



The Tide At Sunrise

The Optional Naval Rules

Introduction

Using these Tide at Sunrise Optional Naval Rules, players can play out the Naval Phase of each game turn and dispense with the Naval Combat Table. At the end of the game, the players must play out the Battle of Tsushima.

Players will need the Tide at Sunrise naval map (available as a free download) to track their ships.

Set Up

All units are set up on the naval display. Place the Port markers aside for later use.

Russian Set Up

In Vladivostok:

- (2) Cruiser
- (2) Destroyer

In Port Arthur:

- B Sevastopol
- B Peresvyet
- B Poltava
- B Pobyeda
- B Tsesarevich
- B Retvizen
- B Petropavlovsk
- (1) Cruiser
- (1) Destroyer

Note: B means Battleship

All remaining Russian ship units belong to the European Fleet and enter play via special rule.

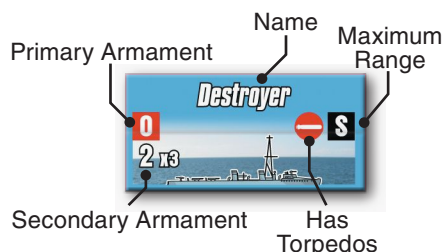
Japanese Set Up

All Japanese ships in the Japan Box:

Place the Togo Marker on the 10 space of the Victory Point table.

Unit Explanation

A Naval Unit:



Special Rules

Skip the Naval Phase on Game Turn 1.

The Vladivostok Fleet may not sortie on turns 8-12.

Ships may never transfer to another port.

Togo Points

The Japanese player begins the game with 10 Togo Points. Naval events cause the Japanese player to gain and lose Togo Points. At the end of the game the Japanese player receives victory points equal to his Togo Points and these are added to his total. If his total is 70 points or higher, he wins the game. Less, the Russians win the game.

The Togo Points marker can never go negative. If it gets to the "0" space, further reductions are ignored.

Summary of Togo Point Adjustments:

- 1 for each Russian Fleet sortie if the Japanese do not sortie
- 2 if Japanese withdraw
- +2 if Russians withdraw
- 3 if Russians achieve Crossing the T
- +3 if Japanese achieve Crossing the T
- 1 each Japanese battleship sunk
- +1 each Russian battleship sunk
- +1 each Russian battleship ship not evacuated when hex 0801 is Japanese controlled.

Optional Naval Phase Sequence

1. Sortie Segment

2. Combat Segment

3. Recovery Segment

Sortie Segment

Follow the below steps in order:

1. The Russian player declares whether he will sortie the Vladivostok Fleet. (Remember, the Vladivostok Fleet may not sortie on turns 8-12.) This fleet must either sortie or not and complete its sortie before the Port Arthur Fleet sorties. If the Russian Player decides to sortie the Vladivostok Fleet, he then decides which ships will be sortieing secretly and puts those aside. He places an "Unspotted" marker in the Open Sea Box.
2. The Russian player declares whether he will sortie Port Arthur Fleet. If he does sortie, he secretly decides which ships will be sortieing and places those ships to the side. He places an "Unspotted" marker in the Coastal Waters box.



3. If the Russian player declined to sortie either fleet, the Naval Phase ends. In addition, if the Port Arthur Fleet has not sortied, the restrictions of rule 8.3.1 are lifted for this turn.
4. The Japanese player may now sortie all, some or none of his units that are not under a Port marker.
If the Japanese player does not sortie any units, proceed to step 5.
If the Japanese player sorties any units, he secretly sets those units aside, and places an Unspotted marker in the Open Sea Box on the Naval Display. Proceed to step 6 if the Vladivostok Fleet is sortieing; step 7 if the Port Arthur Fleet is sortieing.
5. The Japanese lose one Togo Point for each Russian fleet sortied. Also, if the Port Arthur Fleet sortied, reduce Japanese transport points by one half for this turn. The Naval Phase is over.
6. If the Vladivostok Fleet has sortied and the Japanese has sortied as well, both sides reveal which ships they have in the Open Sea Box. First the Russian, then the Japanese may now choose to withdraw (and lose or gain Togo points as appropriate). If neither withdraws, combat now takes place. If one side withdraws, all ships (from both sides) are placed back in their respective bases with Port Markers placed on them.
7. The Japanese player may chose to move into the Coastal Waters Box and engage the Russian ships that are in that box. He must pass the mines roll to see which Japanese ships enter the box. After this is done, both sides reveal which ships are now in the Coastal Waters Box. First the Russian, then the Japanese may chose to withdraw (and gain or lose the appropriate Togo Points for doing so). If the Japanese withdraw, Japanese transport points are reduced by 4 points this turn. If neither chose to withdraw, proceed to the combat segment.
8. If the Japanese decide to not enter the Coastal Waters box, the Russian Player may now choose to enter the Open Seas Box. If he does, he must roll for passing the mines and after completing that procedure, both sides reveal which ships are in the Open Sea Box. Either side may again withdraw (Russians choosing first - and remember to add or subtract Togo Points). If the Japanese withdraw from this combat, their transport points are reduced by 6 this turn. If neither side withdraws, proceed to the combat segment.
9. If the Russians chose to not enter the Open Sea box after the Japanese has declined to enter the Coastal Waters box, the sortie is completed and both sides return their ships to their respective ports (placing a Port marker on top of all sortieing ships). Restrictions of 8.3.1 are in force for this turn.



Combat Segment

Step 1: Passing the Minefields

Roll a die for each Russian ship that entered the Open Sea Box from the Coastal Waters Box. Battleships must return to their port on a roll of 5 or 6. Cruisers and destroyers must return to their port on a roll of 6.

Roll a die for each Japanese ship that entered the Coastal Waters Box from the Open Sea Box. A ship must return to port on a roll of 6.

Place a Port marker on all ships returned to port.

Step 2: Maneuver

Each player secretly picks two Maneuver chits.

Both players simultaneously reveal their two Maneuver chits and compare the results on the matrix below.

Converting a Broadside to a Crossing the T

If the Russians achieve a Broadside advantage and the Japanese do not, the Russians can upgrade their Broadside advantage to a Crossing the T advantage on a die roll of 1 or 2. On a 3 through 6, the Russians simply retain their Broadside advantage. The European Fleet must add one to this roll during the battle of Tsushima.

If the Japanese achieve a Broadside advantage and the Russians do not, the Japanese can upgrade their Broadside advantage to a Crossing the T advantage on a die roll of 1 through 4. On a 5 or 6, the Japanese simply retain their Broadside advantage. The Japanese may subtract one from this roll during the battle of Tsushima.

Step 3: Combat

Combat is conducted in rounds, with a minimum of one round and a maximum of two (as determined by the matrix below).

Following the second round, all ships are placed back in their ports with a Port marker on them.

To begin a round, the Russian player places his ships in a line. The Japanese player next engages the Russian ships by setting one of his ships off against each Russian ship. If the Japanese player runs out of ships, the remaining Russian ships are not engaged. If the Japanese player has excess ships after all Russian ships have been engaged, he may set his extra ships off against the Russian ships of his choice, but may never set a third Japanese ship next to a Russian ship unless all Russian ships already have two Japanese ships next to them.

The Japanese player now resolves combat between the sets of ships, one set at a time.

After this is done, the Japanese player must place his ships in a line just as the Russian player did and the Russian conducts his pairing exactly the same way and resolves his combat.

Apply results after both sides have fired.

A ship that is firing rolls one die for its primary armament and one die for its secondary armament. Ships with torpedoes may fire their torpedoes in lieu of their primary and secondary armament.

		Russian Player chits					
		FSH/FSH	FSH/HP	FSH/HS	HP/HP	HP/HS	HS/HS
Japanese Player Chits	FSH/FSH	1	3	3	4	4	2
	FSH/HP	4	5	6	6	5	4
	FSH/HS	4	6	7	6	5	5
	HP/HP	2	7	6	8	9	8
	HP/HS	3	6	7	8	10	9
	HS/HS	3	7	5	9	10	10

- 1 - short range, both have broadsides, two combat rounds
- 2 - short range, two combat rounds
- 3 - short range, Japanese have broadside, two combat rounds
- 4 - short range, Russians have broadside, two combat rounds
- 5 - medium range, Japanese have broadside, two combat rounds
- 6 - medium range, two combat rounds
- 7 - medium range, Russians have broadside, two combat rounds
- 8 - long range, Japanese have broadside, one combat round
- 9 - long range, Russians have broadside, one combat round
- 10 - long range, one combat round



Note that cruisers and destroyers may roll three times when they fire (a x3 is on their counters as a reminder).

Primary and secondary armaments cause damage if the firing die roll is equal to or less than the firing ship's armament rating. Torpedoes cause damage on a roll of 1 through 4.

Damaged battleships are flipped over to their damaged side. A damaged battleship that takes more damage is sunk and removed from the game.

Cruisers and destroyers receive a hit marker each time they are damaged. Each hit marker subtracts one from the number of attack die rolls that unit can make. These losses can never be repaired.

Range effects:

Long Range (only L range ships may fire):

- Add 2 to primary armament attack die rolls
- secondary armament may not fire
- torpedoes may not fire

Medium Range (only L and M range ships may fire):

- Add 1 to primary armament attack die rolls
- Add 2 to secondary armament attack die rolls
- torpedoes may not fire

Short Range (all ships may fire):

- torpedoes may fire

Maneuver effects:

Broadside: subtract 1 from all armament (not torpedo) attack die rolls

Crossing the T: subtract 2 from all armament (not torpedo) attack die rolls

Damage effects:

Cruisers and destroyers: one less roll for each hit marker

After the end of the first round of combat (if this combat is a 2 round combat), the Russian player first, then the Japanese player may choose to lay smoke. If they do so, they may not fire this round. Smoke increases the range by one level (if the combat was at long range, the combat is considered over) and the non-laying player must add one to all of his combat rolls.

At the conclusion of combat, all ships are placed back in their respective ports with a Port marker placed on them.

Recovery Segment

Ships under a Port marker can not sortie. Port markers can be removed on a successful recovery roll during the Recovery Segment. As a recommended optional rule, recovery rolls and the condition of ships in port can be kept secret.

During the Recovery Segment, each player first rolls one die for each of his undamaged ships under a Port marker. Ships that recover have their Port markers removed.

Russian Ships at Port Arthur recover on a roll of 1 through 3.

Russian Ships at Vladivostok recover on a roll of 1 through 4.

Japanese ships recover on a roll of 1 through 4.

Each damaged ship under Port marker must be repaired before it can roll for recovery. The repair rolls are the same as the recovery rolls above. Players make repair rolls after recovery rolls. If a damaged ship is successfully repaired, it keeps its Port marker and may roll for recovery during the next Naval Phase.

Port Arthur Evacuation/Destruction

The Russian player may evacuate the Port Arthur Fleet at the beginning of any Naval Phase by announcing this to the Japanese player. Play proceeds as normal except the Japanese must enter the Coastal Waters Box in order to have combat. If the Port Arthur Fleet is able to move to the Open Sea Box all its ships are evacuated and removed from the game. The Russian player does not have to roll for mines in this case. All ships are assumed to be able to leave the Coastal Waters box and escape.

Battle of Tsushima

At the end of the game, the players conduct the Battle of Tsushima. All Japanese ships in port are automatically repaired and recovered and placed in the Open Sea Box. All ships of the Russian European Fleet now make a Minefields roll to enter the Open Sea Box. The players now conduct four rounds of combat from which the Russians are prohibited from laying smoke.

Known errata as of 11/23/10

- Russians must setup adjacent to the Yalu River in addition to being west of the river.
- If hex 0801 is Japanese controlled and the Port Arthur Fleet hasn't been evacuated, the Port Arthur Fleet is considered destroyed and the Japanese Player is awarded 5 Victory Points.
- All transport deductions for any source are for that turn only. No losses carry over to following turns.
- The Vladivostok Fleet must sortie first if both Russian Fleets are going to sortie this turn.
- Should the Russian Player roll a "12" on the Port Arthur Sortie Table and get the result "Conversion Allowed", this allows him to place the Naval Infantry immediately in a Russian Controlled Port Arthur hex and he may continue to sortie normally on future turns.
- To place a reinforcement, the Russian player must be able to trace an LOC by rail from the edge of the board (3651) to the placement city.