

NIGHTS OF FURY: GUADACANAL NAVAL BATTLES

RULES MANUAL

Copyright © 2005 Naval Warfare Simulations

Welcome to Naval Warfare Simulations card game of naval combat in the Guadalcanal theatre during WW2!
This game consists of the following materials:

- a) This Rules Manual and cardstock Reference, Solitaire, and Campaign Charts
- b) A set of unit cards (*representing the units in the game, both ship and land*)
- c) A set of marker cards (*used to denote certain situations, the environment, etc*)
- d) Two six-sided dice and a set of 100 plastic damage markers (50 Red + 50 Blue)

THE RULES OF PLAY

A) SETUP

Each scenario is described by a scenario paragraph, which details the units involved, the environmental conditions during the engagement, and the conditions required for victory for either/both sides. Set up the scenario according to the information given in the paragraph for the scenario you are playing. If you are playing a randomly generated battle, the battle generator will determine the conditions, units and Commanders involved in the scenario.

B) PLACEMENT

After the scenario is set up (i.e. all Unit cards are given to each player and any required rolls such as for Surprise are made), players should take note of the Visibility, Sea State, Weather conditions and any Land Markers present in the scenario as all of these will affect both spotting and combat. Also note any missions given to either side (such as Attack, Transport, Supply, and Patrol) because these missions must be fulfilled in order to gain extra Victory Points for the side so tasked. The players place each of their Unit and Commander Cards face down under the appropriate division marker cards and place corresponding division marker cards on the battle map as directed by the scenario.

C) DISENGAGEMENT

Each ship is assigned to a Division by the scenario. Each ship card is placed upside down by the marker card for its Division. The player may choose to *Disengage* any ship or Division that reaches either Range Band 1 or 10. Roll 1D6 each turn on the *Disengagement Table* for each ship attempting to disengage to determine if it has disengaged. A Division may **only** detach ship(s) in order to disengage that ship(s), to pursue disengaging enemy ships, or to make torpedo attacks upon enemy ships (i.e. detaching the destroyers from a capital ship division is allowed).

D) SEQUENCE OF PLAY

1. Event Phase: Each player rolls D66 on the *Random Event Table* and applies any event obtained from the roll to a randomly determined single ship on his side (no matter how many players per side exist, only roll on the table once per turn for each side).

2. Initiative Phase: If one side has detected any unit of the opposing side and none of its units have been detected in return, than that side automatically has initiative; otherwise, each player rolls one die and adds the following modifiers to his roll: a) His Commanders' *Cohesion* Rating (if any), b) any *Surprise* modifiers specified by the scenario. Whichever side has the highest net total (die roll + modifiers) has won initiative for that turn (re-roll any outcome that results in a tie).

3. Movement Phase: The player who won initiative for the current turn can choose to move any or all of his divisions that are eligible to move that turn, either before or after his opponent moves his divisions. As a move action, a division can either change formation, replacing the current formation marker card for that division on the battle map, or move into an adjacent range band, but **not** both. A division may, in addition, deploy a *Smokescreen* and/or initiate *Evasive Maneuvering* during this phase, placing the appropriate marker card(s) on the division. To move a Division, consult

the **Movement Table** and index the speed of the slowest ship in the Division with the current Turn to determine if the Division may move.

4. Detection Phase: Each player rolls a single die for each of his opponents divisions. Modifiers to this detection roll are listed on the Reference Chart. If the detection roll total was 3 or 4, then they have *Spotted* the enemy division. If the detection roll total is 5 or greater, then they have *Identified* the enemy division. If the enemy division is *Spotted*, the division cards remain face-down and individual ships are fired upon only by their order in the division (i.e. announcing at ship # 2, etc). If the enemy division is *Identified*, then the division stack is turned face up and ships can be fired at based upon their class (i.e. players may ask what ship #2 is and the owning player must state the class before the active player decides whether to fire upon it). Any Division that fires guns, and was previously undetected, is then considered *Spotted* (but not *Identified*) for that turn. ***Note that a division may NOT be detected unless an enemy division is within 6 (or less) range bands; this is the maximum possible detection range.***

5. Gunnery Phase: Gunnery combat may be performed either via **a) Alternating Fire:** the side that won initiative may fire all batteries from any one of its units/ships, then the other side fires all batteries from a single ship, and so forth until all units that can fire (or that the player wishes to fire) have fired. Damage takes effect at the time of each firing, or **b) Advanced Alternating Fire:** each side rolls one die and adds the Combat Rating of that side's commander (if any) and the Fire Totals are compared. If a tie results, both sides may fire a single unit, however, the side that won initiative gets to fire and apply damage from his unit first. If one side's Fire Total is greater, then that side may fire with a number of units equal to the amount its Fire Total exceeds the other side's Fire Total. Repeat this process until all ships that can fire (or the player wishes to have fire) have fired.

Gunnery combat/damage is resolved as follows:

The firing player rolls one die and adds the **FirePower** value of the battery fired to the roll (along with any *Modifiers* used). The opposing player rolls one die and adds the **Defense** value (DEF) of the target ship/unit to the roll and adds any applicable *Modifiers*, if used. Subtract the opposing player's total from the firing player's total: this difference determines what damage, if any, was inflicted on the target. If the difference is zero or negative, no damage was inflicted. If the difference is positive (i.e. > 0), the difference is how many *Damage Levels* have been inflicted upon the target unit. If the target is a Land Unit, the Damage Levels are applied directly to the unit. If the total is 4 or more, the unit is destroyed. If the target is a ship, the player rolls one die for each Damage Level inflicted. Each die roll of 1, 2, 3 or 4 results in one Structure Damage Point (or **DP**); each die that rolls a 5 results in one Floatation Damage Point, while each die that rolls a 6 results in one Structure **and** one Floatation Damage Point. The *Damage Effects Table* shows the effects of each damage type upon a unit. To determine Range to the target consult the *Target Range Table*.

To designate damage you place one red plastic marker on the unit for each point of structure damage a unit sustains and one blue plastic marker for each point of floatation damage sustained. If you prefer you may use the printed damage marker chits included with this game instead of the plastic markers; these makers are numbered from 1 to 4 (showing 1 to 4 points of damage), the yellow ones for structural and the blue ones for floatation damage.

6. Torpedo Phase: Torpedo combat may be performed either via **a) Alternating Fire:** the side that won initiative may fire torpedo mounts from any one ship, then the other side may do so and so forth until all units that can fire (or each player wishes to fire) has fired, or **b) Advanced Alternating Fire:** each side rolls one die and adds the Combat Rating of that side's commander (if any), and the Torpedo Totals are compared. If a tie results, both sides may fire torpedoes from a single unit. However, the side that won initiative gets to fire and apply damage from its unit first. If one side's Torpedo Total is greater, then that side may fire torpedoes from a number of units equal to the amount its Torpedo Total exceeds the other side's Torpedo Total. Repeat this process until all ships that can fire (or the player wishes to have fire) have fired. If the range to the target is greater than 1 range-band a ship may not fire torpedoes every turn: consult the **Torpedo Attack Allowance Table** to determine if a ship may fire its torpedoes on a given turn.

Torpedo Combat is resolved as follows (repeat this for each torpedo **mount** that is firing):

The firing player rolls one die and adds the number of torpedoes in the mount to the roll (along with any *Modifiers* used). The opposing player rolls one die and adds the target's current *Speed Rating* to the roll and adds any applicable *Modifiers*, if used. Subtract the opposing player's total from the firing player's total: if the difference is zero or less, no torpedoes hit the target. If the result is 1 or 2, one torpedo hit. If the result is 3, 4, or 5, then two torpedoes hit. If the result is 6 or more, then three torpedoes hit. Of course, the number of torpedoes that hit the target cannot exceed the number of torpedoes fired by the mount!

Players will then need to determine what damage was inflicted if any torpedoes hit the target:

The firer rolls one die and adds the torpedo Damage Rating to the die roll plus 2 for each torpedo that hit the target after the first. The opposing player rolls one die and adds the **Defense** value of the target plus any applicable *Optional Modifiers*, if used. Subtract the opposing player's total from the firing player's total. This difference determines what damage, if any, was inflicted on the target. If the difference is zero or negative, then no damage was inflicted. If the difference is positive (i.e. > 0), the difference is how many *Damage Levels* have been inflicted upon the target unit. Players must roll one die for each Damage Level inflicted. Each die roll of 1, 2, 3 or 4 results in one Flotation Damage Point. Each die roll of 5 results in one Structure Damage Point, while each die roll of 6 results in one Flotation **and** one Structure Damage Point. The *Damage Effects Table* shows the effects of each damage type upon a unit.

7. Damage Control Phase: For each ship that has sustained damage or is on Fire, roll one die: If the ship is USN, then a result of 1 through 3 allows a *Damage Control Check*. If the ship is IJN, a roll of 1 through 2 allows a *Damage Control Check*. For the *Damage Control Check*, roll one die: a result of 1 or 2 repairs one level of Structural Damage, a result of 3 repairs one level of Flotation damage, and a result of 4 through 6 puts out any Fire a ship may have. (Note that no structural or flotation damage can be repaired while the ship has a Fire, which means that a roll of 1 through 3 has no effect if the ship has a Fire)

8. Disengage Phase: Any ship or Division that reaches either Range Band 1 or Range Band 10 may attempt to disengage (i.e. be removed from play) on each turn after it reaches that range band – the ship or division is removed on Phase 8 if the disengagement roll is successful. Note that for Bombardment and Transports missions your ships or Transports must reach the opposite end-of-the-board Range Band (either 1 or 10) and disengage in order to achieve bonus Victory Points for those types of scenarios. A ship may be detached from its parent Division in order to disengage, but such a ship must immediately head for Band 1 or 10 and cannot be recalled or directed elsewhere.

E) COMMANDERS

If a battle specifies a Commander, consult the *Commander Ratings Table* for the specific game ratings of that commander. We have provided ratings for eighteen of the more active Commanders in the Guadalcanal theatre. Each commander has three **Traits**:

- 1) **Combat**: This rates the ability of the commander to maneuver his side to deliver effective fire upon the enemy. This rating adds to both Gunnery and Torpedo Combat rolls for **all** ships on the commander's side.
- 2) **Cohesion**: This rates the ability of the commander to keep his forces acting effectively together under adverse conditions. This rating modifies rolls for Initiative and rolls to avoid ships forced to *Detach* due to damage.
- 3) **Detection**: This rates the ability of the commander to effectively place his units (and use equipment such as radar) to best detect enemy forces and act upon information. This rating modifies all Detection rolls made by the commander's side.

If a commander is present in a battle, the player must designate which ship the commander is on by placing the commander's card on top of the ship card. A player may not transfer the commander to another ship during battle. If the ship on which the commander is on is sunk then the commander is killed. If that ship takes structure damage, then the commander may be killed. When a ship takes 2 to 3 structural damage points, roll 1D6. If the result is 1 or 2, the commander is killed. If the ship takes 4 structural damage points, roll 1D6. If the result is 1, 2, or 3, the commander is killed. If a side's commander is killed then all commander ratings default to "-1" for that side. After each mission, the player should determine if the commander gained an increase in ability due to the experience of the battle as

determined on the *Commander Experience Table*. Note that only one Trait may be increased after a mission, and that a Trait may never increase by more than one greater than its initial rating.

F) RADAR

Radars are divided into Search radar (S) and Fire Control radar (F). Search radars may only be used for detection, while Fire Control radars may be used for both detection and to assist in gunnery. All radars have a rating number following the type letter; this number is the maximum range of the radar, in range bands. For example, F4 designates Fire Control radar with a range of 4 bands; S3 designates Search radar with a range of 3 bands, etc. Attempts to spot or fire upon any target that is in the same Range Band as a Land Marker may be affected by land clutter: if the firing ship's Radar Rating is 3 or less then roll 1D6 when attempting to spot or fire at such a target: if the result is 1 – 3 then the radar has no effect on spotting or firing at the target, if the result is 4 – 6 then any radar bonuses count as normal.

G) CAMPAIGN GAME

The Campaign Charts show the step-by-step process to resolve play for a campaign in *Nights of Fury*. For each mission that is generated in the campaign, roll to determine the limit on how many ships of each type (BB, CA, CL, DD, etc) you may assign to that mission; (1D6) = # of ships equal to the result of one six-sided die roll, (2D6) = # of ships equal to the sum of two six-sided die rolls, (1D6-3) = # of ships equal to the result of one six-sided die roll minus three, etc. If a "[min x]" value is shown after the ship roll, this means that, even if the roll is zero or less, the player still receives the minimum 'x' number of that type of ship for the mission. Note that we have included a *Campaign Log* for both the IJN and the USN players. These should be photocopied to allow recording of the campaign details. Permission is hereby granted to copy those forms for that purpose. Also note that a pool of commanders is available for use in the Campaign Game. Players may pick any surviving commander for a mission, but they must roll the 'availability rating' for that commander in order to use him for that mission. If the availability roll is failed, pick another commander and attempt the roll for that commander, and so forth until either a commander is picked or the pool of all available commanders is exhausted. If no commanders are available, then players **must** roll on the *Random Commander Table* to determine the traits of the commander for that mission only. Random commanders are **not** retained between missions and thus may not attempt to gain experience. To determine victory in the Campaign Game, total and compare all Victory Points gained by each side after the last game turn is played in the campaign and consult the *Victory-Loss Table*.

H) INTELLIGENCE LEVELS (OPTIONAL)

The historical scenarios are rated for the *Intelligence Level* for each side. This level generally determines how much each side knows about the other side's forces and intentions. The game effect(s) for the Intelligence Level each side has are as follows:

Minimum: No information on enemy force levels, -2 to all Detection rolls on first game turn.

Poor: No information on enemy force, -1 to all Detection rolls on first game turn.

Fair: Know # of enemy ships in enemy force.

Good: Know # of enemy ships and # of capital ships (BB/BC/CA), +1 to all Detection Rolls first turn.

Excellent: Know # of each type (BB, CL, etc) of enemy force, +1 to all Detection Rolls first two game turns.

I) MISTAKEN TARGET (OPTIONAL)

If the net detection roll (in Phase 4) for an enemy Division is less than or equal to “1” there is a possibility that the side attempting the detection has mistaken a friendly ship for an enemy. If that side has more than one ship Division in play (or any detached ships), **roll 2D6 (plus modifiers) and consult the following table:**

MISTAKEN TARGET TABLE

Net Roll	RESULT
<= 4	Mistaken Target!
5+	No mistaken target

Modifiers to the roll:

Daytime	+3
Poor Weather	-1
Commanders Cohesion Rating	+ Rating
USN at Night prior to 1943	-1

If the result is “Mistaken Target” randomly choose a firing ship from one Division and a target ship from another Division (or any detached ships). The firing ship must make a gunnery attack, this turn only, at the target ship. The firing ship will receive a -2 additional gunnery penalty since such fire was normally of rather short duration.

J) SEARCHLIGHTS (OPTIONAL)

Any ship in a scenario at Night may be designated in Phase 4 (Detection) as having searchlights active (place Searchlight marker and target cards on the ships involved). Having a searchlight active allows the division the ship is in to automatically spot any **single** enemy division that is 0 or 1 range bands away (a “1 – 4” chance on 1D6 to do so if the enemy division is 2 range bands away) and will reduce the gunnery penalty for firing at Night against that same enemy division to a -1. Any ships(s) using searchlights will be automatically spotted by all enemy units up to 3 range bands away and all such enemy units will be able to fire at such ships with only a -1 penalty for Night. Searchlights are automatically destroyed when a ship takes 2 or more structural damage points.

K) SMOKESCREENS (OPTIONAL)

Any division or ship attempting to disengage may declare it is *Making Smoke* in Phase 4 (Detection). Place a Smoke marker on the Division or ship. All attempts to fire upon any ship or division using smoke suffers a -2 penalty, and the division or ship making smoke suffers a -2 to its own gunnery attacks and may not be counted as a friendly division for spotting purposes (i.e. the division making smoke does not count for the “nearest enemy division” Detection modifier).

Nights of Fury ©
CAPE ESPERANCE After Action Report (AAR)

All optional rules were used for this example.

Below is the scenario description from the Scenario Lists:

Cape Esperance
Oct 11th, 1942

Background: USN intercepts an IJN force bringing supplies to their beleaguered forces on Guadalcanal.

Starting Positions: Blue: Range Band 3, Red= Range Band 8

Commanders: Blue=Scott, Red=Goto

Forces: Blue: Division 1: 1 x New Orleans CA, 1 x Pensacola CA, 2 x Brooklyn CA

Division 2: 4 x Benson/Gleaves DD

Red: Division 1: 3 x Furutaka/Aoba CA

Division 2: 2 x Fubuki DD

Environment: Night, Fair weather *Intelligence:* Blue= Good, Red = Fair

Land Markers: Salvo Island at Range Band 4

Special Rules: None

Victory Conditions: Standard Victory Conditions apply.

Historic Outcome: A victory for the USN. IJN lost one CA and a DD, while the US lost one DD.

SETUP: **Blue side** is USN, **Red side** is IJN. Both sides pull the required ship cards and place them in the appropriate division stacks. As per the scenario instructions Blue places its division markers in the Range Band 3 slot, Red places its division makers in the Range Band 8 slot. Salvo Island is placed in the Range Band 4 slot. Visibility is 'Fair Weather' at Night; Blue has 'Good' intelligence level while Red has 'Fair', which means both sides know the number of enemy ships involved (8 for Blue and 5 for Red), but Blue also knows the number of enemy capital ships involved (3 CAs) and gains a +1 bonus to its detection rolls on the first game turn. According to the scenario list Blue's commander is *Scott*, while Reds commander is *Goto*; both sides record the ratings for their commander. Game play now begins.

TURN 1

Event Phase: Blue rolls a '15' for "no event" result; Red rolls a '41', also a "no event" result.

Initiative Phase: Blue rolls '6' for initiative (+1 for Scotts 'Cohesion' rating = 7 total), while Blue rolls a '5' (+ 0 for Gotos 'Cohesion' rating = 5 total). Blue has won initiative this turn.

Movement Phase: Since Blue won initiative, Blue chooses to move its divisions after Red moves. Consulting the *Movement Table* Red determines that he may move both Divisions one range band, since the slowest ship in each division is a speed of 5 (hence the division speed is 5). Red moves both his divisions into range band 7. Blue determines that his divisions also move at a 5 speed, and elects to move both divisions to range band 4.

Detection Phase: Blue makes a detection roll against each enemy division: For the first enemy division Blue rolls a '3', for the second enemy division Blue rolls a '6'. The modifiers for the detection rolls are: +0 for *Scotts* Detection Ability rating, +2 for a distance of 3 range bands to nearest division to the enemy (range band 7 - range band 4), -3 for a night scenario, +1 for a rating 3 radar within range of the enemy divisions, and +1 modifier for 'Good' intelligence level, for a net modifier of +1. This gives a final detection roll of (3 + 1)= 4 against Red division one,

and a $(6 + 1) = 7$ against Red division two. Consulting the *Detection Table* we that the first Red division is Spotted, while the second Red division is Spotted and Identified. Red now rolls to attempt to detect each Blue division; Red rolls a '1' against Blue division one, and a '4' against Blue division two. Modifiers to Reds detection rolls are; -1 for Gotos Detection Ability rating, +2 for a distance of 3 range bands to nearest division to the enemy (range band 7 - range band 4), and -3 for a night scenario, for a net modifier of -2. This gives a final detection roll of $(1 - 2) = -1$ against Blue division one, and a $(4 - 2) = 2$ against Blue division two. Red does not yet detect either Blue division!

Gunnery Phase: Since Red has not detected any Blue divisions this turn it may not fire, so the normal alternating fire procedure is ignored this turn. Blue elects to only fire using Division one (which has Blues most powerful ships) – Blue hopes that its second division will then remain unspotted longer and can close undetected for a closer range attack. Blue attacks Red division one with both of his CAs (New Orleans and Pensacola) and one Brooklyn class CL, and engages one of the DDs in Reds second division with the remaining Brooklyn.

Blue now resolves the New Orleans's main battery attack against the first ship in Reds division one (which is a Furataka/Aoba class CA): Blue rolls '5' attack roll. Modifiers to Blues attack roll are: +5 for main battery Firepower factor, -1 for Medium Range (3 range bands), +0 for Scotts Combat Ability rating, for a total modifier of +4. $(5 + 4) = 9$ net total Attack Roll. Red rolls a '3' defense roll. Modifiers to Reds defense roll are: +4 for Furataka/Aobas Defense rating, +1 for Furataka/Aobas Size rating, for a total modifier of +5. $(3 + 5) = 8$ net total Defense Roll. Subtracting the 8 defense roll from the 9 attack roll we get $(9 - 8) = 1$ damage level against the Furataka/Aoba. Rolling one die on the *Gunnery Damage Allocation Table*, Blue rolls a '5', which means the Furataka/Aoba takes 1 Floatation Point of damage (Red now places a blue plastic damage marker on/next to the ship card).

Blue now resolves the Pensacola's main battery attack against the second ship in Reds division one (another Furataka/Aoba class CA): Blue rolls '5' attack roll. Modifiers to Blues attack roll are: +5 for main battery Firepower factor, -1 for Medium Range (3 range bands), +0 for Scotts Combat Ability rating, for a total modifier of +4. $(5 + 4) = 9$ net Attack Total. Red rolls a '1' defense roll. Modifiers to Reds defense roll are: +4 for Furataka/Aobas Defense rating, +1 for Furataka/Aobas Size rating, for a total modifier of +5. $(5 + 1) = 6$ net total Defense Roll. Subtracting the 6 defense roll from the 9 attack roll we get $(9 - 6) = 3$ damage levels against the second Furataka/Aoba. Rolling 3 dice on the *Gunnery Damage Allocation Table*, Blue rolls a 1, 6, and 3. This results in 3 Structure Points and 1 Floatation Point of damage (Red now places a stack of 3 red and 1 blue plastic damage markers on/next to the ship card). Because a '6' was rolled on the *Gunnery Damage Allocation Table* Blue also must roll another die to determine if a Fire was started: Blue rolls a '3', which means no fire was started.

Blue now resolves the first Brooklyn's main battery attack against the last ship in Reds division one (yet another Furataka/Aoba class CA): Blue rolls '2' attack roll. Modifiers to Blues attack roll are: +6 for main battery Firepower factor, -1 for Medium Range (3 range bands), +0 for Scotts Combat Ability rating, for a total modifier of +5. $(2 + 5) = 7$ net Attack Total. Red rolls a '4' defense roll. Modifiers to Reds defense roll are: +4 for Furataka/Aobas Defense rating, +1 for Furataka/Aobas Size rating, for a total modifier of +5. $(4 + 5) = 9$ net total Defense Roll. Subtracting the 9 defense roll from the 7 attack roll we get $(7 - 9) = -2$, which means no damage was caused.

Blue now resolves the second Brooklyn's main battery attack against the first DD in Reds division two (a Fubuki class DD): Blue rolls '3' attack roll. Modifiers to Blues attack roll are: +6

for main battery Firepower factor, -1 for Medium Range (3 range bands), +0 for Scotts Combat Ability rating, for a total modifier of +5. $(3 + 5) = 8$ net Attack Total. Red rolls a '4' defense roll. Modifiers to Reds defense roll are: +2 for Fubukis Defense rating, +2 for Fubukis Size rating, for a total modifier of +4. $(4 + 4) = 8$ net total Defense Roll. Subtracting the 8 defense roll from the 8 attack roll we get $(8 - 8) = 0$, which means no damage was caused to the Fubuki DD.

Note that all of the Blue ships which made gunnery attacks are now considered Spotted for the remainder of this turn.

Torpedo Phase: None of the torpedoes carried by the Blue ships are within range of any spotted enemy targets, so Blue cannot fire any mounts this turn. Red can fire torpedoes at any Blue ship that made a gunnery attack since they are considered Spotted. Red has several ships with the excellent Type 93 torpedoes (these are mounts that are underlined on the ship data cards), and so can fire out to 3 range bands – however consulting the *Torpedo Attack Allowance Table* Red finds that he cannot attack until Turn 3 because of the extreme range the enemy ships are at, so he cannot attack this turn.

Damage Control Phase: Since only Red has any damaged ships he is the only player who will get to make any DC rolls: Red has a Furataka/Aoba with 1 floatation point damage, and a second Furataka/Aoba with 3 structure and 1 floatation point damage. Red rolls one die for each damaged ship: he gets a 4 and a 3 result. On the *Damage Control Table*, Red notes that he must roll a 1 or a 2 for a ship to be eligible for a DC roll, so neither of his ships may make a DC roll this turn.

Disengage Phase: Since no ships are in the '1' or '10' range bands (and no ships have been declared as disengaging at any rate) no action occurs in this phase.

TURN 2 NOW STARTS...