**BLOOD REEF TARAWA**

**CAMPAIGN GAME**

**NAVAL GUNFIRE GUIDE**

The Blood Reef Tarawa Campaign Games incorporate naval gunfire support through the use of various Chapter T rules/SSRs along with references to Chapters C, E, and G. In addition, there are also some Q&A from the BRT Gamer’s Guide. This document is an attempt to create an easily understood consolidation of those rules using my interpretation of how they all work together.

NOTE: Within the chapters mentioned above, the terms Naval OBA (NOBA), NOBA Battery, Naval Battery, NOBA Module and Module are used interchangeably. In order to provide more clarity and consistency, I have decided to use ‘Naval Battery’ as the common term for all of them in this guide.

I am also assuming the reader has a basic understanding of the Chapter C Off-Board Artillery (OBA) and On-Board Gun rules.

 **Jim White May 2014**

**NAVAL BATTERIES**

In CG’s I and II the Marines receive one Naval Battery of 120mm for each CG Scenario. In CG III the Marines receive two Naval Batteries of 120mm for each CG Scenario (CG3.2, GG Q&A).

These Naval Batteries are never subject to Plentiful or Scarce Ammunition and may never use Pre-Registered Fire (G14.6).

**NAVAL BATTERY EXCHANGES**

In CG II, during any one CG Date (EXC: 20 AM), the Marines may exchange their one 120mm Naval Battery for a 200mm Naval Battery. This CG Date must be secretly recorded prior to the start of the Initial CG scenario (but after viewing the initial Japanese setup) (CG3.2, GG Q&A).

In CG III, during any two CG Dates (EXC: 20 AM), the Marines may exchange one of their 120mm Naval Batteries for a 200mm Naval Battery.  These CG Dates must be secretly recorded prior to the start of the Initial CG scenario (but after viewing the initial Japanese setup) (CG3.2, GG Q&A).

**NAVAL GUNFIRE & AIR SUPPORT**

Following a successful Marine Air Support dr, Battery Access is lost for all Naval Batteries. All currently placed AR/SR/FFE/Acquisition markers must immediately be removed from the board, and no further Battery Access attempts may be made while any aircraft remain on the map (CG3.3).

**FIRE MISSIONS**

A 120mm Naval Battery may fire NOBA missions consisting of either HE Concentration, WP Concentration or Illuminating Round (IR) (CG3.2). No other types of missions may be fired (G14.67).

A 200mm Naval Battery may fire NOBA missions consisting of either HE Concentration or Illuminating Round (IR) (CG3.2). No other types of missions may be fired (G14.67).

Direct Fire attacks may be made by a 120mm Naval Battery using either HE or WP (CG3.21).

If the Marine player announces a Direct Fire attack will use WP, a second Battery Access chit draw must be made.  If a subsequent black chit is drawn, the Direct Fire mission may continue with the use of WP. However, if a subsequent red chit is drawn, the Direct Fire mission may continue although it must revert to the use of HE (CG3.23).

A 200mm Naval Battery may not use Direct Fire (CG3.21).

A 200mm Naval Battery may combine the firing of HE and IR during its PFPh and/or DFPh (Chapter G, Footnote 41). The IR may be fired either at the start of a new HE NOBA mission or during the course of an existing HE NOBA mission (G14.672). An IR is first placed in any hex that is exactly six (or some whole multiple of six) hexes away from the SFCP that is currently directing the Naval Battery. A Random Direction DR is then made (with no halving of the white Extent of Error dr) to find the IR’s final placement hex. No To Hit DR is needed since the Naval Battery cannot Malfunction (E1.932, E1.922). After the IR has been placed, the Naval Battery then proceeds with the HE mission in the normal manner (G14.672).

**SHIPBOARD OBSERVER**

A Shipboard Observer is treated like a normal non-Aerial, Off-board Observer (G14.68) except as modified below.

Each Naval Battery is assigned one Shipboard Observer. After all setup, but prior to the start of play, each Naval Battery must record the Location of its respective Shipboard Observer. Even though a Shipboard Observer may not direct a NOBA attack, the recorded Location is used to determine that Naval Battery’s Line-of-Fire (LOF) and Blast Area for any SFCP-directed NOBA attacks made by that Naval Battery (CG3.12).

However, even if there are no SFCP’s that currently have Radio Contact with a particular Naval Battery, the Shipboard Observer for that Naval Battery may still potentially conduct a Direct Fire attack using the Shipboard Observer Location to determine the LOS to the target hex (CG3.12).

The Location for the Shipboard Observer of a 120mm Naval Battery must be an Ocean hex along the north, south or west edge of the map. The Location for the Shipboard Observer of a 200mm Naval Battery must be an Ocean hex along the south or west edge of the map. (CG3.13)

Each Shipboard Observer is assumed to be at Level 1 of their respective Naval Battery’s recorded Ocean Location (G14.68)

**SHORE FIRE CONTROL PARTY**

A Shore Fire Control Party (SFCP) has all normal Infantry Crew and Observer capabilities except as modified below (G14.61).

Prior to the start of play, each Shore Fire Control Party (SFCP) must be assigned to a specific Naval Battery (which it may share with other SFCP’s) for the duration of the CG scenario (CG3.11). These specifically-assigned SFCP’s are the only *onboard* Observers that an individual Naval Battery is allowed to use (G14.61).

A SFCP that sets up onboard may use HIP as if it were manning a field phone (G14.61).

A SFCP may possess no SW/Gun other than its SFCP Radio and it may not become an Inherent Crew (G14.61).

A SFCP is considered Inexperienced Personnel with the exception that the Breakdown number of its SFCP Radio is *not* lowered (G14.61).

A SFCP may neither Transfer nor drop/share possession of its SFCP Radio, nor may it use its SFCP Radio while a Passenger or Rider (G14.611).

If a SFCP is captured or eliminated (2 CVP) its SFCP Radio is immediately eliminated. If the SFCP Radio is eliminated due to a Contact/Maintenance Original DR of 12, the SFCP itself is also eliminated (no CVP) (G14.611). Regardless of how a SFCP or SFCP Radio is eliminated, they are both automatically Retained/Repaired and *must* enter with the first Assault Wave in the next CG scenario (CG3.11).

**RADIO CONTACT & BATTERY ACCESS**

Each SFCP is allowed to make one Radio Contact attempt for its assigned Naval Battery per Player turn. Immediately after the first successful radio contact DR from any SFCP, the Marine player must announce whether that Naval Battery will attempt to attack with NOBA or Direct Fire (120mm only) (CG3.11).

Regardless of whether Radio Contact is gained/retained by any of its assigned SFCP’s, a Naval Battery may still attack with Direct Fire (120mm only) under the direction of its assigned Shipboard Observer (CG3.11).

Battery Access may be attempted only once per Player turn per Naval Battery. In other words, Radio Contact is established per SFCP while Battery access is per Naval Battery. Once Battery Access has been attempted for a particular Naval Battery (whether successful or not), any other SFCP assigned to that Naval Battery may still attempt to gain/maintain Radio Contact although they cannot try for Battery Access again (CG3.11).

Each Naval Battery uses a Draw Pile of five black chits and two red chits. Whenever a chit in the Draw Pile of a Naval Battery would *normally* be removed, it is instead mixed back into the Draw Pile. In other words, no chit is ever permanently removed from a Naval Draw Pile and drawing ≥ two red chits does not cause the permanent loss of Battery Access (G14.63).

If a Naval Battery is conducting a Direct Fire mission, whether directed by a SFCP or a Shipboard Observer, Battery Access must be gained during each Player Turn (CG3.21).

If Battery Access is lost for any reason all onboard Direct Fire Target Acquisition markers for the affected Naval Battery are immediately removed (CG3.23)

**JAPANESE COUNTERBATTERY FIRE**

**All rules for Japanese Counterbattery Fire are from CG3.4 with minor clarifications.**

The Japanese player receives Counterbattery Fire (CBF) whenever one or more of the following Guns starts a scenario on board, fully manned, and functioning: 120L AA, 140L ART, or 200L (8-in. Gun Turret). Depending on the caliber of the Guns, Counterbattery fire may alter the Marine Naval Battery Draw Piles.

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| **Marine Draw Piles** |
| **Weapon** | **Black** | **Red** |
| 120L | -1 |   |
| 140L |  | +1 |
| 200L (8-in. Gun Turret) | -1 | +1 |

CBF results are cumulative for each eligible Gun on Board.  Since more than one Naval Battery may exist, the Marine player must match the CBF of each eligible Japanese Gun to his Naval Batteries accordingly (see example below).  A Gun used for CBF may fire normally without affecting these CBF results.  The effects of CBF last throughout the scenario until the Gun causing that effect is Captured or Eliminated.

EX. The Marine player has one Naval Battery of 120mm and one 200mm Naval Battery available.  The Japanese player has two 120L Guns and one 8” Gun remaining.

The Marine player chooses to apply all Counterbattery fire effects to the 120mm Naval Battery (which would give it a Battery Access draw pile of 2 black and 3 red cards) and leave the 200mm Naval Battery with its full draw pile of 5 black and 2 red chits.

**NOBA**

The mechanics of firing a NOBA mission with a Naval Battery use the normal Chapter C OBA AR/SR/FFE placement method except as modified below.

LOS and associated Hindrance DRMs for AR/SR/FFE placement are traced from the Location of the assigned SFCP currently directing the mission (C1.63).

NOBA is always Accurate on a Final dr of ≤ 2 (G14.64).

The LOF for a Naval Battery NOBA attack is always traced from the center dot of its assigned Shipboard Observer’s recorded Ocean hex through/beyond the center dot of any hex containing that Battery’s onboard AR/SR/FFE counter (CG3.12, G14.62).

The Blast Area of a NOBA attack contains nine hexes instead of the usual seven. The two extra hexes are determined by the NOBA LOF and comprise the last hex that LOF crosses as it enters, and the first hex it crosses as it exits, the "normal" seven-hex Blast Area of that. The FFE, if HE, is resolved vs these two hexes with halved FP (G14.65).

**DIAGRAM(S) to be inserted here of Blast Area**

Normally, if a Naval Battery currently has a NOBA FFE:2 counter on the board it may not switch to a Direct Fire mission. However, if a SFCP that is assigned to that Naval Battery (re)gains Radio Contact with it the mission may be changed to Direct Fire at that time (CG3.21).

A NOBA FFE:C may neither be Converted to an SR, nor replaced by a new NOBA mission's FFE:1. Instead, if a SFCP wishes its assigned Naval Battery to begin another NOBA mission, a new AR must be placed (even if the target hex remains the same) (G14.671).

**DIRECT FIRE**

The mechanics of Direct Fire for a Naval Battery are identical to those for any onboard Gun, except as modified below.

LOS and any associated Hindrance DRMs to a specific target hex are traced from either the assigned Shipboard Observer’s Location or from the assigned SFCP’s Location depending on which one is currently directing the Naval Battery that is using Direct Fire (CG3.23).

In order to attack any target hex using Direct Fire, all AR/SR/FFE counters (if any) for that Naval Battery are first removed from the map (CG3.23).

Direct Fire by a Naval Battery may use any Target Type. Regardless of the range to the target, the Basic TH# of a for the various Target Types is 6 for Infantry, 7 for Vehicular, and 8 for Area. No Basic (C4) or Firer-based (C5) To Hit DRM apply, although all Target based (C6) To Hit DRM apply normally (CG3.23).

Any Naval Battery using Direct Fire which is currently being directed by an assigned SFCP receives a ROF of 2 (Intensive Fire is NA) (CG3.21). If that Naval Battery achieves multiple ROF they may only fire at that phase’s original target hex or an adjacent hex (CG3.22).

A white Dispersed Smoke counter is placed in any non-water target hex after the resolution of any IFT attack resulting from a Direct Fire mission (CG3.21).

If a SFCP has Radio Contact with its assigned Naval Battery, that SFCP can have the Naval Battery switch from a NOBA mission to a Direct Fire mission even if there is currently a NOBA FFE:2 on the board. If the Naval Battery does switch to a Direct Fire mission the NOBA FFE:2 counter is immediately removed from the board (CG3.21).