

Rules of Combat Games

North Texas Battle Group

Revision B.

Adopted 11 January, 2004

I. GENERAL INFORMATION

- A. "Combat Games" refers to the primary activity of the North Texas Battle Group, which is to promote fun and fellowship of our members and guests through the hobby of scale model warship combat.
- B. Participants engage in safe scale naval combat operations over a designated Battle Scene, using remotely piloted radio-controlled model warships that fire CO2-propelled ball bearings at opponents' ships and other targets.
 - 1. Damage, or the threat of damage, from naval gunfire removes opponents' ships from the Battle Scene.
 - 2. Points are scored for successful navigation through the Battle Scene, the denial of access to strategic areas within the Battle Scene to one's opponents, inflicting damage to opponents' ships and other designated targets, or by achieving objectives specified in a Scenario Game.

II. SCOPE

- A. This rule set covers the approved actions, eligibility, scoring, penalties, and other functional or operational aspects of Combat Games sanctioned and conducted by the North Texas Battle Group.
- B. Bylaws of the North Texas Battle Group will take precedence over this rule set, in any case where there is a conflict or ambiguity.
- C. Rules concerning the building of ships and other equipment used in North Texas Battle Group combat games are covered in *the Rules of Construction*.
- D. This rule set is adopted by the North Texas Battle Group, and becomes effective, on 08 June, 1999

III. ELIGIBILITY

- A. Vessels and other equipment
 - 1. Vessels and equipment must be built and certified according to the North Texas Battle Group *Rules of Construction*.
 - 2. All vessels and other must possess a current certify prior to their participation in sanctioned Combat Games.
 - a. A Technical Officer must verify each vessel or other equipment has been certified.
 - b. Although the club Secretary maintains certification records, it is the responsibility of each vessel or other

equipment's owner to ensure that certification documents are available for inspection prior to the event.

3. Vessels or other equipment whose certification status cannot be verified may be subject to re-certification according to the North Texas Battle Group Rules of Construction.
 4. Challenges To Ship Certification Compliance
 - a. Challenges to a ship's technical compliance to certification can be made by any participant, at any time during or after a Combat Game, prior to the final scoring tally.
 - b. Whenever a challenge is made a penalty will be issued.
 - c. The challenged ship and the challenging ship will both proceed to the test area and an appropriate test will be conducted.
 - d. If a challenged ship fails the test then it shall be removed from the water until the situation is corrected and retested. The challenging ship may return to the game immediately.
 - e. A penalty as defined in Section XII shall be issued to the challenged ship's team if it fails the test. The penalty shall be issued to the challenging ship's team if the challenged ship passes the test.
- B. Participants in Combat Games
1. All participants that operate an armed ship or shore battery must be members of a recognized Big Gun R/C Warship Combat club.
 2. Minors under 18 years of age may participate, but must have a release of claims form signed by a parent or legal guardian on file with the club office. Their parent or legal guardian must accompany them to club events and be responsible for their actions.
 3. Each member of the North Texas Battle Group may invite and sponsor one guest to participate at any club combat event.
 4. The sponsoring member will be responsible for their guest at all times.
 5. Guests and visiting members of other Big Gun R/C Warship Combat clubs must have a signed waiver of liability on file with the club Secretary.
 6. Members bringing guests must ensure guests sign a Release of Claims form and been briefed on the rules of the North Texas Battle Group.

IV. RULE CHANGES

- A. Any Regular Member of the North Texas Battle Group may submit a change request to this rule set.
- B. Rule change requests must be submitted to the Commanding Officer or Executive Officer, in writing, and include the following information:
 - 1. Version and date of the rule set that is proposed to be changed. This is required, to make sure that everybody is dealing with the current rules.
 - 2. Specific rule section number(s) that it is proposed be changed.
 - 3. Name of the individual proposing the change.
 - 4. Background and purpose behind the proposal.
 - 5. Specific wording of the proposed change, in terms of what words to strike out and/or what words to add.
 - 6. For the convenience of members, the club Secretary will make available a standard form that may be used for preparing rule change requests. Use of a standard form is not required.
- C. The rule change request must be published in the newsletter and may be voted on at the next Regular Meeting, or by absentee via mail, e-mail, or by telephone.
- D. An absentee ballot will be published in a newsletter prior to the rules meeting. Those unable to attend the meeting should fill out the ballot and contact the Club Secretary prior to the rules meeting, as stated above.
- E. Changes to this rule set require a quorum of voting members, as defined in the club Bylaws, to be adopted into the rules.
 - a. In the event that a quorum is not present at a meeting, the voting will be extended by 72 hours via email.
 - b. The secretary will send an email to all members with the proposed rules change and give the deadline for votes.
 - c. If at the end of the 72 hours the total votes received at the meeting, absentee, and following the meeting do not constitute a quorum, the proposed rule cannot be adopted.
- F. Suspension or waiver of rules; temporary rules
 - 0. To provide flexibility in the staging of Combat Games, and therefore enhance the fun potential, specific rules may be temporarily suspended or modified, to be able to try something on the spot.
 - 1. The Safety Officer may veto temporary proposed rule changes, suspensions, or modifications to rules that in his/her judgement might result in an unsafe condition.
 - 2. Temporary rules, or the suspension or waiver of specific rules in this rule set, may occur with a majority vote of those present and participating in Combat Games.

3. Temporary rules, or the suspension or waiver of specific club rules, is in force only for the lesser of:
 - a. The duration of the current Combat Games, or
 - b. Until standard rules are reinstated by majority vote of those present and participating in Combat Games or
 - c. Until vetoed by the Safety Officer.

V. RESPONSIBLE PERSONNEL

- A. Officer of the Deck (OOD) is responsible for the overall management of a combat event.
- B. Executive Officer (XO)
 0. Act on behalf of the CO in the CO's absence
 1. Act on behalf of the SO, in the SO's absence
 2. Assign radio channels and maintain a list of in-use and available radio channels.
- C. Commanding Officer (CO)
 0. Overall command and supervision of the club's activities.
- D. Safety Officer (SO)
 0. The Safety Officer may veto temporary proposed rule changes, suspensions, or modifications to rules that in his/her judgement might result in an unsafe condition.
- E. Technical Officers (TOs)
 0. Each team participating in club activities shall appoint one technical Officer.
 1. At each campaign game the TOs (or their designated stand-in) shall decide which scenario will be played during that day's scenario time period.
 2. Depending on the scenario chosen each TO may be required to make additional inputs to the club secretary.
 3. In the event the TOs cannot agree on a scenario the OOD shall break the tie. The CO may override the OOD's decision as described in this section.
- F. Referee(s)
 0. One or more referees will be appointed to officiate each combat event.
 1. Referees are responsible for monitoring activity within the Battle Scene to ensure that all participants follow all Rules of Combat.
 2. One referee may serve as timekeeper, for combat events that are timed.
 3. Referees may suspend the game, if necessary to clear the area or eliminate an unsafe condition.
 4. The decision of the Referee on any ruling may be appealed, except where noted.
 5. Appeal of any Referees' ruling, other than a judgement call as expressly noted, may be made to the CO, or XO. The decision of the XO is final in all appeal cases.

VI. SAFETY

A. General Provisions

0. While fun is the primary purpose of the club's activities, fun cannot be achieved without ensuring that a reasonably safe environment is provided for all participants and spectators.
1. Safety is the responsibility of all participants in club activities.
2. All members and participants will adhere to the safety rules.
3. The ruling of the Executive Officer and Technical Officers is final with regards to safety.
4. The Officer of the Deck is responsible for general safety of participants and spectators during a battle event.
5. All Ships shall be inspected for safety during certification described herein. If in the opinion of the Officer of the Deck, any Technical Officer(s), Executive Officer, or Commanding Officer, any shipboard system is unsafe the ship shall not be operated until repairs are made and the vessel is re-inspected.

B. Event And Participant Safety

0. All participants and spectators within controlled areas must wear OSHA approved safety glassed with side protection at all times.
1. Weapons
 - a. No weapons will be fired until certified safe by the Technical Officers.
 - b. Unauthorized shooting is prohibited. Weapons may only be fired after the Officer of the Deck has declared that shooting is permitted.
 - c. Firing of weapons may be conducted only in designated areas.
2. Controlled Areas
 - a. Combat Area
 1. No person may enter the water in the Combat Area until cease-fire is called except as defined in item 1.a, below:
 - a. Camera operators may enter the water during combat if they are wearing full head and face protection and then only with the permission of the Officer of the Deck and Safety Officer.
 - b. Port Area(s)
 1. At no time shall any weapons be fired in any Port Area.
 - c. Pit Area
 1. At no time shall any weapons be fired in any Pit Area.
 - d. Weapons Testing Area
 1. Weapons may be fired in a Weapons Testing Area only when the area is posted as "open".

VII. RADIO CHANNEL MANAGEMENT

- A. The Executive Officer is responsible for the management and assignment of radio channels.

VIII. THE BATTLE SCENE

- A. Combat Area
 - 0. The Combat Area is that portion of the pond where the combat event is to take place.
- B. Port Areas
 - 0. Port areas are defined areas where ships may be launched, retrieved, or serviced.
 - 1. Ports may be assigned to teams and/or individual navies.
 - 2. Ports may be designated as neutral.
 - 3. Ports may be designated to provide specific services, such as:
 - a. Fueling ports may be used to replace ships' batteries.
 - b. Repair ports may be used to repair ships damaged in combat.
 - c. Armament ports may be used to rearm ships.
 - d. Cargo ports may be used to load cargo onto transport ships. Cargo ports may be further designated with regard to type of cargo supplied (i.e. fuel, ammunition, etc.).
 - 4. All persons who are within any Port Area must wear protective eyewear, as defined in Section VI.
 - 5. At no time shall any weapons be fired in any Port Area.
- C. Pit Area
 - 0. The Pit Area is a common location where ships may be prepared and serviced, off the water.
 - 1. Pit Areas are considered to be "Controlled Areas" for purpose of safety and weapons handling.
 - 2. All persons who are within any Pit Area must wear protective eyewear, as defined in Section VI.
 - 3. At no time shall any weapon be fired in any Pit Area.
- D. Weapons Testing Area
 - 0. The Weapons Testing Area is an area where live-fire weapons testing may be conducted.
 - 1. The Weapons Testing Area shall be clearly marked as such during all times that the area is open for use.
 - 2. All persons who are within any Weapons Test Area must wear protective eyewear, as defined in Section VI.
 - 3. Weapons may be fired with a designated Weapons Test Area only during such times as the area is open.

IX. SHIPHANDLING AND MANEUVERING

- A. Right Of Passage - All ships have a right of passage that shall not be infringed by the operation of other ships.
- B. Ships will observe all standard nautical "Rules of the Road" while under way.

0. If two ships are on a bow-to-bow collision course both vessels shall make a starboard (right) turn to avoid the collision.
 1. If one ship is overtaking another, it is the responsibility of the overtaking ship to avert a collision.
- C. Use of reverse propulsion outside of a designated port area is not allowed.
- D. Ramming - No ship shall intentionally ram another vessel.
0. If a collision occurs on a defending warship, that impedes the forward momentum or changes their direction, the offending ship upon verbal notification, may not take a shot and must separate 5 feet before reengaging.
 1. If a collision occurs on a transport, that impedes the momentum or changes their direction, the offending ship upon verbal notification, may not take a shot and must separate 10 feet before reengaging.
 2. The offending Team is not allowed to use the collision to attack a defending warship/transport. If this happens a TTO is called and all the offending team's ships must separate the specified distance before reengaging the defending Warship/Transport.
 3. The process of notification and assessment of a penalty is as follows:
 - a. Captain of ship in collision path, states out loud, "Collision warning SHIP NAME!"
 - b. If the ships collide and the rules above are met, the defending Captain will state, "Collision occurred SHIP NAME, Separate."
 - c. At this time the collision has occurred and above rule is in effect.
 - i. If the attacking Captain disagrees with the call, he may call a TTO for resolution by all witnessing Captains. Majority rules!
 - ii. If the call was justified the attacking Captain is assessed a separation penalty.
 - iii. If the call was unjustified the defending Captain is assessed a separation penalty.
 - d. If the attacking ship fails to separate, the defending Captain states out loud, "Collision separate SHIP NAME, warning."
 - e. If the attacking ship still fails to separate, the defending Captain states out loud, "Collision separate SHIP NAME, penalty."
 - f. Once the attacking Captain has separated the stated distance, the attacking must state out loud, "Collision separation SHIP NAME complete", before reengaging.

- g. If the attacking Captain fires before completing separation and announcing it, the defending Captain states, "Collision Attack SHIP NAME penalty!!
- E. Maneuvering in front of, turning into the immediate path of a moving enemy vessel is considered an unrealistic maneuver with the intention of causing the other ship to ram or quickly alter course/speed. In this case, the blocked vessel will not be penalized if it doesn't alter course or speed in time to avoid the collision. For scoring, the quickly turning vessel will be considered a ramming ship and subject to associated ram penalties. Conversely, however, slow speed turn collisions aren't necessarily rams.
 - 0. The decision of whether events of this type are intentional or unintentional is a judgement call on the part of the referee and may not be appealed.
- F. If an accidental or intentional ram damages a ship, the damaged ship may be removed from the water at the nearest shoreline and the ram damage may be repaired, then the ship may be returned to play.
- G. When a ship is sunk as the result of an intentional ram, or unwarranted collision the team of the offending skipper may be assessed a penalty as defined in Section 13.
- H. Hull to hull contact
 - 0. Hull to hull contact with ships of the opposing fleet, be it accidental or otherwise is not approved.
 - 1. Gun barrels protruding over the side of the hull of a ship may not be sideswiped, or a ship may not intentionally make contact with the hull of an opponents ship to miss-align, or damage the guns.
 - 2. It is acknowledged that a tactic of convoy ships is to move in close to attacking enemy warships to reduce the effectiveness of their fire, however it is the responsibility of the warship to maintain a reasonable distance from the convoy ship under attack to preclude this occurrence.
 - 3. If a convoy ship causes hull to hull contact with an attacking warship the warship, being the faster ship, must move off to place a reasonable distance between the ships.
 - 4. Hull to hull contact with convoy ships or ships of the opposing fleet that are on "Five Minutes" is not allowed.

X. WEAPONS AND TARGETS

- A. General Weapons Provisions
 - 0. Weapons Definitions
 - a. "Active Weapons" are those weapons that propel an object, typically directed toward some opposing target; Active Weapons move toward their target. Examples of Active Weapons include cannons, torpedoes, and other devices defined in the *Rules of Construction*.

- b. "Passive Weapons" are those weapons that are deployed in such a position that opposing targets must engage them; Passive Weapons wait for their target to come to them. Examples of Passive Weapons include mines.
 - 1. Active weapons may only be fired:
 - a. In the designated Combat Area, after the announcement of "Commence Firing" and before any "Cease Fire" announcement.
 - b. In the designated Weapons Test Area, while the area is posted as "open".
 - 2. Only those weapons described in the *Rules of Construction* may be employed during Combat Games.
 - 3. All weapons and related systems must be technically and safety certified before they may be used in Combat Games.
 - 4. Pyrotechnic devices and bullets may not be used for weapons and are expressly forbidden from R&D development.
 - 5. Weapons must be handled and operated according to the provisions of Section VI. Safety at all times.
- B. Coastal Targets And Coastal Guns
- 0. Coastal Targets
 - a. Coastal targets must meet the construction requirements defined in Chapter 2, Section 15, and must be approved by both Technical Officers and the Executive Officer or Commanding Officer.
 - b. Coastal targets may be defended with warships or shore guns.
 - c. Warships may engage coastal targets at any time during a Combat Game.
 - 1. Coastal Guns
 - a. The purpose of the Coastal Gun shall be to defend the coastal targets, the port entrance and the general area of the water around these positions or to control other strategic areas of the waterway.
 - b. A Coastal Gun may fire at any ship within range, however they are not intended to serve as a working cannon battery to fire at shipping anywhere on the water's surface and may be range-restricted according to individual scenarios' definitions.
 - c. Coastal guns must meet the requirements defined in the Rules of Construction, and must be approved by both teams' Technical Officers and the Executive Officer.
 - d. A team may install and use Coastal Guns even if the other team has no Coastal Guns.

- e. If a Coastal Gun is disabled by gunfire it shall remain disabled for 30 minutes, or as defined by the addendum defining rules for a particular battle.
 - f. The Coastal Gun shall be assigned a combat factor in the same manner as other weapons as defined in the Technical Appendix.
 - g. Any person eligible to participate in Combat Games, as defined in Section 3, may operate a Coastal Gun.
2. Other Weapons
- a. The individual deploying mines is responsible for recovering the mines at the end of battle.

XI. THE GAME

A. Teams

- 0. Participants are designated as "Allies" or "Axis" members at the start of a Combat Event, depending on the national alignment of the ship entered, during the time that the prototype ship was active.
 - 1. Sub-teams, representing national navies, may be designated for specific scenarios' purposes.
 - 2. Points are awarded to individual teams for achieving objectives defined for specific games and/or scenarios.

B. Ships may enter the Battle Scene at any time before or during the commencement of Combat Games.

C. Any ship may return to port at any time and for any reason, or as defined by game addendum being used for the particular battle sortie.

D. Commencement of "Hostilities"

- 0. OOD notifies the Referee that the Battle Scene is ready for the Combat Games to begin.
 - 1. The Referee shall start the game by announcing "WAR IS DECLARED, COMMENCE FIRING AT WILL!"
 - 2. Once in play all ships in the Combat Area are considered fair game.

E. Cease Fire

- 0. The game shall stop immediately when any person announces "CEASE FIRING!"
 - 1. The Referee will repeat the "CEASE FIRING" command until all firing has ceased.
 - 2. Any person may call a cease-fire any time they feel an unsafe act is in progress and request that the Officer of the Deck or Executive Officer investigate.

F. Five Minute Rule

- 0. If a skipper feels his/her ship is in danger of sinking, or if the ship is disabled and can not return to port, then the skipper may request that the referee call "5 MINUTES!" The referee

shall announce "5 MINUTES" to all participants then start a timer, but shall not announce which ship is on 5 minutes.

- a. If no referee is available then any participant may call "5 MINUTES" and start a timer, or have a teammate make the announcement and start a timer. It is not required that the ship on 5 minutes be identified.
1. Any ship on "5 MINUTES" remains fair game for the 5-minute time, but may maneuver and return fire if able to do so and may be defended by teammates.
2. After the 5 minutes have elapsed the referee or the affected skipper will call a "CEASE FIRE". See Item J, of this section for rules governing the recovery of vessels. See Item E for rules defining cease-fire.
3. A ship on "5 minutes" may be pushed or towed into port by friendly ships, but these ships are fair game during this operation. If this is successfully accomplished before the 5-minute time has lapsed the timer is stopped and the ship shall not be scored as lost. The ship must be returned to the port from which it departed.

G. Technical Time Out (TTO)

0. The purpose of the TTO is to correct minor technical problems in a timely manner such as props being fouled by weeds, moss or debris, or to align turrets etc.
1. Any participant may call a Technical Time Out (TTO) at any time.
2. The Referee may call technical Time Out (TTO) or "Moss" on a ship at any time.
3. A ship on TTO shall remain fair game for 30 seconds after which time a cease-fire shall be called by the skipper declaring the TTO. The skipper shall then correct the problem after returning the ship to the nearest shoreline.
4. The ship should not be removed from the water to clear the problem unless it is otherwise unsafe, difficult or impossible to correct the problem.
5. If the float and line of any ship is accidentally deployed during a game the ship immediately goes on a Technical Time Out and must return to the nearest shoreline and clear the problem
6. If a ship that is currently on "5 MINUTES" calls a TTO, and if the ship is removed from the water, the five-minute time begins anew after clearing the problem and replacing the ship in the water.
 - a. If the ship is not removed from the water the 5-minute time is suspended during the TTO and is resumed when the TTO is over.

H. Sunk and Lost Ships

0. A ship is considered sunk under any of the following conditions:
 1. The main deck is 95% or more awash.
 2. The keel or any portion of the bottom of the ship is aground preventing it from sinking completely or slowing its rate of sinking.
 3. The ship does not return to the port from which it departed, with the exception of Item 5 in this section.
 4. Ships that survived 5 minutes that are removed from the water anywhere but their home will be scored as lost.
 5. A Referee's decision that a ship is sunk is a judgement call, and may not be appealed.
- I. Repairs During Combat
 0. Only masking tape, or silk span and dope, or Sig or Ambroid glue with silk span may be used for temporary repairs to the penetrable area of a ship.
 1. Repairs must conform to the North Texas Battle Group Rules of Construction.
- J. Recovery Of Sunk Or Disabled Vessels
 0. If a ship sinks for any reason the skipper or referee shall call "CEASE FIRING!" once recovery is ready to commence. When Cease-fire is called all ships must abide by the rules (sec. 5) defining cease-fire. All ships shall steer clear of the recovery vessel while the sunk or disabled ship is being recovered.
 1. Once the vessel is recovered and the recovery boat has returned to shoreline the referee or skipper that called cease fire shall announce "RESUME BATTLE!" The game will continue.

XII. SCORING

- A. General Scoring Procedures
 0. Points are scored by hitting opposing warships with CO₂-powered cannon fire.
 1. Hits scored on coastal targets shall be scored as hull hits on ships.
 2. If disabled, the COASTAL GUN shall be scored as defined in Section C.
- B. Scoring Hits On Ships Resulting From Weapon Fire And Aircraft
 0. All hits that penetrate the hull will be scored. Hits on or above the cap rail, or to non-penetrable areas will not be scored. Points will be assessed as follows:
 - a. Hits below the boot score 50 points each.
 - b. Hits on the boot score 25 points each.
 - c. Hits above the boot score 10 points each.
 1. Scoring hits by an aircraft launched from an aircraft carrier.

- a. An aircraft that strikes a ship shall be scored at 200 points regardless of where the aircraft struck the ship.
 - b. Only the first ship struck shall be scored as a hit if the aircraft glances off one ship and strikes a second ship.
 - c. If the aircraft skips off the water surface and hits a ship it shall be scored as a hit.
- C. Scoring Hits To Coastal Targets And Coastal Weapon Batteries
0. Hits to Coastal Targets shall be scored at 10 points per hit regardless of the size of the ball.
 1. The score for disabling a coastal gun shall be 20 times the combat factor of the gun as defined in the Technical Appendix, Table 1 - Combat Factor.
- D. Scoring Sunk, Lost, Disabled And Surrendered Vessels
0. Scoring Sunk Vessels
 - a. If a vessel sinks, or for any reason does not return to the port from which it was launched it shall be declared "sunk".
 - b. Points for a sunken vessel are scored at 100 times the Combat Factor assigned in the Technical Appendix.
 - c. Hits that were taken during the sortie the ship sank are not scored.
 - d. A ship that has received no waterline or below hits during a battle, but somehow sinks, will be declared an "Unseaworthy Sink." Unseaworthy sinks are scored at the loss value of the ship.
 - e. If the ship sinks prior to the expiration of the 5 minutes it shall be scored as sunk, otherwise it shall be scored as lost.
 - f. Scoring. The rammed vessel shall not be scored as a sink.
 1. Scoring Lost Vessels
 - a. A vessel is declared "lost" if it does not return to the port from which it was launched, but survived the 5 minute time period and assuming the 5 minute period was properly called and timed.
 - b. If a vessel is declared lost points are scored at 10 times the combat factor assigned in the Technical Appendix, or the score of all combined hits, whichever is greater.
 2. Surrendered Vessels and Vessels Declared Sunk
 - a. Surrendered vessels and vessels declared sunk are scored at 110 times the combat factor.
 - b. A vessel may be "declared sunk" and immediately be removed from the water by a skipper to prevent

further damage and is immediately considered out of play and is scored as a surrendered vessel.

- E. Scoring Convoy Runs
 - 0. For each successful convoy run the team shall be awarded points as defined the Technical Appendix.
 - 1. Convoy ships running the minimum speed of 22 knots must depart port, complete one lap around the defined course and return to port to score points.
 - 2. Convoy ships running greater than 22 knots must depart port; complete 2 laps around the defined course and return to port to be awarded points.
 - 3. If 3 or more convoy vessels make a successful convoy run, starting, staying on and completing the course together an additional 500 points shall be awarded.
 - 4. If faster convoy ships maintain the 22 knot speed of the slower convoy ships and stay with the convoy for the entire course as defined in Item 3, they need complete only 1 lap around the course to score points.
 - 5. Alternatively, convoy points may be awarded for successful visits to certain specified ports, or for successfully traversing a route between specified ports.
- F. Scoring for Time On Water
 - 0. Each ship that has cleared port will score one point for each minute that it is in the Combat Area.
 - 1. Ships on Five Minutes continue to accumulate Time On Water points.
 - 2. Time On Water point accumulation stops when any of the following conditions occur:
 - a. The ship enters a port, or otherwise leaves the Combat Area.
 - b. The ship is declared Sunk, Lost, or Surrendered.
 - c. Cease Fire is declared.
- G. Team Scoring
 - 0. The winning team of a monthly battle will be the team having obtained the most points from the four segments of campaign play described herein.
 - 1. Ties aren't possible. How to score each campaign segment is contained elsewhere within this section.
 - 2. The campaign segments and team points are:
 - a. Team winning Combat gets four points.
 - b. Team winning Convoy gets two points.
 - c. Team winning Port/Shore Bombardment gets one point.
 - d. Team obtaining Scenario objectives gets up to two points as defined by the scenario being played.

3. The annual winning team (bragging rights) will be obtained by combining the monthly team points obtained over the whole year. The number of months victorious is not relative to the annual winner.
4. Which campaign segments are played/forfeited will be determined by a simple vote of the members in attendance prior to war being declared. The CO or the highest-ranking club breaks tie votes official.
5. A campaign segment voted for play can be skipped, if a team wishes to forfeit that segment. In doing so, the team loses the segments points.
6. The spirit of this rule is to speed transition to scenario play when one teams fleet is very outnumbered. It is not intended as a means to avoid any individual campaign segment. In the rare event that a team contest the other teams forfeit, the attending club officials will rule on acceptance of the forfeit.

XIII. PENALTIES

- A. Penalty For Non-Compliance To The Rules
 0. A penalty for non-compliance to rules is imposed.
 1. Safety violations, accidental or otherwise shall be assessed at 3000 points per occurrence to the team of the offending skipper. Penalties are multiplied for repeat violations: 2x for second, 3x for third etc.
 2. Ships with safety violations shall be immediately removed from play until the problem is corrected.
 3. Other rule violations, accidental or otherwise, shall be assessed at 1500 points. Penalties are multiplied for repeat violations: 2x for second, 3x for third etc.
 4. The non-compliant ship shall be immediately removed from play until the problem is corrected.
- B. Penalty For Hull To Hull Contact
 0. Failure to separate will result in a penalty of 100 points being assessed against the offending ship.
 1. Failure to separate correct distance before firing will result in a double penalty being assessed against the offending ship.
 2. Repeat offenses will result in the offending ship being declared lost and removed from that sortie.
- C. Ram Penalties
 0. If a vessel is sunk by an intentional or avoidable ram the team of the skipper causing the ram shall be assessed points equal to 110 times the combat factor of the rammed ship, which sank.
 1. Neither ship, nor team will be assessed a point penalty for accidental rams or collisions resulting in a sinking.

- a. A Referee's decision whether a ram was intentional or unintentional is a judgement call, and cannot be appealed.
2. In addition to score penalties for intentional enemy rams resulting in a sink, the ramming captain shall remove his ship from play while the damage is being repaired on the rammed ship. If the rammed ship cannot reenter play the day of the battle, then the ramming captain shall also not play that day. The out of play ram/sunk Captain may grant the offender to continue play.
3. Penalty for improper use of reverse is the same as for a ram.
4. Challenge of Certification - A penalty as defined in the rules shall be issued to the challenged ship's team if it fails the test. A penalty shall be issued to the challenging ship's team if the challenged ship passes the test.

XIV. COMBAT FACTOR

A. Combat Factor Of Warships

0. Each warship shall be assigned a combat factor to reflect the ships relative combat value for the sake of scoring and for comparison to other ships.
1. The formula for computing combat factor is the sum of the values from the following factors.
 - a. Allowable armor, as defined in Table 1 of the Technical Appendix
 - b. Operational guns, as defined in Table 3 of the Technical Appendix.
 - . Add 1 point for each barrel in a rotating turret.
 - i. Add 1/2 point for each depressing barrel.
 - c. Operational torpedoes, as defined in Table 3 of the Technical Appendix.
 - d. Allowed speed, as defined in Table 5 of the Technical Appendix.
 - e. Maximum pumping capacity, as defined in Table 2 of the Technical Appendix
 - f. Cargo capacity, as defined in Table 4 of the Technical Appendix.

B. Combat Factor Of Convoy Ships

0. The Combat Factor of convoy ships shall be derived in the same manner as warships except that the portion derived from weapons shall be reduced by 50%, or 1/2 of that calculated.
1. Value of cargo, as defined by the current scenario, may be added to the calculated value.

C. COMBAT FACTOR OF RAIDERS AND "Q" SHIPS

0. Raiders and Q-ships shall be assigned a Combat factor in the same manner as warships.

XV. SCENARIO GAMES

- A. Scenario Games provide a structured combat simulation involving predefined circumstances including fleet balance and makeup, time constraints, and team or even individual ship objectives.
- B. Scenario Games are intended, but not required, for normal play.
- C. Scenario definitions are maintained in the Scenario Games Reference.
 - 0. Scenario Game definitions must contain the following information:
 - a. Title of the scenario
 - b. Initial conditions:
 - . Port assignments
 - i. Fleet configurations
 - ii. Shore batteries and other equipment
 - c. Objectives for each team.
 - d. Time limits (if any).
 - e. Description of the intended course of action.
 - 1. The club Secretary is responsible for maintaining an accurate cup-to-date copy of each game's definition.
- D. The scenario selected for play should be based on the fleet sizes and ship types present for the battle. A team in majority attendance may not simply vote to select a particular scenario for the purpose of dominating play. Club Officials may direct selection of another scenario if a team rejects the vote in good faith.
- E. Scenario Games' definitions may contain additional scoring and/or may override standard scoring definitions defined in Section XII of this rule set.
- F. New scenarios can be designed and added to the Scenario Games Reference using the following change process.
 - 0. Any club member may create a scenario, using the Scenario Games format defined in the Scenario Designer's Reference.
 - 1. New Scenario Games are to be reviewed by the Safety Officer and Executive Officer.
 - a. Approved Scenario Games must be played one time before they may be permanently added to the Scenario Games Reference.
 - . Following completion of an initial test playing of a Scenario Game, participants will be asked to vote on whether to permanently add the game to the Scenario Games Reference with or without changes.