

# Modifications for Battleship (Simulations Canada) Markus Stumptner

Albeit physically not very impressive, this is a wonderful game - just like its WWI sister **Line of Battle**, it provides the ability to fight battles with all of the contemporary major combatants (even the WWII Yavuz/Goeben is there in the **Battleship** countermix), at a detail level that makes battles flow swiftly. Couldn't someone produce a module that interfaces these games to the Avalanche **Great War at Sea** Series (an operational system in search of a combat system)?

However, I don't agree with all of the detailed outcomes and as a result play with a number of modifications to the combat system.

1. Torpedoes are much too powerful.
  - The number of die rolls for torpedo hits is halved if the torpedo has travelled more than 5 hexes from its launch point. (Japanese: 6 hexes.) Round fractions up.
  - Torpedo salvos should be written down at the end of the turn and placed on the map, moved and resolved *after* the next turn's movement.
  - The number of FL damage points is the number gained after adding up hit points, die roll, negative torpedo defense value *and dividing by 6*. This is still sufficient on the average to get a kill on a US cruiser with a single salvo at 6000 yards.
  - US torpedo salvos in 1942 only roll 4 dice (2 at long range).
2. Incorrect gunnery results
  - Roll for penetration *after* resolving a straddle and only in case of MV and FL hits. Secondary artillery must roll for penetration as well. Take standard destroyer values (of older destroyers).
  - Furutaka class CA's have the same penetration strength as Myokos, but only one straddle die roll in the broadside. In the stern arc, roll to test if straddle is a hit: 1-3 no, 4-6 yes. *I am not quite happy with this yet; the Furutakas had significantly fewer guns, but provided tighter fire patterns in practice. Still, penetration ability should not suffer from fewer guns.*
  - Should there be range limits for secondary artillery for CAs? Possibly 5 hexes, not 10.

- The penetration values for US 6-inch cruisers are crazy. Give them lower penetration, say 10-8-5 (a bit higher than modern DD's, or the old CL's), but also one more straddle die roll per turn in the broadside. (1 Cleveland or Brooklyn should fire about as well as 1 or 2 Fletcher counters.)

3. Sighting is too easy.

- Roll the die for each ship within range. If the roll is at most one more than the difference between base visibility and range, the target is sighted and remains sighted until it is beyond visible range.
- Starshell may only be fired at sighted targets. (Same goes for searchlights.)
- US radar-directed gunnery (FC values 4 and 5) is only possible up to a range of 10 hexes. In 1942 scenarios, US radar range is 15 hexes, later it should be 20 (not 30).