

# Scenarios & Variants

## OPEN FIRE!

### Advanced Rules for Salvo!

**Salvo!** has quickly become one of 3W's most popular naval releases. A game recreating World War II battleship combat, it features an extremely "clean" system, that is fast, furious, and loads of fun to play. **Salvo!** was designed to be an easy to play game of low-to-moderate complexity. To achieve this goal there is some degree of abstraction. Predictably, the game has come under fire by some as being too simple. To remedy this situation somewhat, we present the following advanced rules. These rules can be used together or separately as players wish, and unless specified otherwise, can be used with all the basic and optional rules contained in the original game.

## 12.0 ADVANCED RULES

### 12.1 RADAR

These advanced Radar rules totally supersede the optional rules contained in section 11.11. The chart below lists the primary Fire Control Radar systems used by each nation represented in the game. Players should note that France did not have such a system until late 1943, and only the United States and Great Britain had Advanced systems. When using these advanced rules, substitute the generic system used in the basic game with the system specified in the radar nationality chart.

#### 12.11 Radar Capabilities

(1) Advanced Radar allows radar controlled gunfire up to the spotting range specified with no penalty on the DPT die roll. A (-2) DPT modifier is imposed when firing beyond the spotting range up to the gun range. Radar controlled gunfire is not permitted beyond the gun range listed.

(2) Allied Low Grade Radar is the same as advanced systems, except a (-3) DPT

modifier is imposed when firing beyond the spotting range.

(3) Axis Low Grade Radar allows radar controlled gunfire up to the gun range listed with a (-3) DPT modifier. No axis systems were capable of detecting shell splashes, so no ranges are listed on the chart.

(4) Search Radar allows all units equipped with fire control radar to detect enemy units up to the detection range listed.

**12.12 Damage and Restrictions.** Radar confers no benefit when firing within visibility range. Radar is considered destroyed when one of the following occurs: (1) Anytime a ship reaches a (3W) damage condition; (2) When an eight is rolled on the Special Damage Table. Once a Radar system is destroyed, it can never be repaired.

**12.13 Radar Impairment in scenarios 10.7 and 10.11** To recreate the interference caused by the geographical confines of the Guadalcanal/Savo Island region, the Mark 3 Radar range is modified as follows: Base Radar Range is six (6) hexes. During Phase One of each turn, roll one six-sided die for each unit, the result is added to the base figure to determine maximum range for gunfire and detection.

### 12.2 "FOG OF WAR"

In the basic game, players possess perfect knowledge of the composition and location of all enemy forces at all times. Of course, in actual engagements, this was rarely the case. To introduce an element of uncertainty to the game, the following "fog of war" rules are provided: Scenario set-up is identical to the basic game, except that each capital ship's gunnery target marker is placed on the map, instead of the ship counters. This exception applies only to capital ships. Capital ship counters are

placed on the map only when detected visually or by radar.

**12.21 Unit Concealment.** After moving each unit, the appropriate speed marker is placed directly on top of the unit to conceal its identity. The opposing player may under no circumstances inspect a non-detected unit. Unit detection is determined immediately after visibility determination in Phase One of each Game-Turn. If a unit is within the visibility or radar range of an enemy unit, the unit is considered detected and can be inspected by the opposing player (it may be easier for players to differentiate non-detected units by placing the speed marker adjacent to the unit, instead of on top). Also, to ensure total secrecy during movement, it may be helpful to have the opposing player look away from the map or leave the room.

**12.22 Dummy Units.** A Dummy unit is a "fake" unit used to confuse the opposing player as to the actual location of friendly forces. Each player is allotted two (2) dummy units per turn. No more than two dummies can be in play at any one time on one side. To incorporate Dummy Units into the game, take any appropriately colored gunnery target marker not used by the actual units in play, and place them in any desired location with a speed marker on top to conceal their identity. Dummy units may be placed anywhere on the map the owning player wishes, and may move at any speed desired. Detected dummies (radar or visual) are removed from play during Phase One, and may be reintroduced that same turn during the appropriate player's movement phase, (the obvious course would be to place it in a hex occupied by another friendly unit, and split them during movement. The opposing player will then be left wondering which unit is "real" and which is a dummy). Dummy units affected by the loss of Command Control may move under the penalties of section 11.62 as if they are real units. Additionally, dummy units attacked by friendly fire may be "hit" as normal to maintain the illusion of the unit being real. When using this rule, players now have the option to "sight" enemy forces during Phase One of each turn; the disadvantaged player declares first, each game-turn.

### 12.3 ADVANCED MOVEMENT

Advanced Movement rules are identical to section 7.0 of the basic game, except for the following:

	Great Britain		United States		Germany	Italy	Japan
Make	Type 284	Type 284m	Mark 3	Mark 8	Fumo	Gufo-3	Kai 2
Quality	Low	Advanced	Low	Advanced	Low	Low	Low
Spotting Range	7	11	10	12	-	-	-
Gun Range	10	13	12	14	10	8	10
Detection Ranges	13	25	14	25	14	12	13



12.31 Turning Restrictions. In the basic game, units can make as many turns as desired with the only restriction being the unit's movement allowance. This rule reduces the number of turns a unit can make during a single movement phase. A turn is defined as changing the facing of a unit in the same hex, either one, two, or three hexsides. Specific restrictions are:

(1) Capital Ships - Can turn twice during a given movement phase. For example: a ship can turn two hexsides, move one hex forward, turn one hexside, then move two hexes forward; completing the move.

(2) Screening Units - Can turn up to three times during a given movement phase.

## 12.4 ADVANCED SIGHTING

12.41 Line of Sight (LOS). This additional rule is used in conjunction with section 4.2. Line of Sight is considered blocked, day or night, if the following conditions occur: 1) When a unit is within LOS and is directly adjacent to either the firing unit or targeted unit; or 2) Destroyer units firing over Capital Ships.

12.42 Starshells. Starshells are used identically as stated in section 4.3, except each ship in a multiple ship unit can now fire one starshell per turn. For example: since a CL unit contains two light cruisers, two starshells can now be fired from that unit, during a single turn.

Special Damage Table		
Die Roll	Type of Hit	Consequence
2	No Effect	None
3	No Effect	None
4	No Effect	None
5	No Effect	None
6	No Effect	None
7	Deck Hit!	Night scenarios only. (+1) DPT when firing at unit next turn.
8	Radar Hit!	Radar destroyed for rest of scenario.
9	Rudder Hit!	This game turn unit must move at present course and speed.
10	Bridge Hit!	Crew quality drops one level next turn. If flagship is hit, admiral is killed, and all ships drop one level instead.
11	Engineering Hit!	Electrical power failure. No radar or weapons may be used next turn.
12	No Effect	None

## 12.5 SPECIAL DAMAGE TABLE

In the basic game, only abstracted forms of damage are presented, like weapons and speed hits. In actual naval engagements all kinds of debilitating hits plagued fighting ships like jammed rudders, bridge hits, and deck fires. To add this element into the game the Special Damage Table is presented. Whenever a "7" or an "11" is rolled on the Combat Results Table, refer to the Special Damage Table and roll two six-sided dice. At 1:2 odds on the CRT this table is referred to only on a roll of "11". Any Special Damage inflicted is in addition to the regular CRT results.

## 12.6 ADVANCED GUNNERY MODIFIERS

12.61 Shifting Targets. Each time a unit's main batteries shift targets from one turn to another, a (-1) DPT modifier is imposed on the firing unit. To keep track of targets, from Game-Turn to Game-Turn, players may simply flip the target markers to their opposite side after firing, instead of removing them from the map.

12.62 Crossing the "T". When crossing or capping the "T" of an enemy ship, the capping ship(s) is given a distinct advantage because the shells can fall along the length of the enemy ship (a ship is often seven times longer

than the ship is wide). To determine if a target unit's "T" is crossed, align a straight edge with the LOS dots in the firing unit's hex and the target unit's hex. If the straight edge passes through both the hexsides directly ahead and astern of the target unit's hex, a (+1) DPT modifier is awarded to the firing unit. However, this rule does not apply if the target is 1-4 hexes away from the firing unit.

12.63 Target Speed is "6." When firing at any target moving at a speed of "6", a (-1) DPT modifier is imposed on the firing unit.

12.64 Firing at Maximum Speed. When moving at maximum speed a ship handicaps itself through a number of factors. At maximum speed a ship creates excessive amounts of sea spray which often hampers effective gunnery. Additionally, at max speed, a ship will vibrate and sway excessively, creating an unstable gunnery platform. To reflect these conditions, a (-1) DPT modifier is imposed when the firing unit is moving at its maximum, undamaged speed.

Damage Point Table Modifiers	
Target DIW or speed 1	2
* Crack crews	1
# Crossing the "T"	1
# Target has deckfire at night	1
Concentrated fire	-1
* Poor crews	-1
Firing from bow/stern sector	-1
Starshell illuminated target	-1
Firing ship turned last turn	-1
# Shifting Targets	-1
Target speed is 6	-1
# Firing ship is moving at max speed	-1
Ship fired at this turn	-2
* Advanced radar	-2
* Low grade radar	-3
* Spotting planes	-3
* Indicates optional rule, # indicates advanced rule	



## MORE SALVOS FOR SALVO II

**SALVO II** is the companion game for 3W's recent **SALVO!** game. **SALVO II** simulates surface naval combat in World War One. Like **SALVO!**, **SALVO II** includes scenarios for the major historical engagements from that conflict, plus several scenarios for hypothetical actions. The naval situation in World War One offered many opportunities for actions that never developed because both sides wanted to preserve their fleets as part of the "fleet in being" strategy. This approach relied heavily on the sheer existence of a fleet to deter hostile naval threats, rather than on direct naval action. Naval strategists argued that a fleet was of more use just existing than laid up repairing damage or rusting on the ocean floor.

This article contains a few variants together with a new historical scenario. Unless otherwise mentioned, all **SALVO II** rules are in effect at all times.

### I. VARIANTS

#### 1. CORFU ISLAND, SCENARIO 10.2:

Suppose the Germans were itching for a fight, and decided to engage rather than run. Modify existing German victory conditions to state that they must also sink any two armored cruisers.

#### 2. FALKLANDS, SCENARIO 10.3:

Suppose that the **MOLTKE** (BC2) plus a light cruiser (CL1), were already en route to relieve the **GOEBEN** and **BRESLAU** on detached service. These ships could have been sent to meet elements of the returning German Pacific Squadron. Add these ships anywhere in the XX01 hexrow. Heading D, speed 5 on turn one of scenario 10.3.

#### 3. DOGGER BANK, SCENARIO 10.6:

An interesting variant for scenario 10.6 is to replace the armored cruiser **BLUCHER** (AC1) with the **VON DER TANN** (BC1), which was repairing collision damage, or just add the **VON DER TANN** to the existing German Order of Battle.

**4. ZEPPELINS:** Zeppelins were rigid airships used by the German navy in World War One for reconnaissance, gunfire spotting, and later for strategic bombing. In this game, zeppelins are used mainly for spotting, reconnaissance, and air attack.

Zeppelins can only be used in scenarios that take place in the North Sea (scenarios 10.4 - 10.9). To determine the number of zeppelins present in a scenario, roll a six-sided die. On a roll of 1-4, the German player may use the number of zeppelins indicated by the die roll. On a roll of 5 or 6, no zeppelins may be used.

Zeppelins have a movement allowance of eight (8), and a defense strength of five (5). Zeppelins move, and turn in the same manner as surface ships with the following exception: when a zeppelin completes movement, the zeppelin must be moved one hex in the direction that the wind is currently blowing, to simulate wind drift. Zeppelins move during the same movement phase as German surface ships.

Ships may attack zeppelins, during the Gunfire Execution Phase, using their defense strength. Any zeppelin within a two hex radius of a ship may be fired upon just as though it were a surface ship. Any "S" or "X" hit on a zeppelin destroys it. The British player receives 10 victory points for each destroyed zeppelin.

A zeppelin may attack a surface ship, but to do so it must pass through the hex occupied by the target ship during the course of its movement. The zeppelin stops movement over the target ship, conducts an attack at 1-2 odds, then finishes the remainder of its movement. Any damage inflicted by zeppelins takes effect after both movement phases.

Zeppelins may also spot for German surface ships if they can move within a distance equal to or less than the base visibility for the scenario. Spotting allows German surface ships to conduct gunfire beyond visibility of the firing ship(s), but at a (-3) modifier on the DPT.

### II. SCENARIO

#### SCENARIO 10.10 GALLIPOLI, 18

**MARCH 1915:** This scenario simulates the British and French naval assault on the Turkish forts at the mouth of the Dardanelles. The assault's objective was to penetrate the Dardanelles, and bombard the capital Constantinople, thereby knocking Turkey out of the war. More importantly, Turkey's capitulation would open a supply route to Russia via the Black Sea.

While the British and French forces were able to knock out several of the Turkish forts, no ship was able to force the narrows

and reach Constantinople. A combination of gunfire from shore (which was being directed by gunnery officers from the **Goeben**), and mines was able to force the Allied fleet to turn back, after they had lost the pre-dreadnoughts **Irresistible**, **Bouvet**, and **Ocean**, and the battlecruiser **Inflexible** had been damaged.

### ORDER OF BATTLE AND DEPLOYMENT HEX/FACING/SPEED

#### PLAYER 1: BRITISH

QUEEN ELIZABETH (BB17), LORD NELSON (B1)1808/B/2

INFLEXIBLE (BC1), AGAMEMNON (B2) 1908/B/2

PRINCE GEORGE (B3) 1708/B/2

TRIUMPH (B6) 1910/B/2

MAJESTIC (B4) 1509/B/2

SWIFTSURE (B5) 1711/B/2

VENGEANCE (B7), IRRESISTIBLE (B10) 1310/B/2

ALBION (B8), OCEAN (B9) 1411/B/2

#### FRENCH

GAULIOS (B11), CHARLEMAGNE (B12) 1709/B/2

BOUVET (B13), SUFFREN (B14) 1810/B/2

#### PLAYER 2: TURKISH/GERMAN

The forts and minefields are printed on the map.

GAME LENGTH: 24 TURNS

BASE VISIBILITY: 12 HEXES

#### SPECIAL RULES:

1. To play this scenario, players will need to use the map provided in this issue. Ships may only enter sea and partial sea hexes with a line-of-sight dot in the water. Forts may fire over a maximum of one land hex, in addition to the hex they are located in. A ship or fort firing at a target located in the same hex has its attack strength tripled.

2. Wind is blowing from direction "B".

3. Turkish player may lay mines in any two hexes on the map, except for those hexes



occupied by ships at the start of play. Additionally, the Turkish player has minefields located in the following hexes: 2005, 2104, 2105, 2203, 2204, 2205, and 2304. Mines attack ships exactly as stated in rule 11.8.

4. The Turkish player has two types of forts: major and minor. The attack, defense, and range values for both types are printed on the map. Forts are considered destroyed upon reaching the 3W damage condition, or on an "X" result on the CRT. "S" hits have no effect on forts. Unlike ships, forts may attempt to repair damage twice during the Damage Control Phase, even if they have suffered only one "W" hit. Ships may not use the target speed modifier when firing at forts. However, ships may concentrate fire on a fort with no penalty. A ship's secondary batteries may not fire at forts.

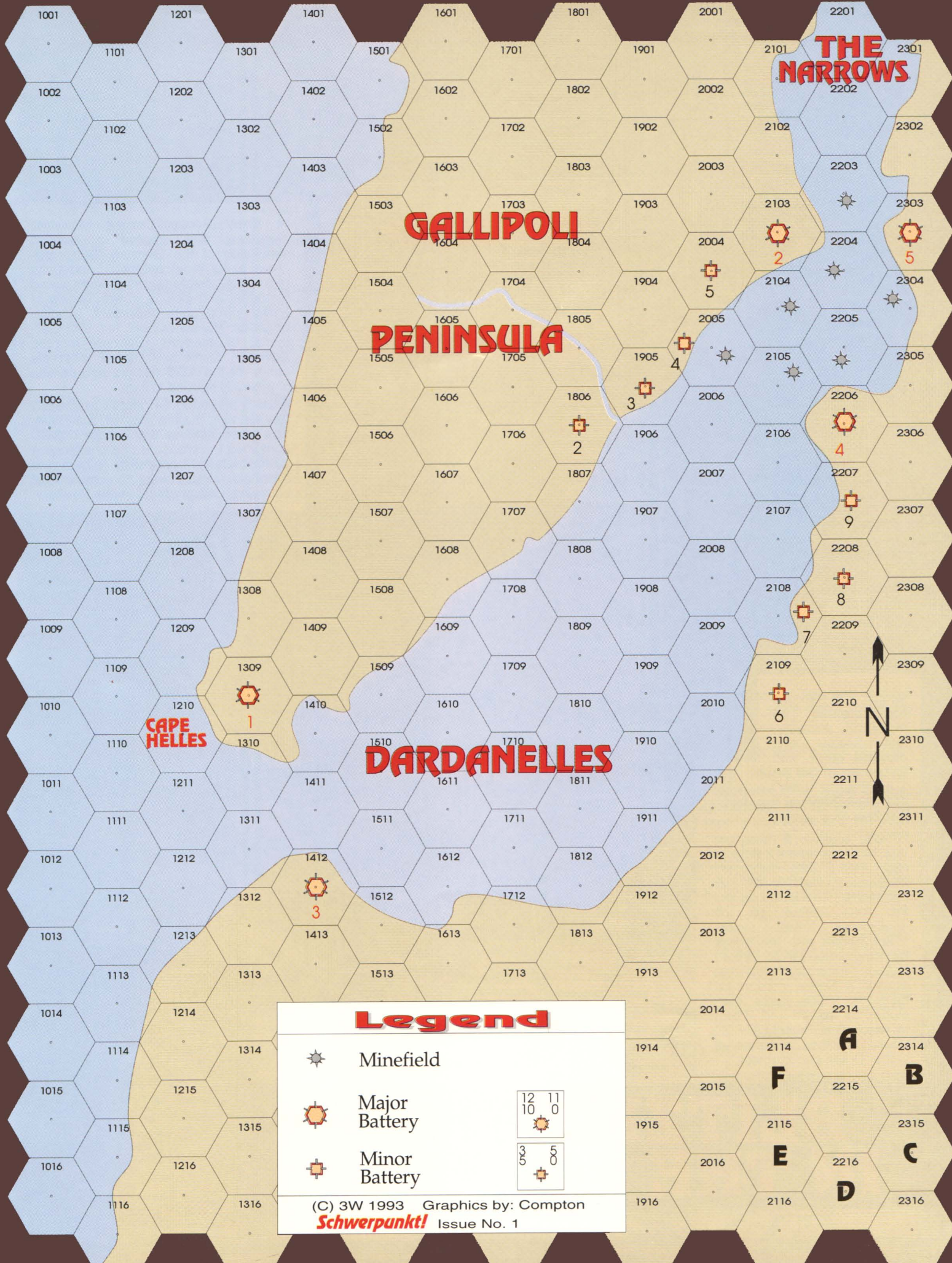
5. If the British player desires, he may bombard a fort outside of the Dardanelles by firing across the Gallipoli Peninsula. To do so, the British player designates one ship within LOS, and in the Dardanelles, to spot fall of shot. A ship attacking in this manner is penalized (-3) on the DPT.

6. To reduce counter congestion, it is suggested that players write the targets for gunfire each game-turn on a scratch piece of paper.

#### **VICTORY CONDITIONS:**

British player wins by exiting any four ships off the Northern map edge through hexes 2201 and 2301. Exiting ships must have no more than one unrepairable "W" and "S" hit. Turkish player wins by avoiding British victory conditions.





**THE NARROWS**




**GALLIPOLI**

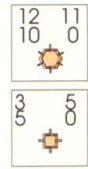
**PENINSULA**

**CAPE HELLES**

**DARDANELLES**

**Legend**

-  Minefield
-  Major Battery
-  Minor Battery



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**Schwerpunkt!** Issue No. 1

**A**  
**F**  
**E**  
**D**

**B**  
**C**