

# INTRODUCTION

The **Modern Naval Battles Campaign Expansion** brings the stand-alone battles of Modern Naval Battles - Global Warfare into a Campaign setting. This expansion adds Ship cards to all the fleets included in Modern Naval Battles and the Modern Naval Battles Ship Expansion #1, as well as adding the Ships for the Indian Navy. Note: All references to “Ships” also include “Submarines”.

## SET-UP

You and your opponent begin by agreeing on a Campaign Length. The three Campaign Lengths are Short, Medium, and Long. A Short Campaign will last roughly 2 or 3 Missions, a Medium Campaign lasts roughly 4 or 5 Missions, and a Long Campaign lasts roughly 6 to 8 Missions. Each Mission takes about 30 minutes to resolve.


Randomly determine who gets to select a Nation Fleet first, and then select the Fleet to command during the Campaign. Your opponent chooses a different Nation’s Fleet to command. Gather all the Ship cards for your Nation’s Fleet and place them in front of you.

There are 2 identical sets of 9 Strategy cards distinguishable by their card backs. Take one set of Strategy cards for yourself, and give the other set to your opponent. You can freely examine your set of cards.

Purchase Ship cards from your Nation’s Fleet and Strategy cards from your set of Strategy cards to form your initial forces for the Campaign. Select up to 30 VPs (Victory Points) of Ships and Strategy cards for a Short Campaign, 35 VPs for a Medium Campaign, or 40 VPs for a Long Campaign. Each Strategy card has a VP cost noted on its card. There are two Strategy cards, Duration and Insight, that have a VP cost of 0. You automatically start a Campaign with these cards.

Place any Ships and Strategy cards not selected off to the side. You will have the opportunity to purchase these cards after each Mission.

Shuffle the deck of 9 Mission cards, form a Mission card deck, and place it face-down in the middle of the table. Do not include the default Engagement Mission card in the deck. Place it off to the side.



Randomly determine who has Initiative by rolling a die.

## HOW TO WIN

To win a Short Campaign, you must accumulate a total of 40 VPs, or 80 VPs for a Medium Campaign, or 120 VPs for a Long Campaign. Play one Mission after another until your VP total equals or exceeds the Victory Points needed to win

the Campaign. If you and your opponent both reach the required VP level at the end of the same Mission, whoever has the most VPs wins the Campaign.

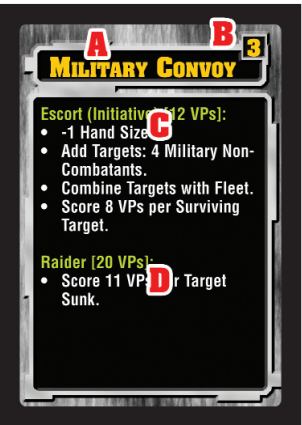
Unlike the basic game, you do not always score VPs for sinking enemy Ships. You only score VPs for performing the actions noted on the Mission cards.

*Example: In a Military Convoy Mission, you only score VPs for Destroying or Defending the Military Non-Combatants.*

If you do not commit any Ship cards to a Mission, you immediately lose the Campaign.

## MISSION CARDS

These cards detail each Mission’s information. Shuffle the discards and form a new Mission deck if a Mission card is to be drawn and none remains.



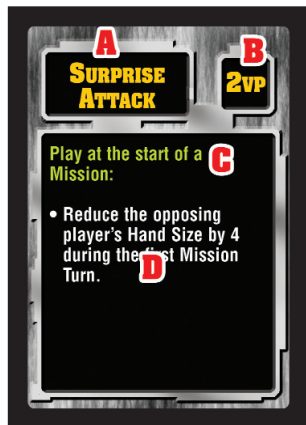
- A - The Title of the card.
- B - The Turn Duration of the Mission. Resolve the noted number of Turns, and then end the Mission.
- C - Aggressor Mission information for the player with the Initiative and his Fleet Limit of Ship VPs.
- D - Defender Mission information for the player without the Initiative and his Fleet Limit of Ship VPs.

### Game Terms used on Mission cards:

- Add Targets** - Add the listed Target cards to the Mission.
  - Combine** - Integrate the Target cards into your Rows of Ships. Treat them like normal Ships in your Fleet.
  - Not Combined** - Place the Target cards to the side of your Rows of Ships. The Targets do not hold position in your Fleet.
  - Surviving** - A Target card that is not Destroyed during the Mission.
  - Fleet Limit** - The total VP value of your Ships (not Targets) committed to the Mission cannot exceed this value at the start of the Mission or at any time during the Mission.
- Example: In an Engagement Mission, you cannot commit more than 16 VP of Ships to the Mission and at no time during the Mission can you have more than 16 VP of Ships committed to the Mission.*

## STRATEGY CARDS

These cards represent game altering events.



A - Title of the card.

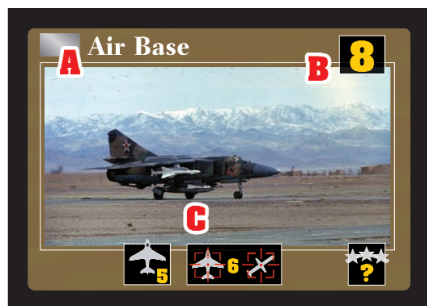
B - VP cost of the card.

C - The game condition or game step when you play the card.

D - The effect of playing the card. This also includes a description of how long its effect lasts. Once the duration of a Strategy card expires, remove the card from the game. You cannot repurchase Strategy cards.

## TARGET CARDS

Target cards represent important Mission objectives.



A - Title of the card.

B - Hit Points of the card.

C - Game Mechanic Symbol or Rules notation.

Some Target cards have Weapon Mount or Defense symbols. Treat them like normal.

You do not purchase Target cards. You add the Target cards noted on the Mission cards to each Mission. Not all Mission cards use Target cards.

Land Targets have brown backgrounds and Sea Targets have blue backgrounds. Land Targets cannot be damaged by Torpedo Combat cards.

Play Action cards as normal to defend Target cards, with the following exceptions: You cannot play Repair cards on Target cards. Screening Ship cards cannot move attacks to or from Land Target cards.

At the end of each mission, remove all Damage points from the Target cards and place them off to the side for use in later Missions.

## PRE-MISSION

Roll a die to randomly select a player to have Initiative. If you have Initiative, openly draw 2 Mission cards, select one of the Mission cards, and discard the other. You can also

discard both Mission cards, and choose the default Engagement Mission. Never discard the Engagement Mission card. It can always be selected.

You and your opponent secretly choose the Ships each of you are committing to this Mission. Place any Ships not committed to the Mission off to the side.

The player with Initiative selects and places his Strategy cards facedown. The other player then chooses his Strategy cards and places them face up on the table. The player with Initiative then reveals his cards.

Both players reveal the Ships they have committed to the Mission.

## THE MISSION

Resolve the Mission using the normal MNB-GW rules. The player with Initiative takes the first Mission Turn. Play until you and your opponent resolve a number of Turns noted by the Mission's Duration. The Mission immediately ends if the opposing player Destroys all of your Ships and Targets.

## POST-MISSION ACTIONS

Calculate the Victory Points gained for the Mission and add them to your accumulated Campaign VP total.

### Ships That Did Not Participate

For each of your Ships that did not take part in the Mission:



Freely remove 2 Damage points from the Ship. You may pay 1 VP to remove each additional Damage Point you want to remove.

Remove all Low and Out counters.

### Purchases

Secretly purchase new Ships and Strategy cards with the VPs you have earned during the Campaign. If a purchase would bring your VPs below 0, you cannot make the purchase.

You cannot repurchase one of your previously Destroyed Ship cards. You cannot repurchase one of your previously used Strategy cards.

## CONTINUE OR END CAMPAIGN

Play another Mission if neither of you have reached the Campaign VP goal. Transfer the Initiative counter to the other player. That player now has the Initiative for the next Mission.

If you have reached the Campaign VP goal, you win the Campaign. If both players have reached the Campaign VP goal, whoever has the most VPs wins the Campaign.

## NEW RULES

### Ordnance Depletion

Ships can now suffer Ordnance Depletion on their Surface-to-Surface Missiles, Cruise Missiles, and Torpedoes.



If a Ship's Surface-to-Surface Missile Attack Symbol contributes to a Missile Combat card that has a printed Damage value of 3 or higher, place a Surface-to-Surface Missile Low Ordnance counter on the ship card.



If a Ship's Cruise Missile Attack Symbol contributes to a Missile Combat card that has a printed Damage value of 4 or higher, place a Cruise Missile Low Ordnance counter on the ship card.



If a Ship's Torpedo Attack Symbol contributes to a Torpedo Combat card that has a printed Damage value of 5 or higher, place a Torpedo Low Ordnance counter on the ship card.

*Example: A Ship launches a Surface-to-Surface Missile Combat Card that has a printed Damage value of 3. Place a Surface-to-Surface Missile Low Ordnance counter on the Ship card that launched the Surface-to-Surface Missile.*



If a Ship already has a Low Ordnance counter when it contributes to an Attack card with the listed Damage value or higher, flip its counter to its Out side.

Never place a Low counter, or flip it to its Out side, due to playing Defense cards. Low and Out counters have no effect when playing Defense cards.

If an Action card requires more than one Weapon Mount, all contributing Mounts check for Ordnance Depletion.

Low Ordnance counters have no effect on a Ship.

A Ship cannot use a Attack Symbol that has an Out counter.

## CAMPAIGN RULE CHANGES

### Reinforcement Points

You can spend Reinforcement points from your Action cards to bring your previously purchased Ships into the Mission that you chose to leave out of the Mission.

You cannot use the Reinforcement points to purchase new Ships into your Nation's Fleet. You can only purchase Ships into your Fleet by paying Campaign VPs.

*Example: You have 43 VPs of Ships in your Nation's Fleet. At the start of an Engagement Mission, you choose 16 VPs of your Ships to commit to the Mission, and leave 27 VPs of Ships out of the*

*Mission. During the Mission, the opposing player quickly Destroys several of your Ships. You then decide to play Action cards for their Reinforcement points to start bringing in some of the remaining 27 VPs of Ships into the Mission.*

### Defense Limitation

You are limited in the number of Defense cards you can play each Turn. You can play a number of Defense cards equal to the number of Ship cards you have currently committed to the Mission. You can also use this rule in basic games.

## RULE CLARIFICATIONS

If an Action card has more than 1 Gun or Missile Launcher symbol, you can use Defense cards and Ship Defenses against any of the symbols listed. The actual Attack Symbol types used to play the card are not important.



*Example: When defending against a multi-mount Missile Combat card, you could play Air Support defense cards, even if a Cruise Missile launcher did not contribute to the attack.*

## OPTIONAL RULES

### Team Game

Use this rule for Campaigns involving 4 or 6 players.

Divide the players into 2 teams with the same number of players on each team. Each team shares the use of one set of Strategy cards. Give each player the normal number of VPs based on Campaign Length to purchase his starting Ship cards and Strategy cards.

More than one player on a team can select Ships from the same Nation to command (ie, 2 players on the same team could both command Soviet Ships). Choosing Fleets with few Ships to play Long Campaigns might cause the players to run out of Ships before the end of the Campaign.

Multiply the VPs needed for Campaign Victory by the number of players on a team. Each team accumulates the VPs its members earn into a team total.

*Example: You need 40 VPs to win a Short Campaign. If you are playing a 6 player Campaign, there are 3 players on each team, so the first team to have 120 VPs wins.*

At the start of the Campaign, decide if you will play the Campaign as a Mutual Area of Operation or Separate Areas of Operations.

In a Mutual Area of Operation Campaign, the team without Initiative decides which player will participate in each Mission once the players with Initiative announce the Missions. This is representative of a Campaign taking place in the same area, such as the Mediterranean Ocean.



*Example: The National Fleets are the UK and Italy versus USSR and China. UK/Italy have the Initiative so they each draw 2 Mission cards and each choose and declare a Mission card. The USSR/China players now decide which of them will oppose the UK Mission and which of them will oppose the Italy Mission.*

In a Separate Areas of Operations Campaign, the same pairs of players always oppose each other for every Mission. This is representative of a Campaign taking place on a global scale. Before the start of the Campaign, all players must agree on which players will oppose each other throughout the Campaign.

*Example: The National Fleets are the USA, Germany, and Taiwan versus USSR, India, and China. The players decide that USA and India will always oppose, Germany and USSR will always oppose, and Taiwan and China will always oppose.*

Set-Up and play the Campaign as normal. Resolve all Missions for all players at the same time.

Determine Initiative for all players on a team. All players on a team have the Initiative. Switch Initiative as normal after resolving all Missions.

Combine all VPs earned by a team into a team total. All players on a team must agree on how to spend the VPs.

You may only purchase Ships from your own National Fleet.

If you are playing a Mutual Area of Operation Campaign, during a Mission, you can spend Action card Reinforcement points to have Ships join your Mission that your teammates left out of their Missions (with their permission). Add their Ships to your Fleet as normal. Return the Ships to their normal Fleets at the end of your Mission.

## SAMPLE CAMPAIGN

You and a friend decide to play a Short Campaign. You select the French Fleet and he selects the Chinese Fleet. You both have 30 VPs to spend on your starting Ships and Strategy cards. You purchase the Jeanne d'Arc (6), Doris (3), Jean Bart (3), Duplex (3), Tourville (3), Saphir (7), De Grasse (3), Targeting Upgrade (1), Limited Air Support (1), Inspiration (0), and Duration (0).

Your friend selects the Ships for his Chinese Fleet and his Strategy cards.

You win the Initiative roll.

### First Mission Summary

You draw 2 Mission cards, Military Convoy and Carrier Air Strikes. You can choose one of these or the default Engagement Mission. You choose the Military Convoy and discard the Carrier Air Strikes.

You commit 12 VPs of your Ships and play Duration to reduce the Mission from 3 Turns to 2 Turns. Your opponent commits 20 VPs of his Ships and plays Surprise Attack to reduce your Hand Size to 2 cards during the first turn. The Mission already reduced your Hand Size from 7 to 6 throughout the entire Mission.

At the end of the 2 Turns, your opponent has sunk 1 of your Military Non-Combatant Target cards. You score 24 VPs for the 3 surviving Targets. Your opponent scores 11 VPs for the 1 Target he sank. You both Destroyed several enemy Ships, but they are not worth any VPs for this Mission.

You spend 2 VPs to buy a Surprise Attack and 3 VPs to buy a Ship. You now have 19 VPs. Your opponent does not make any purchases and retains his 11 VPs.

### Second Mission Summary

The opponent now has the Initiative. He has the choice between a Sea Superiority and a Missile Strikes. He chooses the Engagement default Mission.

You choose not to play any Strategy cards. The opponent plays a Duration card to lengthen the Mission to 3 Turns. You commit 15 VPs of Ships and he commits 14 VPs of Ships. You take this time to leave several of your Ships out of the Mission who have Depleted Ordnance counters.

At the end of the 3 Turns, you have both sunk several Ships. You sank 8 VPs of his Ships, doubled to 16 VPs, and he sank 6 VPs of your Ships, doubled to 12 VPs. With you getting close to the 40 VPs needed to win, both of you choose not to buy any Ships or Strategy cards. You now have 35 VPs and he has 23 VPs.

### Third Mission Summary

You now have the Initiative. You have the choice of Civilian Escort or Sea Superiority. You choose Sea Superiority.

You both play all your remaining Strategy cards and commit all your remaining Ships. At the end of the 4 Turns, you sink 10 VPs of his Ships, double to 20 VPs, and he sank 12 VPs of your Ships, doubled to 24 VPs.

### Conclusion

At the conclusion of the third Mission, you have 55 VPs and your opponent has 47 VPs. You Win!

## CREDITS

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