DREADNOUGHT SUPER EXTENSION
Additional Rules for the Extended Campaign Game

by Arnold Hendrick

*Dreadnought* was designed to provide nearly endless enjoyment in its campaign and extended campaign format. With just a touch of numerical manipulation, one can play games of almost any length and complexity. Wargamers closely involved with modern naval data will realize that the values for warships in the game are rather curious, to say the least. However, like history, wargames are just personal interpretations and opinions; but even if you question it, that doesn't reduce the pleasure of working with a well-compiled interpretation, just as one might enjoy a history book, even if its arguments seemed far-fetched.

Just the same, a number of variations can be added to *Dreadnought*, especially in the campaign or extended campaign. These don't really add realism so much as they add complexity, and therefore, more considerations for the player. Little details like weather conditions, the gradually-evolving radar technology, the frequent failure of air spotting, etc., can enliven games that may eventually become dull otherwise.

Meanwhile, a few simple modifications for some ships can take into account some of the most extreme characteristics of a few warships in this period.

The Nelson (160) Class had all turrets forward of the bridge, and therefore may not fire into the stern arc with primary armament. Secondary armament may still be used in that direction. These ships still suffer the "1-1" damage dice penalty for firing into the bow arc, as not all turrets could bear forward either!

The French Dunkerque (530) and Richelieu (540) Class dreadnoughts may not fire into their stern arc, as their two quad-barrel turrets were forward of the superstructure. However, these ships do have full firepower into the bow arc; they ignore the normal penalty in this direction.

Japanese heavy cruisers during WWII carried a large number of 24" torpedo tubes, enough so that two cruisers could launch a formidable broadside. Therefore, Japanese C60 and C70 Class units are allowed 1:1 torpedo attack ability, like destroyer units. There is no torpedo range modification for the Japanese 24" torpedoes because their longer range was mainly effective in terms of increased speed, and therefore increased effectiveness at standard torpedo firing ranges (10,000 yards and under).

One British L20 and one Japanese L60 Class unit in early WWII was armed as a "torpedo cruiser" and may be allowed 1:1 torpedo attack ability if desired, at a cost of 8 points extra for the modification. The Japanese ship may be raised to 2:1 torpedo attack ability at a cost of 12 points instead. [Historically, the British "E" Class and Japanese "O" Class.]

**CAMPAIGNS**

The following suggestions and rules are proposed to enliven your campaigns, and suggest some new ideas for campaigning with peculiar fleets, or in peculiar regions (such as the Antarctic!). Procedurally, the rules below should be included in the campaign or extended campaign process in the following ways:

Initial radar technology should be determined with the selection of initial fleets in any WWII era campaign. Radar technology should only be available to the six listed major powers. The variable construction rule can then influence the building schedules used for fleets.

The weather, visibility and air spotting rules, in that order, should be determined at the start of each battle/scenario in each campaign (or extended campaign Game-Turn). Each extended campaign Game-Turn is considered a new season, with an appropriate effect on weather.

The weather, visibility and air spotting rules make mention of various oceanic regions around the world. It is important that the location of the campaign be determined, as illustrated in the following list of potential campaign and extended campaign scenarios.

In the list below total treasury value and maximum spending on the initial fleet are represented by two figures, such as 900/300, which indicates a total treasury of 900 per player, of which 300 per player may be used for the initial fleet. Unless otherwise noted, it is assumed that extended campaigns would have a maximum time limit of 12 Game-Turns.

A few campaigns suggested are multi-ocean "grand" campaigns. In these, some fleets are restricted to operations in specific oceans, with extended campaign Game-Turns played separately in each ocean. For example, a grand WWII campaign, with French and British fighting German and Austrians, might limit the French and Austrians to the Mediterranean, Germans to the Atlantic (i.e., North Sea), and the British to either as they desire. Each Game-Turn would be composed of a set of four Mediterranean scenarios, using warships assigned to that ocean (including all French and Austrians), and a set of four Atlantic scenarios, using warships assigned to that ocean (including all Germans). The British could assign a warship into either ocean as desired, and change assignments on each subsequent Game-Turn.

**WORLD WAR I VINTAGE CAMPAIGNS**

*British vs. Germans in the Atlantic*, the classic North Sea duel. A limited 1914-16 scenario of 700/200, 10 Game-Turns, and without the use of Classes 150, 230, 260 or 640 is possible. A full-war scenario using all Classes should be 1500/600 and 17 Game-Turns.

*Americans vs. Germans in the Atlantic*, what if the British had lost a "Jutland" type engagements disastrously in 1916 or 1917? 900/300 is reasonable, but 900/600 with 6 Game-Turns is another possibility.

*French vs. Austrians in the Mediterranean*, 1914-15, a limited 450/200 scenario of 5 Game-Turns. The French may use British 190 and 200 Classes, but no more than four in total. Austrians should have use of Goeben (672), a second L50 Class (Breslau and other German consorts in the area), and, for play balance, a Spanish alliance with full access to the Spanish WWI fleet. Austrian light forces should be one C50 and one L50, not C10 and L10.

*French vs. Italians in the Mediterranean*, 1915-16, Italians are presumably part of the Central Powers, swayed by the German Goeben (672), which has joined the Italian fleet. A limited 300/200 scenario of 4 Game-Turns is reasonable. As a late war variation, give the Italians access to Austrian capital ships and the entire Spanish fleet, drop the Goeben, and give the French access to the Russian 590 Class, which, presumably, has broken out of the Black Sea after Turkish collapse. Also give the French access to the full 190 and 200 Classes of the British.

*Entente vs. Central Powers*, 1914-16. For play balance and interest, Central Powers may build units of the Italian fleet for Mediterranean service starting Turn Five, and Entente Powers may build units of the American fleet for Atlantic service starting on Turn Ten. The initial fleets may not use Classes 110, 230, 260, 640 and 150. [Note: don't expect to do very well playing the Central Powers.]

*Japanese vs. Americans in the Pacific*, spoils of WWI campaign, 1919-1925. 800/300 with 9 Game-Turns, allow the Japanese to build
800 and 820 Class dreadnoughts, although they may not be included in the initial fleet. Technically, the Americans should have similar access to the 410 and 430 Classes, but this can be ignored or restricted if you feel the Japanese will have a lot of trouble matching the larger American forces.

**British vs. Japanese & Americans Grand Campaign**, over the spoils of WWI, 1919-25. Either a modest 900/300, or a grand 1500/900 game may be played. Simultaneous campaigns in the South Pacific, Indian and Atlantic Oceans, but Americans may not operate in the Indian and Japanese may not operate in the Atlantic, while British, of course, may operate in all three. The Japanese-American alliance should use Bravo (yellow) light forces, with access to all ships in the C50, L50, L60, D50 and D60 Classes. In addition to WWI fleets, the following capital ships are also available: 150, 271, 410, 430, 800, 820. For extra color, Brazil may be allied with the British, Argentina to the Japanese-Americans, and the fleets of these minor nations only allowed in the Atlantic.

**INTERWAR VINTAGE CAMPAIGNS**
The interwar period represented by the fleets is really the 1930's, and three interesting scenarios are possible.

**Japanese vs. Americans in the Pacific in the 1930's.** An excellent 900/300, 12 Game-Turn game, more balanced than it looks, especially as American strength can offset Japanese speed once the Americans build past 700 points. Assume that Game-Turn Five is fought in the North Pacific, the rest in the South.

**France vs. Italy in the Mediterranean, 1935.** The war over Ethiopia becomes a real war between African colonial powers, while Britain remains neutral. 600/250 and 9 Game-Turns. Although initial fleets are limited to those available in the interwar period, both sides may build using both interwar and WWII availability, although the French Richelieu (540) Class may not be built before Game-Turn Three, as it was significantly behind the Italian Littorio Class.

**Japanese vs. British in the Indian in the late 1930's.** Another excellent 900/300 standard campaign. Allow the Japanese to replace the 800 Class with the 810 starting on the First Game-Turn, the 820 with the 830 on the Second. If the earlier version of the ship already exists, the Japanese player simply pays the difference in point value. If the earlier version exists, but was sunk already, no “conversion” is possible, and no points may be spent. If the earlier version does not exist (i.e., was not already “bought” for the fleet), the new version is bought at its full value. For variation, assume that Game-Turns Four and Eight are British adventures into the South Pacific, the rest are in the Indian Ocean.

**WORLD WAR II VINTAGE CAMPAIGNS**

**Japanese vs. Americans in the Pacific, 1939-45.** What if the American carriers had been sunk at Pearl Harbor, and the Japanese ones either damaged or improperly used? What if the war had started a couple of years earlier: A 1000/400 campaign, with 470 and 480 Classes entirely prohibited, while 460 Class and 482 (the Musashi) may not be in the initial fleets, but may be built. Assume that all Turn Four, with an option for Turn Seven also being North Pacific if the Americans desire. Optionally, allow the Americans to build units of the 470 and 480 Classes starting on Game-Turn Five.

**Japanese vs. British in the Indian, 1939-42.** Another interesting “what if.” A 900/300 10-Turn campaign may be appropriate. The 171, 172, 174, 175, and 842 may not be in the initial fleets, 181 may not be used at all.

**Germans vs. British in the Atlantic & Arctic, 1939-43.** The historical campaign 1200/300, 13 Turns. The 181 (Vanguard) may not be used, British may not use 170 Class in their initial fleet. For realism, the Germans may not be permitted the 740 Class in their initial fleet, but ultimately play balance may suffer. Normally action is played in the Atlantic, but on Turns 3, 7, 8, 9, 10 and 11, the Germans may elect for action in the Arctic instead. However, no more than four Game-Turns may be played in the Arctic in the whole campaign.

**Italians vs. British in the Mediterranean, 1940-42.** The historical campaign 800/450, 10 Game-Turns. British may not use 170 Class or 181 at all, Italians may not have more than two units of the 930 Class in their initial fleet (although, for less realism and more playability, allow this restriction to be dropped). No matter what you do, the Italians will have to work to win this one.

**British vs. Axis in the West, 1939-45.** The grand historical campaign. 1500/700, 15 Game-Turns. Mediterranean and Atlantic operations, British may operate in either, German Axis in Atlantic, Italian Axis in Mediterranean. Germans may elect to change Atlantic to Arctic operations on Turns 3, 7-11, and 13, if they desire, but no more than four Game-Turns may be so changed. No Mediterranean operations are played until Turn Three, hence the Italians are not involved in the first two Game-Turns. If, on any Game-Turn, both the Italians and the Germans win a decisive victory over a British force including dreadnoughts, and the British do not win any decisive victories against either in that same Game-Turn, the Axis fleets are presumed to link up, and Germans may operate in the Mediterranean, Italians in the Atlantic. However, Italians may never operate in the Arctic. Initial fleet in this scenario may not include 170, 181 or 740 Classes. These ships may be built.

**France vs. Italy in the Mediterranean, 1940-41.** Presuming France retreated to Africa and continued the war with the Allies from its colonies. A small 650/300 game of 6 or 7 Game-Turns. For balance, 542 may not be in the initial French fleet, but may be built.

**France vs. Germany in the Atlantic, 1939-41.** What if Britain had remained neutral at the outbreak of WWII. A short 600/300 6 Turn game, or 700/350 with Brazil (WWI fleet) allied with the French, Argentina (WWI fleet) allied with the Germans. For realism, 540 and 740 Classes may not be in initial fleets, but may be built. Finally, make two "peace" dice rolls every Turn, not one, to represent the war-ending powers of the German Blitzkrieg.

**RADAR TECHNOLOGY**
This rule replaces the simple 12.21 rule in favor of a more variable system for an extended campaign. Radar is only used in WWII campaigns, never WWI or Interwar. Radar technology is represented by four different levels.

**Level 1:** Early search radar only, inexperienced officers do not make significant use of available radar.

**Level 2:** Early fire control radars available, allow firing up to 3 hexes beyond normal visibility, at penalty of minus four (-4) from damage table. Dice roll when resolving the attack. A level 2 radar may be installed on any capital ship or heavy cruiser (C00) for 4 points per unit.

**Level 3:** Improved fire control radars available. Allows firing up to printed maximum range regardless of visibility, penalty is minus three (-3) from damage table dice roll. May be installed on any capital ship or heavy cruiser (C00) for 4 points per unit, existing level 2 radars may be upgraded to level 3 for 2 points per unit.

**Level 4:** Excellent fire control radars available. Allows firing up to the printed maximum range regardless of visibility, penalty is minus two (-2) from damage table dice roll. May be installed on any ship, regardless of size, for 5 points per unit. Existing level 2 radars may be upgraded to level 4 for 2 points per unit, existing level 3 upgraded for 1 point per unit.

Players should note on a piece of scratch paper which units have which radars.

**Basic Campaign Technology Level:** In a basic campaign (not an extended campaign), each player rolls one die, and the number on that die indicates his level of radar technology. A result of 5 or 6 indicates no effective radar technology. However, if either player rolled a "4," the other is automatically awarded at least a level 2 technology, even if he rolled less.

**Extended Campaign Technology Development:** The use of radar in extended campaigns is more complex, because it is assumed radar is being developed during the campaign. Radar technology levels should be kept secret, only being revealed when it is actually used. To facilitate this, a deck of
playing cards is used instead of dice, with players revealing the cards drawn only in-so-far as is necessary to prove the existence of radar they are using.

When initial fleets are chosen, each player should draw one card to determine his initial radar technology. A king, queen or jack of spades indicates level 2 technology. Some should draw card to determine improvements (if any) in existence of radar they other suit. no radar technology.

During each build phase, in each extended campaign Game-Turn, players draw one card to determine improvements (if any) in their technology. If the drawing player's current technology level is known to be less than the enemy's, due to enemy radar use in battle already, an Ace, King or deuce (2) of any suit indicates an improvement of one level (if the player had no radar, it would indicate a level one technology). If the enemy’s radar is equal or inferior or unknown, only an Ace or deuce (2) of any suit allows an improvement of one level (or receiving a level one technology, if without radar at the moment).

WEATHER

At the start of each battle, in each campaign or extended campaign, a player rolls a die to determine weather (good or bad). To use the table, the season must be known. Normally, each extended campaign Game-Turn is a new season, with the first Turn being fall (thus, 2-winter, 3-spring, 4-summer, 5-fall, 6-winter, etc.). By mutual agreement, players may start in any other season they desire. In a simple campaign, just roll a die at the start of the campaign to determine the season, 1,2-spring, 3,4-summer, 5,fall, and 6-winter.

Good weather has no special effect on the battle.

Bad weather grounds all aircraft, preventing any aircraft spotting. It also renders any level 2 radars useless. It modifies the visibility table die roll.

Bad weather also reduces the Movement Allowance of all destroyer units in that battle by two. As soon as bad weather is known, but before visibility is determined or task force markers placed on the map, players may secretly write on their force composition sheet that destroyers in the force suffering bad weather are “sent home.” Destroyers sent home do not participate in the battle, and may not be transferred to some other scenario in the same season (extended campaign Game-Turn). This “send home” is only allowed to destroyers, and only if bad weather is encountered.

See the weather table for oceanic regions, seasons and weather results.

VISIBILITY

Instead of simply rolling two dice and using the total as the base (minimum) visibility, roll two dice, modify as appropriate, and consult the visibility table. The table takes into account predominant weather conditions in various regions, tactical doctrine and, most importantly, is keyed around actual initial engagement ranges, which in good weather in daytime tended to be around 11-13 nautical miles, at night, 1-4 nautical miles. If the visibility table calls for a night battle, all normal combat and visibility rules are used, but air spotting is never available, and sun position has no effect, as there is no sun.

AIR SPOTTING

In Interwar and WWII scenarios, air spotting for naval gunnery is possible, as per rule 12.22, but is not automatic (historically such spotting was extremely rare, the aircraft were more commonly used as scouts, and only rarely as ‘artillery observers’ in the classic sense). Instead, at the start of a battle scenario, a pair of dice are rolled, and the air spotting table consulted. The table will indicate whether none, one or both sides are allowed air spotting. Of course, in bad weather and/or night, air spotting is prohibited regardless of the table result. In

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**EXTENDED CAMPAIGN RADAR TECHNOLOGY CHART**

<table>
<thead>
<tr>
<th>Initial draw is...</th>
<th>Initial technology level is...</th>
</tr>
</thead>
<tbody>
<tr>
<td>...K, Q, J Spades</td>
<td>...level two</td>
</tr>
<tr>
<td>...A, 2 - 10 Spades</td>
<td>...level one</td>
</tr>
<tr>
<td>...other suit</td>
<td>...level zero</td>
</tr>
</tbody>
</table>

**To Improve technology one level, when... draw must be...**

- Enemy level is not known superior: A, 2 any suit
- Enemy level known superior: A, K, 2 any suit

**WEATHER CHART**

<table>
<thead>
<tr>
<th>Region:</th>
<th>Winter</th>
<th>Spring</th>
<th>Summer</th>
<th>Fall</th>
</tr>
</thead>
<tbody>
<tr>
<td>Arctic, Antarctic</td>
<td>1</td>
<td>1-3</td>
<td>1-3</td>
<td>1-3</td>
</tr>
<tr>
<td>Atlantic, N. Pacific, Baltic</td>
<td>1-2</td>
<td>1-3</td>
<td>1-4</td>
<td>1-3</td>
</tr>
<tr>
<td>S. Pacific, Indian, Caribbean</td>
<td>1-4</td>
<td>1-5</td>
<td>1-5</td>
<td>1-3</td>
</tr>
<tr>
<td>Mediterranean, Black</td>
<td>1-4</td>
<td>1-5</td>
<td>1-5</td>
<td>1-5</td>
</tr>
</tbody>
</table>

Find the line for the region and cross-reference this with the column for the season. Then roll the die; if the result falls within the range indicated at the intersection of line and column, the weather is good. Any other result indicates bad weather.

**VISIBILITY**

<table>
<thead>
<tr>
<th>Region:</th>
<th>Dice Total (two dice):</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>1 2 3 4 5 6 7 8 9 10 11 12 13</td>
</tr>
<tr>
<td>Arctic, Antarctic</td>
<td>4n 1n 2n 2n 3n 7 8 6 8 9 10 9</td>
</tr>
<tr>
<td>N. Pacific, Atlantic, Baltic</td>
<td>1n 1n 4n 2n 6 7 7 9 8 9 11 10 9</td>
</tr>
<tr>
<td>S. Pacific, Indian</td>
<td>2n 1n 4n 3n 7 9 9 8 8 10 11 12 9</td>
</tr>
<tr>
<td>Mediterranean, Black</td>
<td>1n 2n 3n 7 8 9 10 10 11 6 11</td>
</tr>
<tr>
<td>Black, Caribbean</td>
<td></td>
</tr>
</tbody>
</table>

Number indicates the base (minimum) visibility in hexes, to which the usual single die roll is added each Turn to determine visibility that Turn. Modified die rolls less than “1” are considered “1,” over “13” are considered “13.” An “n” result indicates a night battle.

**Die Roll Modifications (add or subtract all applicable modifications):**

-2 bad weather (see Weather Table results)
+1 battle in 1914-1925 period (ignore if Arctic or Antarctic in summer)
+3 battle in 1942-1945 period (ignore if arctic or antarctic in winter)
+3 Arctic or Antarctic in winter (midnight sun effects)
+5 Arctic or Antarctic in winter (no sun)
-1 islands or other nearby land masses (may be considered a “standing modification,” or Players may roll to see if this is in effect; roll one die; “1” indicates it is in effect in most oceanic regions, but in Mediterranean, Black or Caribbean, and South Pacific, a “1,” “2” or “3” indicates it is in effect).

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addition, the rules below may modify the table result:

In campaign scenario “B,” the shore raid, south is prohibited air spotting regardless of the table result, unless it is British, American or Japanese from 1935 on, or Italian or German from 1942 on. This is because north would certainly have air protection for sensitive coastal installations, and only aircraft carrier support could overcome these measures, with the nationality-based rule representing those with sufficient carrier strength to include such in a shore raid operation.

In campaign scenario “C,” the convoy situation, north may only have air spotting if south also has air spotting. South may still have air spotting, regardless of north’s situation. This is because air spotting for one side only represents an air superiority situation, and it is presumed that south would avoid routing a convoy through an area where north would have air superiority. This particular rule may be waived under certain circumstances, mutually agreeable to both players, such as German-British Arctic operations in WWII, where British convoys were forced through an area of German air superiority, and for a short period, no carriers were available to balance the situation.

**DAY/NIGHT OPERATIONS OPTION**

When planning force operations in a campaign (or extended campaign Game-Turn), in any, each and/or all of the scenarios, a player may specify “day only” or “night only” operations. However, in the WWII (1914-25) period, “night only” operations are prohibited (however, he may choose to not specify either day or night, and leave open the possibility of a night battle). If one Player specifies day or night, and the other specifies the same choice, or no choice, the battle automatically occurs as specified. Therefore, if a player specifies day, he ignores any “night” visibility results and continues until a night result is achieved, and vice versa if “day” is specified.

If players specify opposing choices in a Sea Sweep (A,D) scenario, the action is presumed to occur at dawn or dusk, with players each rolling a die, the high roller selecting dawn or dusk. Visibility is automatically “6” (do not use the visibility table), although the normal single die is added each turn for actual turn by turn visibility range. Furthermore, the Sun Position rule (12.5) is automatically in effect for the entire battle.

If players specify opposing (day-night) choices in scenario B, the shore raid, the south or raiding player automatically receives a substantial victory and is awarded full bombardment ability by all his capital ships. There is no battle, as the bombardment presumably occurred during the period when north refused to patrol.

If players specify opposing choices in scenario C, the convoy, the north or intercepting player automatically receives a substantial victory, the whole convoy is considered intercepted and sunk, and there is no battle, as the interception occurred while the escort was off station.

**VARIABLE SHIP CONSTRUCTION SCHEDULE**

Normally, all warship construction is planned before the start of an extended campaign. Using this rule, only some construction must be so planned, the rest can be planned as you “go along.”

Following the normal rules, all construction for the first five extended campaign Game-Turns must be planned before the start of the First Game-Turn. Construction for the Sixth or later Turn may also be planned if desired.

During the build phase of each extended campaign Game-Turn, additional ships not yet slated for construction may be planned. Destroyers cannot be planned for a time earlier than two Turns beyond the current one (add 2 to the current Game-Turn, and that is the earliest time when new destroyers may be planned). Light cruisers require three Turns beyond the present, heavy cruisers, four Turns, and dreadnoughts, seven Turns. (Note: these times, based on one Game-Turn equals three months, are about half the actual time required).

All construction due in a given extended campaign Game-Turn building phase, both initially planned and later planning, may still not exceed 100 points. If more than 100 is planned, then some units must be "postponed" until the next Turn, so that units actually built don’t exceed 100. Units may continue to be postponed Turn to Turn, even indefinitely. However, units still under postponed status when the game ends have their full value deducted from the final treasury, and therefore, do cost the points in the end. There is no financial advantage in postponement.

**SHIP DESIGN**

Using these rules, players are considered the chief naval officer in a mythical state, where they must design ships, rather than select them from available types. Generally, this type of variable ship design best fits an extended campaign, where the initial fleet value is doubled (with an overall increase in treasury points, as a result, for example, a typical campaign would be 1200/600), and before the initial fleet is built, the player must establish designs for all the types of warship weaponry, hulls, and light forces he wishes to use.

Procedurally, players should take turns designing new hulls, weaponry or light ship classes, with the results public, not secret. For example, one player designs a battleship hull with high speed and little armor, so the other decides he needs one, and also designs one. When both players are satisfied they have all the designs they need, play proceeds to the choice of initial fleets. Optionally, players may use a “secret design” process, but this is not recommended.

It is important to understand the differences between design and actual ships. To pay points for a design allows you to build ships composed of certain elements (weapons of

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**AIR SPOTTING AVAILABILITY**

<table>
<thead>
<tr>
<th>Time:</th>
<th>Region:</th>
<th>Modified Dice Total (two dice):</th>
</tr>
</thead>
<tbody>
<tr>
<td>1929</td>
<td>mpibc</td>
<td>• N • B* B* S S</td>
</tr>
<tr>
<td>1934</td>
<td>other</td>
<td>N • N • B* B* S S</td>
</tr>
<tr>
<td>1935</td>
<td>mpibc</td>
<td>N N N* B B S S</td>
</tr>
<tr>
<td>1939</td>
<td>other</td>
<td>N N N* B B S S</td>
</tr>
<tr>
<td>1940</td>
<td>mpibc</td>
<td>N* N N B S S S S S*</td>
</tr>
<tr>
<td>1941</td>
<td>other</td>
<td>N* N N B S S S S S*</td>
</tr>
<tr>
<td>1942</td>
<td>mpibc</td>
<td>N* N N N S S S S*</td>
</tr>
<tr>
<td>1945</td>
<td>other</td>
<td>N* N N N S S S S S*</td>
</tr>
</tbody>
</table>

mpibc = in Mediterranean, S. Pacific, Indian, Black or Caribbean regions; other = any other oceanic region. N = North Player only allowed air spotting, S = South Player only, B = both Players. * = Player only allowed air spotting if his force includes cruisers (C and/or L type units).

**Die Roll Modifications:**

-1 South Player is outside friendly waters, but North Player is not.
+1 North Player is outside friendly waters, but South Player is not.

Friendly waters for British include Atlantic and Indian; Americans, the S. Pacific and (in WWII) N. Pacific & Atlantic; French, the Mediterranean; Russians, the Baltic & Black; Germans, the Atlantic & Baltic, and (in WWII) the Arctic; Italians, the Mediterranean; Japanese, the S. Pacific. All other states are considered without any friendly waters. Ignore die roll modifications for friendly waters in contests between mythical states, unless a special definition is made.
certain attack value and range, or hulls with certain defense values and speed). After the design is established, you may then build as many ships as you wish to design, paying appropriate points for each ship.

**DESIGNING DREADNOUGHT HULLS**

Creating a hull design allows a player a platform, with defense and movement, on which to mount weapons. The cost of a hull design is points, the defense value multiplied by the movement value, plus any extra points for special defense improvements. For example, a WWII hull with eleven defense and six movement (11-6) would cost 66 points.

Normally, for a given speed chosen, hulls are limited to a certain maximum defense value in the period used. For example, in WWI, a speed of six limits defense value to nine. However, at so many points per defense value, this value may be increased up to a certain limit. In the case of the previous example, the normal nine value can be increased by as many as three more defense values, at ten points cost per value. Therefore, a 12-6 (defense-movement) hull would cost 102 points (12x6 + 30).

The chart below shows, for each period and a given speed value, the normal maximum defense value, how many values may be added on at a special cost, and what this special cost is per value.

**DESIGNING DREADNOUGHT WEAPONS**

A player pays a fixed point value to design a certain type of dreadnought weapon system. He selects the class he wishes to design (light, medium, medium-heavy, or heavy), pays the points to the treasury, and then determines the attack and range value of the weapons, according to the chart below. Notice that attack and range values received will vary according to the dice.

A player may design up to eight different weapons systems, two in each class. However, no light or heavy class weapons may be designed unless at least one medium or medium-heavy design already exists. Secondly, a player may not make a second design in any class until all classes have at least one design.

To use the table below, roll the die or dice and add the value shown to determine attack value, then roll again and add the value shown to determine range. "d" indicates that one die is rolled, "dd" that two are rolled.

**BUILDING DREADNOUGHTS**

To build a design, a player simply combines any one hull design, and any one weapons system. A player may reduce the defense value of the hull design by one, two or three if he desires, to "save" points. The attack, range and movement values in designs may never be altered. Note, however, that two different hull designs and two different weaponry designs allows four different ship classes.

In the WWI period, players may wish to limit "4" Movement Allowance hulls to just light and medium weapons, and prohibit the mounting of heavy weapons on "8" movement hulls.

The cost of the design has no effect on the cost of individual ships. Point value for a unit is still the total of the attack, defense and movement values.

**DESIGNING AND BUILDING LIGHT FORCES**

Players select at random whether or not they will use the Alpha (blue) or Bravo (yellow) light forces. To compensate the brave player for poorer quality material, the entire C60 class is presumed to have 1:1 torpedo attack ability, at no extra point cost.

To design a light ship type, a player simply pays a point value equal to one ship of that type. Then, to build units, a normal point value is paid for each unit built. However, a certain continuity in light ship design is necessary: within the general category of destroyers, light cruisers or heavy cruisers, classes of higher level (higher 10's digit) may only be designed if all lower classes have been designed. Thus D40 cannot be designed until D10, 20 and 30 have been designed. C60 cannot be designed until C50 has been designed.

In WWI, the only "designable" classes for alpha are C10, L10, L20, D10, D20. The only "designable" classes for bravo are C50, L50, L60, D50, D60.

In the Interwar period, classes C10 and C50 are considered already designed, but outmoded, and therefore no ships of these classes may be built. All other classes may be designed and built at normal cost.

In WWII, classes C10, L10, D10 and C50, L50, D50 are all considered already designed, but outmoded. All other classes may be designed and built at normal cost.

**WARSHIP NAMES**

One small pleasure in dreadnought design is thinking up names for your ships, as well as the mythical nation they serve. Ferocious animals, famous men and descriptive adjectives, often relating to power or strength, are the most common words used. However, often ships are named after cities, provinces and states in your nation. A political atlas of the world can do wonders in this department, as the English transliterations of other languages, especially those outside the Indo-European family, always seem to have a romantic sound, such as Shiraz, Tucuman, Rimba, Shiraz, Tucuman, Rimba.

**DEFENSE VALUES**

<table>
<thead>
<tr>
<th>Period</th>
<th>Movement Allowance of Hull:</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>4</td>
</tr>
<tr>
<td>WWI</td>
<td>5/+(16)</td>
</tr>
<tr>
<td>Interwar</td>
<td>-</td>
</tr>
<tr>
<td>WWII</td>
<td>-</td>
</tr>
</tbody>
</table>

The Values are presented in the following order: normal maximum defense allowance/total special defense addition possible (additional cost per special defense point added).

**DREADNOUGHT WEAPONS VALUES**

<table>
<thead>
<tr>
<th>Period</th>
<th>Class (and Design Cost in Points):</th>
<th>light (10)</th>
<th>medium (17)</th>
<th>med.-heavy (25)</th>
<th>heavy (31)</th>
</tr>
</thead>
<tbody>
<tr>
<td>WWI</td>
<td></td>
<td>d+4/d+6</td>
<td>d+12/d+7</td>
<td>d+18/d+11</td>
<td>d+35/dd+6</td>
</tr>
<tr>
<td>Interwar</td>
<td></td>
<td>d+17/d+10</td>
<td>d+23/dd+10</td>
<td>d+31/dd+14</td>
<td>d+39/d+18</td>
</tr>
<tr>
<td>WWII</td>
<td></td>
<td>d+25/dd+14</td>
<td>d+31/dd+13</td>
<td>d+39/dd+14</td>
<td>d+60/d+19</td>
</tr>
</tbody>
</table>

Add the numbers shown to the die roll.