
A & A GAME ENGINEERING PRODUCT SUPPORT

PERFIDIOUS ALBION

RULES SUPPLEMENT

CAMPAIGN SYSTEM

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This supplement is extracted from previous editions of the rules, and are not widely used. They offer an expansion to the normal game for those who wish to simulate a wider conflict in the Victorian era.

They work with all editions of the rules from 7th Edition onwards.

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The Campaign rosters, Templates and Record Sheets sheets may be copied for your personal use.

C — CAMPAIGNS

C.1 – Set-Up

At the start of the Campaign, the players may if they wish decide what year they intend to start. In this case, each player writes this down in secret, and they are revealed simultaneously. The campaign will always start on the earlier of the two dates. Otherwise, agree a free choice of ships, perhaps with some limitations.

Next the initial value of Credits for the campaign is agreed by the players, which will indirectly determine how long the campaign will run. The recommended value is 500,000, though up to 1,000,000 could be possible. Players may then decide to be specific countries, if they so desire.

Campaign Victory

The ability to carry out a theoretical defensive patrol will determine whether the campaign is won by one side or the other (or neither).

Campaign Time

During the campaign, each turn of play equates to one month.

Campaign Weather

The weather rolls during a campaign are modified as follows:

- In Winter (November to January) add 1 to the weather dice score and subtract 1 from the visibility score
- In Spring (February to May) add 1 to the visibility score
- In Summer (June to August) deduct 1 from the weather dice
- In Autumn (September, October) deduct 1 from the visibility score

C.2 – Purchase of a Fleet.

In an historical campaign, the ship types available at the time of the start of the campaign can be used by the players to determine the choice of ships for their fleet. No more ships in a class can be purchased than historically were built. As the campaign progresses, new ship types will become available.

The players must then spend ALL their starting Credits on the following:

- Ships, at a cost in Credits equal to their Points Value based on the Crew Rating.
- Stores purchased from the list below, which it is recommended should be provided for every ship at the start of the campaign. Ships can only take part in missions if they can be fuelled and supplied with ammunition. Creating a stockpile of fuel and ammunition is also recommended.
- Admirals and other commander personnel.
- Coastal Defences. The costs and types are shown elsewhere in these rules.

Details of the ships and their crew rating are filled in on the Campaign Roster. Stores are placed on the stockpile. Further stores can be purchased during the game.

Supply List

Item	Cost in credits
1 Bunker of Coal or other Fuel (per propulsion room)*	100
1 unit of ammunition on a warship over 5000 tons	500
1 unit of ammunition on a warship with 5000 to 2000 tons	250
1 unit of ammunition on a smaller ship	125

* Ships with $\frac{1}{4}$ or $\frac{1}{2}$ propulsion rooms add up the fractions and need 1 bunker for each “whole” propulsion room or part thereof.

Ammunition Supplies

To supply a ship with ammunition, you use 1 unit for every functioning magazine on the vessel, plus one unit to supply Quickfirers and torpedo rooms.

If a vessel has neither Quickfirers nor torpedoes, then you only supply the magazines at a cost of 1 unit per magazine.

If it has no magazines, you supply torpedoes and Quickfirers at a cost of 1 unit of ammunition only.

There is no reduction if the ship only has Quickfirers or only has torpedoes.

C.3 – Personnel

Admirals and Command Personnel

Commanders are purchased at the start of the campaign at the usual cost in credits and should be named (to provide some flavour). It is possible to buy more Command personnel than is required (to allow for casualties).

The quality of the Command personnel is diced for as usual in the rules. If a Commander is purchased after the start of the campaign, he is diced for using the standard rules, however the rating level determined by the die roll is then reduced by 1 (allowing for -2 Commanders). These chaps are straight from the Naval Academy.

Admirals are allocated to Squadrons as required for each mission.

Crew

At the start of the campaign, ships may be purchased with a crew rating of 1, 2 or 3. After the start of the campaign, ships are only available with crew rating 1.

Campaign Roster

Details of the Credit Value of all the ships, supplies and Command Personnel including spare Commanders, are entered on the Campaign Roster. At the start of each Campaign Month the Roster Value is recalculated. This will change from month to month as ships and commanders are destroyed and replaced and does not include points for any stockpiled supplies.

Next enter a value equivalent to 50%, 35%, and 20% of the Roster Value (rounding fractions to the nearest whole number rounding halves upwards) in the appropriate boxes. These values will also change from month to month and again do not include points values of stores. Finally, each month's mission is selected by the commander of either side and written in secret in the Mission box.

At the end of the Campaign month, Credits will be added in the appropriate box.

Multi-Player Campaigns

In a multi-player campaign, each player is a Battle Squadron Commander and should keep track of his own set of ships and Admirals. During a campaign, players keep a personal log of how their fleet is performing. The success of a player can be measured by the increase in the total skills of his Commanders. Each player starts with the same number of points, say 250,000 for the purchase of ships and command.

The Battle Fleet, which consists of several squadrons, is run by the player who has the highest ranking crew member, determined by skill rating. The Admiral of the Fleet decides on missions and allocates forces.

“Gentlemen, today’s mission is a routine sweep over the North Sea. I will be taking my 3 Squadrons of Battleships, John will be scouting with two divisions of Light Cruisers, and I want Alan to take the Armoured Cruisers to back us up”.

The rules requirements of whether two missions can be run consecutively remain in force, so a record of the previous month’s mission must be maintained for reference.

Ideally, the records of the ships should be kept by another player (the second in command) and the stockpile of stores by a third (the Quartermaster).

During Combat operations, the initiative is determined as usual, but the player commanding the mission is the one with the highest ranking commander on the table. He decides the order of movement and whatever else is required and should give orders to his fellow players. Failure to follow orders may result in demotion or some other sanction agreed between the players.

Note that as the campaign progresses, the ranking of the various crew members will change. The status of the players running those crews will therefore also change. Clearly, a player who always participates in missions will rise to the top of the command and find fame, if not fortune. Players can join in the campaign at any time, and play even for one evening only.

C.4 – Preparing for Missions

You are now ready to run the first mission. Over the course of a Campaign, one mission will be carried out per Campaign Month. At the start of each month, each side decides (in secret) which mission will be done, which ships and command are going to be used, and how many terrain items will be chosen (terrain is determined by the mission type). In all cases, the actual force composition is kept secret until the forces are laid out on the table.

Ships being used on a mission must have used 1 bunker of fuel per functioning propulsion room, and ammunition for their weapons. A ship with $\frac{1}{4}$ or $\frac{1}{2}$ propulsion rooms totals up the fractions and needs 1 bunker of fuel per “whole” propulsion room or part thereof.

The Missions selected by either side are simultaneously revealed, but before the ships are set up and the weather determined, each side puts the selected terrain items on the table in a heap. This is carried out using the game setup rules, with the following modifications.

Deploying Terrain

The first side to pick is determined by the side with the higher mission %-number. If this is the same, both sides roll 1D10 and each adds the number of his admirals, adding the result of a further dice roll if there is still a tie.

Force Selection and Game Duration

All ships selected for a mission must be capable of movement of at least half their original speed, and must have at least one functioning weapons system. They must also have taken on fuel equal to the number of boilers, and ammunition for all functioning magazines. Torpedo boats need 1 bunker of fuel to function.

The game is set up as defined under Game Set-Up Order, and ends when 12 turns have elapsed or if neither player has an active ships on the table. Ships left on the table with a speed of 0 are regarded as not active, and are lost.

C.5 – Mission Types

Battle Fleet Sortie

You may assign up to 50% of your current Roster Value to this mission. It is not permitted to use a Battle Fleet Sortie on two consecutive months.

Select 0 or 1 items of terrain, and set up as if for a Fleet Encounter.

Shore Bombardment

You may assign up to 50% of your current Roster Value to this mission. It is not permitted to use a Shore Bombardment on two consecutive months.

The attacker defines the number of turns (2 to 8) he intends to bombard military installations. The attacker cannot attack the shore target for more than this number of Game Turns representing the limit in supply of HE ammunition. Bombardment requires the use of at least a gun of type D. Any shot, even with only 1 gun from 1 ship, fired into the target grid counts as a turn of Bombardment.

The defender gets forts equal to the number of turns of bombardment chosen. He may trade forts (value 3000 points each) for minefields, shore batteries, light (scout) cruisers, torpedo boats or destroyers on an equal points basis (assuming that such vessels are available on the roster and not already deployed for the defender’s current mission).

The attacker must select 1 item of land terrain. This item must be placed immediately on the table within 6” of one edge if an island, or adjacent to the edge if other land. It may not be placed within 12” of a corner of the play area. The defender may now, optionally, select one additional item of terrain.

The Bombardment target is set up by the defender on land terrain anywhere on the Defender’s half of the table. The forts and shore batteries are then set up anywhere (on coastline or as islands) within 12” of the bombardment target. Any defending ships are set up within 12” of the target. Minefields can be anywhere on the defender’s half of the table.

The attacker sets up at extreme visibility range from the target (ignoring any enemy ships), or on his Base Line, whichever is nearest. He cannot use minefields.

Each target destroyed causes the loss to the enemy of Credits as shown on the target scheme. Additional hits on destroyed areas do not cause the loss of credits, but will cause Fires in the usual manner, which could lead to explosions elsewhere.

Routine Patrol

You may assign up to 35% of your current Roster Value to this mission. There is no limit to the number of consecutive Routine Patrols which are carried out.

Select 1 or 2 items of terrain and set up as if for a Fleet Encounter.

Commerce Raid

You may assign up to 35% of your current Roster Value to this mission. It is not permitted to use a Commerce raid on two consecutive months.

The attacker defines the number of turns (2 to 8) he intends to bombard military installations. The attacker cannot attack the shore target for more than this number of Game Turns representing the limit in supply of HE ammunition. Bombardment requires the use of at least a gun of type D. Any shot, even with only 1 gun from 1 ship, fired into the target grid counts as a turn of Bombardment.

The defender gets forts equal to half the number of turns of bombardment chosen (rounded down). He may trade forts (value 3000 points each) for minefields, shore batteries, light (scout) cruisers, torpedo boats or destroyers on an equal points basis (assuming that such vessels are available on the roster and not already deployed for the defender's current mission).

The attacker must select 1 item of land terrain. This item must be placed immediately on the table within 6" of one edge if an island, or adjacent to the edge if other land. It may not be placed within 12" of a corner of the play area. The defender may now select one or two additional items of terrain.

The Commerce Raid target is set up by the defender on coastline anywhere on the Defender's half of the table. Forts and shore batteries are then set up anywhere (on coastline or as islands) within 12" of the target. Any defending ships are set up within 12" of the target. Minefields can be anywhere on the defender's half of the table.

The attacker sets up as if for a Shore Bombardment. He cannot use minefields.

Each target destroyed gives YOU a credit value as shown on the target scheme. Note that with some hits YOU can end up with a negative value ! Additional hits on destroyed areas do not provide extra credits, but will cause Fires in the usual manner, which could lead to explosions elsewhere.

Convoy

You may assign up to 35% of your current Roster Value to this mission, and at least one ship must be a merchant ship carrying cargo or troops. Cargo and troops have a points value of 0 when costing the mission. Each Cargo Section Level will contribute 2000 Credits and each Troop Section Level 1000 Credits if delivered intact across the destination Neutral Edge.

NOTE: Cargo ships selected for this mission will need to have a speed of at least 10 speed units.

It is not permitted to use a Convoy on two consecutive months.

Select an Entry and Exit box, plus 1 or 2 items of terrain. The Entry and Exit boxes must immediately be placed at the edge of opposite sides of the table, with their nearest points 48" apart. No terrain may be deployed in the Entry and Exit boxes, or within 6".

The Convoy and at least half its escorts must deploy in an Entry Box of 12" x 12". Half the escorts (in numbers of ships) may be set up as if for a Fleet Encounter.

Enemy ships may not deploy within 12" of the Entry or Exit boxes.

For the purposes of Tactical Assessment at the end of the game, any cargo carrying vessels which leave the table through an 18" x 18" Exit Box of do not count as lost, however if they exited from any other edge, they do count as lost.

Scouting Patrol

You may assign up to 20% of your current Roster Value to this mission. It is not permitted to use a Scouting Patrol on two consecutive months. The mission may be to probe the enemy defences or get details of enemy ships encountered.

Select 1 to 3 items of terrain, and set up as if for a Fleet Encounter.

To correctly identify the target, it must be within visibility range and a crew skill roll must be taken on 1D6, with a score equal to or less than the crew rating of the observing ship indicating success. This roll is made at the end of the Game Turn. A target may only be observed once in the mission. A successful observation will give you Credits equal to half the Credit Value of the targets observed, if you succeed in exiting your ship over your Base Line. For the purposes of Tactical Assessment at the end of the game, if ships exit from this edge, they do not count as lost; if they exited from any other edge, they do.

Defensive Patrol

You may assign up to 20% of your current Roster Value to this mission. This Patrol must be carried out by at least two ships. It is not permitted to run a defensive Patrol on two consecutive months.

Select 1 to 3 items of terrain and set up as if for a Fleet Encounter.

If both sides have chosen a Defensive Patrol, no action takes place and the game moves to the Inter-Mission Phase and the Mission Credit Value is applied as if the mission had taken place.

C.6 - End of Mission

Mission Success

A mission is considered successfully achieved if the player did not have all the ships he put into play destroyed. Ships which have left the table, have a speed of 0, or are out of control due to steering damage are not considered as destroyed for the purpose of Mission Success.

Tactical Assessment

When the game ends, each side totals the losses they have inflicted, by adding up the value of lost ships and Commanders, destroyed enemy forts, and the value of ships and Commanders which have exited the table. Do not include the value of destroyed bombardment or raid targets. The side which has inflicted the lower score is assessed tactically as the loser (though he may have succeeded in his mission). There is a bonus for scoring at least twice as many points as the enemy and/or if there are no enemy ships left on the table.

C.7 – Inter-Mission Phase

The following activities take place in the order shown:

A. Recovery

Ships which survived the battle are returned to the Roster, but are only available for the next mission as long as they have at least half the original speed value, and at least one functioning weapons system. They must also be fuelled and re-supplied with ammunition before they are used again. Fuel and ammunition is not returned to the stockpile, even if the ship fired no shots during the game.

Destroyed ships and Commanders are deleted from the Roster.

B. Gaining Experience

Next, roll 1D10 for every Commander on the roster. If the score comes up equal to or less than his current rating, then he is retired, and the credits appropriate to his rank are added to the Roster. He is regarded as having finished his Tour of Duty, has been retired, sent to train other Commanders, or even been relegated to desk duties.

Now each Commander surviving the last mission, and whose Squadron or Division did not fail its morale, may choose ONE of the following:-

- He may increase his command rating by 1 point.
- He may increase his seniority within his rank by one step.
- He may be promoted to the next rank up (but no higher than Admiral).
- He may increase the Crew rating of one ship under his command by 1. No crew skill may be increased over 3.

C. Credits

At the end of each mission credits are added to the current total, depending on the mission just carried out and its tactical assessment, and any damage caused by enemy Bombardment is deducted. The Credit Table is shown below. The total Credits are added to any accumulated in previous turns. Credits are used to repair and buy new ships, and recruit Commanders. It is not possible to build or recruit if there is a negative Credit score.

Mission Success	Credits
Battlefleet Sortie	+ 0
Convoy	+ 2000 per cargo or 1000 per troop section level delivered
Shore Bombardment	Enemy loses credits depending on Targets destroyed
Scouting Patrol	+ ½ Credit Value of each enemy ship sighted and identified
Commerce Raid	Depends on targets hit
Routine Patrol	+ 25,000
Defensive Patrol	+ 50,000
Tactical Assessment	Credits
You won the engagement	+ 20,000
You won and scored at least 2:1 in points	+ 40,000
No enemy left capable of combat.	+ 10,000
Retiring Commanders	Credits equal to replacement cost of current rank
Scrapping (damaged) vessels (later in the turn)	Credits to value of ½ the ship's value with current crew

D. Repair

Ships which survive the mission and return to port are repaired as follows.

All flooding hits are removed automatically. Repair is carried on simultaneously, and only depends on cash being available.

To repair 1 damaged section level on a ship takes 1 week, and costs 500 credits. It is possible to increase the work force repairing the ship and repair 2 damaged section levels per week at a cost of 1000. This means that for game purposes, every ship can repair 4 or 8 damaged section levels per Inter-Mission Phase.

E. Resupply

The stockpile will need to be replenished regularly, at the costs shown at the start of the Campaign Appendix.

F. Reinforcements

Both sides may now purchase new ships and Commanders using Credits. Ships can only be purchased with crew rating of 1. New Commanders have their rating determined in the usual manner but the rating determined by the die roll is reduced by 1. These new ships and Commanders are added to the Roster and its new Value calculated.

G. Scrapping ships

A ship which is severely damaged and will cost more to repair than its cost effective may be scrapped, and will provide Credits equal to half its Points Value (based on its current crew level). This represents re-cycling of functioning equipment and re-use of the armour. It is also possible to scrap undamaged ships. Due to the order in which these activities take place, scrapping a ship will not provide financial benefits until the following Inter-Mission Phase.

H. Assign Credit Reserve

Having carried out all the purchases etc. the players record their Credit Reserve which will be held for the next turn. Credit Reserves are not included in the Roster Value.

C.8 – Check for defeat

After all re-supply, reinforcements, etc. are over, both sides check to see if they have lost.

Defeat is defined as being unable to carry out a theoretical Defensive Patrol, regardless of the Mission the player actually intends to carry out. To be unable to carry out this "dummy" mission, a side must be unable to deploy two ships and a Commander, the points for which constitute no more than 20% of the current Roster Value.

This means that during the Inter-Mission Phase there is a chance to mend enough ships to be able to carry out the theoretical mission and stave off defeat.

Ships chosen to carry out the "dummy" mission must fulfil the normal criteria for being used on any other mission. They do not actually carry it out, and may in fact be allocated to another possible mission in their own right.

If neither side can do this mission, the campaign is a draw.

