Dedication: These rules are dedicated to my good friend Dave Chandler, a fellow member of the Naval Wargames Society, who helped rescue the society in the late 1970s when it looked like it would fail. He sadly passed away in April 2015.

# SERIES INTRODUCTION

This book of rules is one of a series of rules that allow simulation of a global war in the World War Two period.

The series consists of Fictional Naval Campaign, a set of rules detailing how to design and populate the world, the resources available and how to acquire them, the army and air force elements and how to select or design the ships that will form your navy. The rules also include detailed descriptions of the towns and ports so that they can be attacked. If the ships are selected instead of designed then up to six players may take part. If ships are designed then between 2 and an infinite number of players can be catered for on one map, and players may be added at any time, including players that have already lost their Nation in the campaign. The Self Designed Ships rules have been moved to a separate book – Self Designed Ships 3 due to the size of Fictional Naval Campaign.

If players decide to use the selected fleets option, then Self Designed Ships 3 may be used to design new ships after the start of hostilities, but I would not recommend mixing selected fleets with a fleet that has been completely designed – I suspect that the self-designed ships may have slightly more bang for their buck than the real ships, though Minor Navies in the self-designed rules might have a fairer time against selected fleets.

FleWar2 is a set of rules detailing how you can engage your enemy, it is primarily designed for a quick and easy game for Fleet sized actions but it has enough detail that it should also work for a small number of ships. Of primary importance in the period 1860 to 1945 is how and when your guns can defeat your enemies armour, this is usually ignored in most Naval rules but is included in this set covering the latter end of that period despite the rules being simplified.

The best defence against your enemy's guns is to sink them before they get into range, for this reason the aircraft became the decisive weapon in this period. The rules AAA2 cover air to air combat, air to surface and surface to air.

Finally to allow the invasion of your enemy's lands and towns and ports, a set of army combat rules called CLeW2 details the makeup of your and your enemy's divisions at various periods during the war. Infantry, Panzer Grenadiers and Armour units are described and the divisions broken down to the Company Level which is the smallest element involved in the combat, however those companies will form into Brigades which are the smallest forces that can engage each other. The combat and re-supply rules are also included as well as invasion, both on uncontested beaches and later in the war as a full amphibious engagement.

The sets of rules are integrated, for example Brigades out of supply will retreat, or surrender if they can't retreat. Squadrons of aircraft cannot attack or defend without supplies. The supplies are delivered by the merchant ships escorted by your navy and its carrier aircraft and attacked by your enemies’ submarines, aircraft and commerce raiders or maybe even a full scale battle fleet. The warships anti-aircraft guns will engage the enemy's aircraft launched from land or carrier. Armies will march into ports allowing their victorious ships to also enter the port. Hence the budding megalomaniac will truly have to fight a Global War.

All the hard work, of research and development of the rules, has been done for you. All that now remains is for you to show your art of aggrandisement as you design your forces and wield them to become the King of All Kings. The next war starts on the first of January 1940, will you be leading it or standing on the by-lines watching?

# INTRODUCTION

This section of the rules is for players wishing to either play my game solo or practice it before joining other players in a grand campaign.

There are several different ways of doing this which are explained below and also rules to drive the Non-Playing Nations to aggression.

You can of course run as many Solo games as you like, modifying your own forces and your opponents to increase or decrease the challenge.

# SOLO SCENARIOS

## Neutral Only

This requires a single Iris map with one player fleet – either the Fictional Fleets or the Fictional Ships option may be used. Set up the various smaller Neutral fleets and run the campaign for as long as you like – either to the point where you have devastated all to the Neutrals, or maybe run it to 1946 to try out a building schedule. If you record all your decisions and orders then you can re-run the same routine again to correct any errors you made or use it in a fuller campaign, either Solo or against other opponents.

## One Other “Player”

A greater challenge than the Neutral Only option – add a second Iris which will of course be both on the west of the Player’s Iris and on the east of it. Note, if the Player chooses not to cross their western border, then the Aggression rules below will ensure that the Non-Player on the second iris will cross your eastern border, so you need only fight a war on one front. Of course if you wish to fight a war on two fronts to increase the challenge then you may.

You can play either Fictional Fleets or Fictional Ships rules – or even play one iris as each, though the Fictional Ships fleet will have a lot more ships of all types. I would recommend using the Fictional Ships rules then you can set the Non-Player up as a minor fleet to ease the challenge. The Aggression rules below will ensure that the Non-Player will at some time cross your eastern border, and probably with only part of their fleet.

You will need to do all the calculations to set up the ships for the Non-Player and split their fleet into task forces according to the rules below. You will also need to direct their task forces to defeat their Neutrals and gather resources for their Fuel Oil and Steel. If you are using the Food resources for your own iris, you might want to ignore Food resources in the Non-Player Iris. It is a good idea to record the Non-Player actions in case you want to replay it later.

## More than One Other “Player”

The next option is to add more than 1 Iris with Non-Player fleets on each. Two extra Iris’s will be the minimum and allows for you to fight two different opponents, one on each side. The other two will of course be fighting each other at the same time! You can of course add as many Iris’s as you like, but I suspect the best combination would be to add three. If you place a minor Fictional Fleet to both your east and west and a tougher opponent between them, then the tough fleet will weaken the two minor fleets and be itself weakened by the two minor fleets. One interesting combination would be to put a Ship of the Line fleet to your east with its huge compliment of aircraft (FF and DB only) and a fast and powerful fleet opposite such as the Nippon option for Japan – any Japanese fleet’s main carrier task force should have six carriers which might help them to survive against the Ship of the Line fleet. The western fleet could be anything, such as the Scandinavian Fleet (though if they are all fast they are really not a minor fleet), or the ADL or PSI or any of the other oddball fleets. They should cause any fleet some damage even if they couldn’t defeat them. You will of course have a lot of aircraft to fend off and I really wouldn’t recommend trying that with any British Using fleet because the 4.7SDP mounted on their destroyers can’t engage Dive Bombers.

# AGGRESSION IN THE NON-PLAYERS

## Aggression Factor

Each Non-Player has an Aggression Factor, this is initially set to zero, but can increase as they progress in controlling their Iris.

If you were playing a multiplayer game and some or all of the players were not attacking their western neighbour in the hope that the eastern neighbour would attack them, then you could set an Aggression Factor of -1, increasing it as below and requiring them to attack their western neighbour at the start of the month following a roll less than or equal their Aggression Factor. What they attack with, and where, is of course entirely down to them.

## Increasing Aggression

When a Non-Player has received enough Oil to fuel half their Naval Ships at economical cruise speed for the whole of the next month, for three calendar months in succession add one to their Aggression Factor.

When a Non-Player has received enough Oil to fuel three-quarters of their Naval Ships for one calendar month once their Aggression Factor has reached 1, raise it to 2.

When a Non-Player has received enough Oil to fuel all of their Naval Ships for one calendar month once their Aggression Factor is at least 1, raise it to 4.

Note the Aggression Factor can never reduce once it has been increased.

## Checking Aggression

At the end of each calendar month, after Aggression Factors have been increased, roll one d10 for each Non-Player who has a non-zero Aggression Factor. If the number rolled is less than or equal to the relevant Aggression Factor then that Non-Player will probably start to attack their western neighbour at the start of the coming calendar month.

If any Non-Player fails this test (rolls less than or equal) then roll another d10. On a 1-2 three task forces will cross their western boundary, on a 3-4 two task forces will cross the boundary, on a 5-6 one task force will cross the boundary. If the roll is 8 or less then all the submarines and any raiding forces (see below) will cross the boundary. If the roll is 9 or 10 then no attack takes place this month, re-roll at the end of the next month. Note, by “task force” in this paragraph it means either carrier or battle task forces. Roll randomly amongst the possibilities. Obviously, if these forces are engaged by another Non-Player or by the Player then the remaining forces will be released to reinforce them. These task forces will head towards likely convoy routes at economical cruise speed, but will not cross the line running from the “player” north or south port and the nearest pole port or nearest island unless they are pursuing a weaker force. If they encounter a force they will speed up to engage.

## Setting Non-Player Task Forces

Each Submarine forms a separate task force (at the Start of Hostilities wolf packs cannot be formed).

If the Non-Player has at least two BCs that have not been converted to AA ships, then form them into a Raiding Task Force with two AA cruisers. If there are still BCs left then form them into Raiding Groups too. Note do not form any Raiding Task Forces if the Nation has only BCs and has no BBs, for example the Royal Netherlands Navy.

Split the carriers into groups. American using forces should be split into pairs or singles – they believed that it was too difficult to protect the carriers if there were more than 2 in a force when they came under air attack. If they have air superiority then they may form into larger groups, probably 4 to a group. They thought that more than 2 carriers would cause too many difficulties when manoeuvring. This is the reason that Yorktown was in a different task force at Midway.

Japanese Using forces should build one group of six carriers (the largest four and two VL), then split any remaining carriers into pairs. A VS should only be in a group with another VS or added to a BB force.

Other forces should split their carriers into pairs, triples or quads, with pairs being the mostly likely grouping (eg 1-3 four carriers, 4-6 three, 7-10 two, or 1-2 four, 3-4 three, 5-6 one, 7-10 two). Ship of the Line and other aircraft heavy Nations are more likely to build large groups.

To each carrier group attach one AA Cruiser per carrier and 4 AA capable destroyers. If there are enough AABW then attach one to each carrier group.

Split the other battlewagons into task forces (1 Task Force on a 1-3, 3 on a 4-6, 2 on a 7-10), add remaining cruisers (split across the task forces) and destroyers.

## Suggested Crossing Points

The following are the suggested crossing point for each submarine, Raiding Group, Carrier Group or Battle Group. These points may be modified by the rules in the next section.

* Half way between the Northern Pole coast and the centre of the nearest island.
* Half way between the most northerly island and the next one south.
* Half way between the next one south and the “player” island.
* Half way between the “player” island and the next one south.
* Half way between the next one south and the most southern island
* Half way between the most southern island and Southern Pole coast.

If the Player intends to set traps at these locations then modify them with the rules in the next section.

Once the Non-Player’s forces has crossed the boundary then roll another d10 for that force, on a 1 turn the force 5 degrees to port, on a 2 then turn them 4 degrees to port etc, finishing with 10 being 5 degrees to starboard. They will not however approach any coastline closer than 50 miles, and will not approach the “player” island within 100 miles unless they mean to land troops on it. If they reach this point then turn them away by 1-2 being 1 degree and 9-10 being 5 degrees.

Once they reach a likely convoy route they will turn the narrowest angle to track along that route attacking any forces they can defeat – they will run back to their Iris on the shortest course if attacked by any force that they cannot defeat – say 1.5 times their power. Count a carrier with 60 aircraft or 45 and an armoured deck and a battlewagon as 8 points, a SDr as 4, an AC, CA or PB as 3, a CL as 2 and a destroyer as 1 (half a point if only carrying 4x4” or less). Opponents of carriers only count their points if they have an AA capability. Smaller carriers are pro-rata, eg VF=6 and VL=4, VE=2. Ships such as VS or CAF/CLF carrying Float Planes with a FPF/FPT capability count as 2, otherwise they will be 1 for their AA ability. Mini versions of cruisers and larger ships count as half of the above.

If they track along a convoy route and don’t find an opponent by the time that they get within 50 miles of the end of the convoy route then either reverse course or swing round an intervening island at a distance of 50 miles and continue following the convoy route on the other side. Note, 100 miles for the “player” island.

Army crossing points will generally be along the Pole country border, but they will only attack on a further roll (roll for the armies on each Pole separately). These will travel at 2 knots unless they capture a train on the next Iris, in which case they can travel at the relevant train speed – assume they can use their own trains to reach the boundary.

If all Naval forces are engaged over the boundary then release any liners with troops to attack an island if they can be covered by a carrier group or a battle group. They will attack the island nearest to their crossing point in the direction that they are heading, which may of course be the “player” island. Only attack the “player” island if there are at least 5 divisions in the force.

## Modified Crossing Point

If the Player intends to lay a trap near the known crossing points either with patrol aircraft or destroyers patrolling likely submarine routes, or maybe a larger force of some description, then modify the crossing points given in the previous section.

Roll a 50-50 chance for a movement North or South of the suggested crossing point and add 5 Exd10 to give a distance in miles from the suggested crossing point in the direction rolled. If this means that the crossing point would bring it within 50 miles of land then move it further away.

## Speeds for Non-Player forces

Non-Player Naval forces will travel at their slowest economical cruise speed until they sight an enemy force when they will speed up to cruise speed or full speed to engage (or escape). If they have ships with scouting aircraft then 50% of these will be out on patrol ahead of the force during daylight hours - the other 50% will take over when the first scouts reach bingo fuel (the point where they must return). Carriers may use TB to scout if it is felt necessary, usually armed with depth charges in case they spot a submarine.

Submarines will travel on the surface at night charging their batteries and will travel at 3 knots under water during the daylight hours – they will all keep at least 2 hours of energy in their batteries so may need to stop to preserve that. Once submarines are fitted with snorkels XXXX, they may travel at snorkel depth during the day on diesel power. If they spot a target, they may attack on the surface if there are no defenders or submerge and attack on batteries – possibly increasing their speed if they have enough energy. Submarines can detect an active ASDIC at fifty times the range that the ASDIC could detect them.

Armies will use trains for transport if they are available otherwise they will travel at 2 knots on foot, or the speed of their vehicle depending on the terrain they are on. Armies travelling without a baggage train capable of keeping up with them will travel at 1 knot if they are carrying more than 1 days’ worth of ammunition. They are limited to 4 days’ worth of ammunition when on foot.