland class pre-dreadnought Battleship is called the **Schlewzig-Holstein** instead, or that players put BB or CA after Deutschland to clarify if it's the Battleship or Cruiser class being used.

(E) The JU88 Torpedo bomber flight has 1 AD of 8 DD. *This is just to bring it in line with all other torpedo bombers in the game pending a warlord review.*

Imperial Japanese Navy:

(O) The Damage control penalties are limited to carriers only not all ships.

(O) The Kuma Class Torpedo Cruiser (aka Kitakami class) has 5 sets of Type 93 torpedoes (each of AD4) per side not the 2 listed in the FAQ. **(E)** Remove 2 dice (so only use 2) from the fan torpedo rule after the Kitakami 1942 refit.

The clarify, if all torpedo systems are removed then 0 dice are added.

(O) The Emily bomber, remove the DD limitation, so it has 1 AD of 9 DD. *This is just to bring it in line with all other bombers in the game pending a warlord review.*

Regia Marina (Italian):

(A) Un Co-ordinated: The -1 penalty to initiative roll is only applied if there are non-carrier capable flights selected. *This is just to prevent over penalisation of Italian fleets.*

(O) Zara's armour IS considered changed to a 4+, please use the corrected points (+5 points in WLPS)

(O) The Etna Class AA Cruiser may be included in any list with a **Year of Conflict 1943** despite having a proposed

Victory at Sea Wardroom – Nat CB

commission date of 1944 *It's a bit silly to have a ship from the Nations starter fleet and not allow it in an all comers list!*

(O)If using the **Universal Star Shells** rule then the use of Star Shells doesn't cost AD if the ship has the trait **Star Shell X**.

(O)The Breda Ba.201 Dive Bomber flight is considered to have a proposed commission date of 1943 and being carrier capable if doing a 1943 competitive non-historical list.

ABDA: American British Dutch & Australian Task force for the protection of Java:

(A)An ABDA force is limited to the ship classes found in the scenario 'Battle of Java Sea' (page 104) but not restricted to the names and refit options of 1942 of those ships. It may also take the following flights if doing a 1943 competitive non-historical list :

USN B17s (US FEAF)

USN P40s (US FEAF)

USN SBD-2 Dauntless (US FEAF, called A-19s in army service)

USN Hudson's (RAAF)

RN Beaufighter's IC (RAF 100 sqn)

RN Sea Hurricane's (RAF 232& 605 sqn)

Historical Note: These are a mix of US planes that escaped the Philippines, British and Commonwealth units shipped there from Australia & redirected after the fall of Singapore. Other flights used by ABDA forces but no stats for include Vilderbeast, Bleinhiems, Buffalos & P26s

Soviet / Minor nations Fleets: Please speak to TO about inclusion.

Rules that have been mothballed as unnecessary but people might want to try.

(A)Limited Scouting forces:

Only up to 50% of eligible ships may be allocated to scouting before initial deployment.

OR

Any ship that is in scouting may only be redeployed on the dice roll of a 6 instead of automatically, this roll can be modified by +1 with the Radar trait or +2 with the advance radar trait.

OR

Any ship that fails a scouting point roll (after radar re-roll) may not be redeployed.

OR

Any ship that is in scouting may not be redeployed if the dice roll of a 6