

# BATTLESHIPS ZENITH/DREADNOUGHT RISING

## Rules Addendum (June 22, 2006)

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*Following are optional rules and/or expansions to existing rules found in BZ and DR.*

Torpedo Attack Roll Modifiers: Normally all target-related torpedo attack modifiers are derived from the target ships actions/movement on the turn the torpedo arrives at the target (i.e. the turn the torpedo attacks). For a more realistic treatment of this (at the possible expense of additional record keeping) use the WORST modifier for any actions/movement made by the target during the torpedoes entire run to the target. *For example: If a torpedo spread takes 3 turns to reach its target then count the greatest turn made/highest speed/evasion/etc made by the target during those three turns for purposes of which modifiers to apply to the attack.*

Spotting Torpedo Launches: When a ship fires any *deck-mounted* torpedo mounts the firing player rolls 3D6 to determine if the launch has been spotted by the enemy. If the modified total of the roll falls into the indicated range then the firing player must announce that he has fired torpedoes from the ship in question. *Reduce the Spotting Odds by all applicable factors in the modifiers section.*

Range to Nearest

| <u>Enemy Ship</u> | <u>Spotting Odds</u> | <u>Modifiers to Spotting Odds:</u> |
|-------------------|----------------------|------------------------------------|
| 0 – 1 DU          | 3 - 12               | Average Day -1                     |
| 2 – 3 DU          | 3 – 11               | Overcast Day -2                    |
| 4 – 5 DU          | 3 – 10               | Dusk/Dawn -3                       |
| 6 – 8 DU          | 3 – 9                | Full Moon Night -4                 |
| 9 – 11 DU         | 3 – 8                | Average Night -5                   |
| 12 – 15 DU        | 3 – 6                | New Moon Night -6                  |
| 16+ DU            | 3 – 5                |                                    |

Detaching Ships from a Division: As the commander of the ships he controls, each player may generally detach ships as he sees fits. However for those who wish some guidelines as to when it is considered acceptable to detach a ship from a division the below list may suffice:

- A) Damage or other factors cause a ship to be slower than the rest of the division
- B) Detaching ships to pursue fleeing enemy ships
- C) Detaching ships to avoid collision

Target Identification using Radar: Radar does not give any “Target Identification” information and thus radar has no bearing upon visual Target Identification. Targets that are spotted *solely* by radar are assumed to be at Contact Level 0 unless the player has reason to know that the contact is an enemy, in which case the contact is treated as a Level 1 contact. If the radar in use is Class 4 (or better) then the contact may be classified as “large” (if the targets Size Rating is -1 or greater) or “small” (if Size Rating is less than -1). For blind-fire gunnery via radar any Target ID gunnery modifiers are ignored – however Target ID gunnery modifiers ARE applied when using radar to assist with gunnery.

Advanced Ship/Division Turning Rule: The existing turning rules (Section 3.3) work quite well for turns of 90 degrees or less, but do not properly account for ‘transfer’ for turns of greater than 90 degrees. As an optional rule when a ship/division makes a turn **greater** than 90 degrees, movement is broken into 3 Segments instead of two:

*Segment 1:* Move the ship on its existing course 1/3 of its movement distance.

*Segment 2:* Turn the ship 90 degrees in direction of the turn and move the ship an additional 1/3 of its movement in that direction.

*Segment 3:* Turn the ship to its **final** heading and move the ship the remaining 1/3 of its distance in that direction.

*Example:* A cruiser division traveling at 2 DU/turn is facing due North (0 degrees heading) and is making a 150 degree turn to Port (which would put it on a heading of  $360 - 150 = 210$ ). The division is moved straight (0 deg heading) for  $1/3 \times 2 = 0.67$  DU, then turned 90 degrees to Port and moved for another 0.67 DU, then the division is turned to heading 210 and moved the final 0.67 DU.

Note the above rule in effect gives all ship types the same turn radius, if you want additional realism then use the following table to allow for smaller or larger turn circles:

| <u>Ship Type</u> | <u>Segment 1 &amp; 3<br/>Movement Distance Ratio</u> | <u>Segment 2<br/>Movement Distance Ratio</u> |
|------------------|--|--|
| DD               | 2/5  | 1/5  |
| CL/CVE           | 3/8  | 1/4  |
| CA/MN/MS         | 1/3  | 1/3  |
| BC/BB/CV         | 1/4  | 1/2  |

*Example:* A destroyer division traveling at 2.4DU speed is facing East (90 degrees) and is making a 180 degree turn to Starboard (which would put it on a heading of  $90 + 180 = 270$ ). The division is moved straight ahead for  $2/5 \times 2.4 = 0.96$ DU, then turned 90 degrees to Starboard and moved another  $1/5 \times 2.4 = 0.48$  DU, then the division is turned to heading 270 and moved the final 0.96DU.