NavTac: Coronel & Falklands
World War I Naval Miniatures Rules

MINDEN
GAMES

Tactical Naval Combat
in the Great War
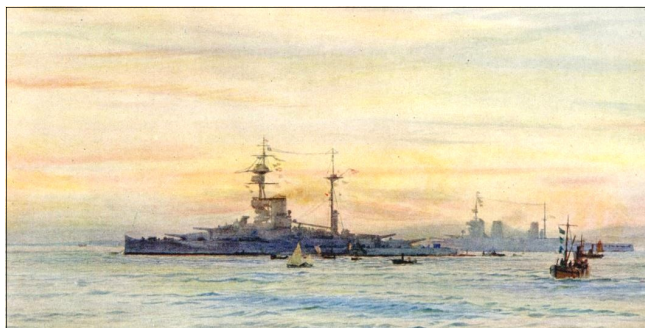
NavTac: Coronel & Falklands is Minden's World War I tactical naval combat game, using 1/3000 scale ships, and classic naval combat rules.

Table of Contents

How to Use this Book

NavTac: Coronel & Falklands is a book containing a complete miniatures game depicting World War I naval battles. Players maneuver their fleets on the table top (or floor) to bring the action to the enemy, and attack opposing ships. A variety of historical and hypothetical scenarios from the early war years have been provided. It provides full rules and components to do so; you will need to construct the 1/3000 scale ship counters before playing, or use your own miniature naval ships.

NavTac uses a modified version of the system popularized by Fletcher Pratt before World War II. Significantly, *NavTac* uses dice to determine the results of gun fire between ships, not the range estimation method used by Pratt. There are many other differences and refinements, but this is the most decisive. By using the ship ratings and Tables coupled with wise sailing tactics, the characteristics of gun fire (taking into account range, size of shell, armor of the target), and the roll of dice, you can authentically recreate the events that happened in historical sea battles.

The goal of *NavTac* is to provide players a simple yet authentic game that simulates actual naval combat between surface ships. The game rewards sound tactics and punishes unwise strategy. Playing *NavTac* will illuminate some of the combat realities that actual captains faced.

To learn to play *NavTac*, read through the standard rules (pages 5-11), set up the introductory scenario on page 6, and construct your ships (see page 28). You can also follow along with the extended examples of play (page 51) as you work through the instructions, to help you get a grasp on the system and clarify playing procedures. In no time, you will be experiencing Great War sea battles in miniature on your table top.

Instructions

NavTac: Coronel & Falklands is a set of naval miniatures rules depicting naval tactics ("nav tac") and combat between individual ships in the Great War era. The rules use Minden's *NavTac* game system, which is itself a modified version of the classic Fletcher Pratt game system. Players maneuver their ships on the floor or tabletop and have combat against enemy ships. *NavTac: Coronel & Falklands* contains full rules, ship counters, ship ratings, advanced rules and options, and scenarios within its pages. Players may use the ship counters (1/3000 scale) contained in this book, or use your own World War I naval miniatures to play.

You will need two six-sided dice, a tape measure, paper and pencil, and a large playing area. You also have to construct ship counters (see page 28) or use your own naval miniatures. One small introductory scenario is provided, plus several historical scenarios, including the Battle of Coronel and the Battle of the Falklands. With the system, you will be able to create any number of historical and hypothetical naval encounters occurring in the various naval theaters during the Great War.

I. *SCALE AND DEFINITIONS*

Each turn of the game represents five minutes (twelve turns per hour). One inch on the floor or tabletop equals 500 yards. (Alternatively, for playing on a smaller surface, you can allow one centimeter to equal 500 yards.) Each ship counter represents one ship, rendered at 1/3000 scale. During movement, each half-inch moved equals three knots, each inch equals six knots. So, a ship that moved four inches is travelling at 24 knots. Distances are given in yards at 1/18,000 scale; play-ers may then translate into inches. For in-stance, the ships in the introductory scenario will start 22,000 yards apart (44 inches). Fire combat is calculated and resolved by indi-vidual *turret*. Turrets (which as a game term includes turrets, case-mates, and individual guns) are defined as being *main* or *secon-dary*, and may contain one, two, or three gun barrels each. When firing at a target, you will roll two dice per turret firing, and, depending on the range, must roll a given number (or numbers) to hit the target. If a hit occurs, you must compare the gun size of the firer with the armor of the target, to see what damage occurs from the shells fired from that turret during that fire phase. As ships receive damage, their speed and firepower will diminish. During play, always round fractions up, unless otherwise instructed.

Each ship in the game uses ship data contained in the *Ship Characteristics*

How to Construct Ship Counters

Warship counters appear on pages 29 and following. They are rendered at 1/3000 scale. If you already own miniature naval ships, you may use them to play *NavTac*. If not, you will need to construct ships counters to play the game. The ships for the introductory *Black Sea Encounter* scenario will be found on pages 29 (*Goeben*) and 31 (*Evstafi & Zlatoust*).

We suggest that you scan (or photocopy) the ship pages. Then, print and mount the sheet of paper on cardstock before cutting the ships out. The back of each ship page has been intentionally left blank, in case you prefer simply to cut out the ships from each page before mounting them. With a little practice, you will be making your own serviceable counters.

A selection of ships from several countries (Great Britain, Germany, Russia, France, Austria-Hungary, Italy, and Turkey) are provided. Their characteristics and ratings are given in the section starting on page 23. All counters necessary to play each of the game's scenarios have been included, as well as extra ships.

Creating Ship Data Cards

Following the examples given on page 55, you may create your own data cards. Make one for each ship class you are playing with. These help you keep track of damage thresholds for each type of ship during play.

KEY TO SHIP COUNTERS

Ship Type: BB= dreadnought battleship; BC= battlecruiser
B= pre-dreadnought battleship; AC= armored cruiser
CL= light cruiser; AMC= armed merchant cruiser

Scale: 1/3000   **Year Completed   Type   Country**

1911 BC *Germany*

Flag

Goeben

Name   **Bow** ⟶
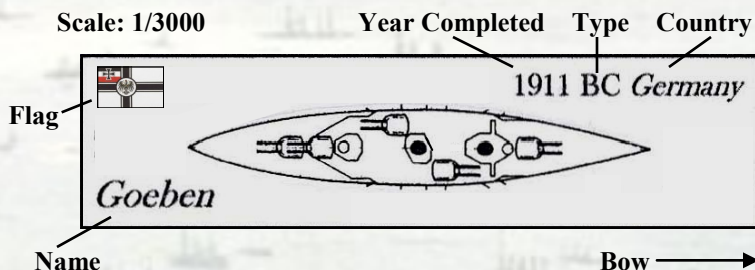
Designer's Notes

NavTac: Coronel & Falklands focuses on early Great War naval battles occurring in the Mediterranean, Adriatic, Black Sea, and off the coast of South America. The design stresses playability and historicity.

Gamers will recognize the foundation of the system coming from Fletcher Pratt's classic rules.[1] The main difference is that *NavTac* uses dice to resolve gun fire, rather than range estimation. Various other system rules have been included to increase authenticity without adding complexity. The rules themselves are robust enough to withstand modification by players, so if you want to have more detailed turning templates for ships, or want to modify the damage results for striking different parts of the target, there is nothing stopping you from producing a variant doing so. Play will continue smoothly.

We've included several dozen representative ships to cover the historical scenarios provided, drawn from over 30 different ship classes. With the information given on page 62, you may easily create more ships from these classes. Enterprising players will be able to create any number of encounters of their own devising with these warships.

The rules and ratings here are substantially unchanged from the previous *NavTac* edition, though there have been some minor refinements. The biggest change involves torpedo resolution, which is now less cumbersome. New optional and advanced rules have been included as well. While it is suggested that you utilize all optional and additional rules, use of the new *Ammunition Usage*, *Straddle Effects*, and *Shell Splashes* options are particularly advised, for most realistic results.

The standard game is primarily for those new to naval gaming. While the optional and advanced rules provide increased authenticity, the emphasis remains more on "game" than "simulation". But the system provides believable battle results and, with a little imagination, realistic battle reports may be generated. During play, good sportsmanship and interpreting the rules in the spirit of "nothing may be done contrary to what could or would be done in actual war,"[2] will go a long way toward providing satisfying, authentic naval contests in miniature.

It is easy enough to create warship ratings on your own. The first step is to determine the standard displacement of the vessel. Then, calculate the various "thresholds" for speed loss, main turret loss, and secondary turret loss.[3] The *NavTac* rating system is effective, and less complex than the clas-

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[1] Tony Morale's *Flight of the Goeben* tactical rules (SPI, 1973) must also be acknowledged as providing the inspirational ideas and framework behind *NavTac*'s game tables.

[2] The famous General Rule, which was the foundation for all other rules, in Fred Jane's *Naval War Game* (*Jane's Fighting Ships 1905-6*, p. 442).

[3] For instance, if HMS *Tremendous* has displacement of 18,000 tons, four main turrets, ten secondary turrets, and maximum speed of 18 knots, its thresholds would be: $18,000 \div 10 = 1800$ DP to lose a secondary turret; $18,000 \div 6 = 3000$ DP to lose 0.5 speed; and $18,000 \div 4 = 4500$ DP to lose a main turret. Our convention is to round down to nearest hundred (e.g. $13,500 \div 6 = 2250$, which rounds down to 2200), and provide minor threshold tweaks in certain ship classes which we reckoned to be historically warranted.