

# ***BUOYZ 'N DA 'HOOD'- CAMPAIGN SUPPLEMENT***



**'Buoyz 'N Da 'Hood' is devised and developed by Kirk Archer, Rodney Gearing, Horatio Bellerophon and Thermos of Kos**

With thanks to The Southbourne Tabletop & Boardgamers and The Wessex Wyverns Wargames clubs. And, of course, to Miss Catherine Meadows.

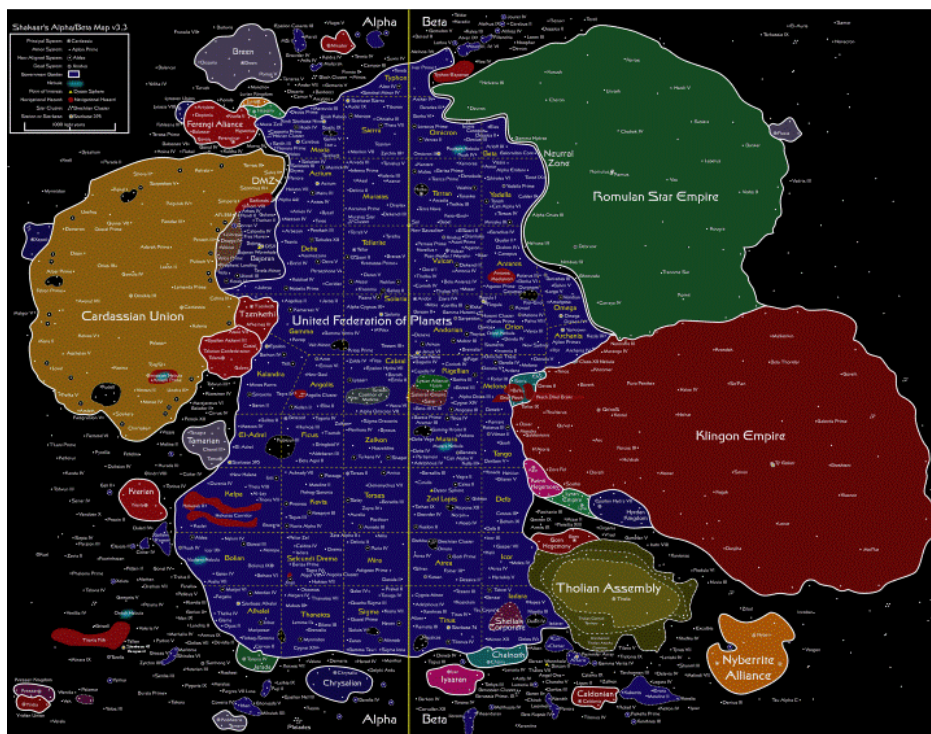
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Community webpage and rule support can be found at <https://garymitchell.co.uk/whats-the-buzz-with-gary/> and via the 'Buoyz 'N Da 'Hood' Facebook page.

**No Royal Navy or Starfleet vessels struck their colours or lost their logbooks during the production of this supplement.**

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## CAM 1.0. OVERVIEW

In a 'scratch game', under our 'Buoyz 'N Da 'Hood' rulesets, players might engage with no clear-cut means of determining when the battle ends. These encounters often result in the total annihilation of the losing fleet; a generally unhistoric and implausible outcome. Most admirals realise their ships are precious assets and (generally) attempt to break contact to slip away rather than – 'honour' notwithstanding - risk the loss of their 'fleet in being', and the strategic influence it exerts.

They may not, of course, always be successful in this.

With 'scenario' / 'scratch games' (see CAM 2.0.) we strongly recommend setting 'victory conditions' before starting play. In most battles it's fairly obvious when it's time to cut losses and withdraw (if possible). With a convoy attack, however, the battle can become one of attrition; so a good idea is to set a given number of turns before deciding a winner.

These campaign rules attempt to address these issues.

'What a silly place to leave a toolbox!'

'I say! Be careful with that blowtorch - there's a good chap!'

The yard rang to the happy cries of the shipwrights as they went about their business of completing the replacement *HMS 'Hood'*.

Destined to skipper the Royal Navy's\* new Type 26 Frigate, Captain Elizabeth Bennett climbed on the half-completed bridge...

'Ah! Bennett!' she was greeted by gruff old sea-dog, Admiral Sir Peter Lowe. 'Let me introduce your new Number One – Commander Colin Darcy!'

'We've met', in seconds Elizabeth's mind had run a full gambit of positive - and negative - emotions.

'Indeed', she could see Colin react likewise in similarly shocked surprise. 'Captain Bennett and I have been prodigiously acquainted since childhood, Sir', he explained. "Served together, even...'

'Blistering barnacles!' the Admiral laughed. 'Small world to be sure! Admiralty recruitment tell me *nothing*! As soon as 'Hood's completed - it's sea trials. Then escort for the next 'Queen Elizabeth' class carrier Group, showing the flag around the globe'.

'Sir', Elizabeth and Colin agreed - knew where their duty lay to King and country... if not precisely which adventures might lie ahead as they sought to put their unfortunately collided past behind them...

\*Other navies are also available. Always read the terms and conditions (Ed.)



## CAM 2.0. SETTING UP A SCENARIO GAME

A number of successive scenarios can be strung together to form a 'Campaign' (see CAM 4.0.). This section concerns generating such a scenario.

### CAM 2.1.A. Establish Theatre And Nature (Naval Rules)

We are assuming players have appropriate miniatures for the national fleets they wish to use; and an idea of the year, Era and geographic area where their battle is set. Players choose ships from those historically available for the fleet they are playing. 'Fictional' ships will need to be legislated for, i.e. the Italian cruiser *RM 'Leonardo Di Caprio'* unavailable after 1943.

These are the main geographic theatres:-

|                    |  |
|--------------------|--|
| Arctic / Antarctic | Cold northern and southern waters                                |
| Atlantic           | The Atlantic basin and the seas around it                        |
| Mediterranean      | The Mediterranean sea and nearby waters such as the Persian Gulf |
| Far East           | The Indian Ocean and seas around Asia                            |
| Pacific            | The Pacific Ocean, Australasia and Micronesia                    |

Next choose - or roll for - the 'nature' of the scratch engagement:-

1-2 Convoy; 3-6 open battle.

If 'convoy' is selected, dice for who defends and attacks, the historically dominant naval power adding +2 to their score. The highest score defends.

### CAM 2.1.B. Establish Time Period And Nature (Space Rules)

We are assuming players have appropriate miniatures they wish to use. There are diverse timelines and eras – plus places where one 'suspends belief in the future', or that are 'long, ago in a galaxy far, far away'<sup>1</sup>. We've found it convenient to divide '*Star Trek*' into broad 'periods', and these are detailed in Section 1.5 of the main '*Buoyz 'N Da 'Hood' – In Space!*' rules.

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<sup>1</sup> For these see Supplements (*Ed.*)

Of course, with wormholes, spatial anomalies, time-travel and all sorts... 'issues' can occur... but we suggest limiting your games to comparable ships in comparable periods, and basing (mainly) upon canonical source material.

Having decided your era (or 'Verse), roll for the 'nature' of the engagement:-

- 1-2 Planetary Dispute
- 3-5 Open Battle
- 6 Convoy Battle

## CAM 2.2. Scenario Point Level

We have a healthy distrust of points systems. Few admirals could freely choose their forces. However, there is always a time to cut cards with the devil. Agree a points ceiling to 'spend' on ships.

You may decide to stick to historical limitations, i.e. in Naval 'only 2 X 'Bismarck' class - and not in 1939' – or simply limit yourselves to ships from your collection. Of course, all ships and equipment are unequal, but admirals have to work with what they have available.

Select a force to an agreed points total. We recommend 60 points for a quick game. This points total will affect 'Break Contact' thresholds – see CAM 3.1.

If a convoy has been selected at CAM 2.1. at least 20% of the defender's points must be TP merchant ships, and no more than 10% capital ships. At least 10% of the attacker's fleet must be Size 4 or less<sup>2</sup>, and no more than 20% capital ships.

Lieutenant Truss and Commander Sunak explain: 'Naval nomenclature is a tricky business for the Starfleet newbie. BB = Battleship; CV = Carrier; BC = Battlecruiser. These are 'capital' ships. CVE = Escort Carrier; CA = Heavy Cruiser; SS = Submarine; CL = Light Cruiser; DD = Destroyer; DE = Escort Destroyer / Frigate; TP = Transport; PT = Patrol vessel. Sailing ships were rated by their number of guns - from 1<sup>st</sup> rate (100+) to 3<sup>rd</sup> rate (around 74), and down to 6<sup>th</sup> rate (Frigates). 1<sup>st</sup> to 3<sup>rd</sup> rates can be considered 'capital' ships; others not so. Ships from Eras 1 & 2 are never 'capital'. Likewise, in space, fighters, shuttles, 'runabouts' and scouts are *not* 'capital ship'; in 'ST' heavy cruisers, battlecruisers and 'classic' Romulan Warbirds *are*. It should be (hopefully) pretty obvious. I mean, it's not, like, rocket science...'



<sup>2</sup> Pre-doubling, obs (Ed.)



### CAM 2.2.1.A. Naval Rules

'Points costs' for forces are as follows:-

|   |                   |
|---|-------------------|
| Each BB or CV and its aircraft compliment   | 20 points         |
| Each BC or CVE and its aircraft compliment  | 15 points         |
| Each CA or nuclear SS   | 10 points         |
| Each CL or Ironclad or Sailing 1 <sup>st</sup> or 2 <sup>nd</sup> Rate                                      | 7 points          |
| Each Sailing 3 <sup>rd</sup> Rate   | 6 points          |
| Each DD, DE in Eras 6+ or non-nuclear SS; each Sailing Frigate  | 5 points          |
| Each Boat counter Eras 1 & 2, PT counter, or extra Aircraft Counter, smaller Sailing ship or Galley counter | 3 points          |
| Each TP Merchant Ship   | 2 points          |
| Each Shore Battery  | 1 X D6 + 5 points |
| Each Minefield 12" Square   | 1 X D6 points     |

### CAM 2.2.1.B. Space Rules

'Points costs' for forces are as follows:-

|   |                        |
|---|------------------------|
| Each BB or CV and its AC compliment                     | 20 points              |
| Each BC or CVE and its AC compliment                    | 15 points              |
| Each CA   | 10 points              |
| Each CL   | 7 points               |
| Each DD   | 5 points               |
| Each DE, patrol 'Runabout' counter, or extra AC counter | 3 points               |
| Each TP Merchant Ship                                   | 2 points               |
| Each Planetary Battery / Base                           | 1D X 6 + 5 points      |
| Each Minefield 12" Square                               | 1 X D6 points          |
| Each ship Size Class 0                                  | +20 points to its cost |



### CAM 2.3.A. Establishing The General Nature Of The Gaming Table (Naval Rules)

'Floating maps' are not used. Having selected your theatre and fleet, next roll one D6 to determine the general nature of the gaming table:-

|                 |                            |
|-----------------|----------------------------|
| 0 or less, 1, 2 | open sea                   |
| 3, 4            | one island                 |
| 5               | two islands                |
| 6               | two islands, and one shoal |

Deduct 2 from the score if 'Arctic/Antarctic'; Deduct 1 if 'Atlantic'. If using multi-tables dice for each table separately.

If there are islands and/or shoals to position, these are placed at random on the playing area by the youngest player present.

Next, roll for if a Day or Night engagement. Roll a D6 – if a '6' is rolled it is Night – if *any* player is Japanese Era 6 add +1 to this dice score.

Next, determine the weather conditions. Again, roll a D6. On a score of '5' or '6' it is 'Bad Weather'. Add +1 to score in the Arctic/Antarctic, deduct -1 if in the Far East or Pacific.

Next, determine which table edge(s) each side will advance on from. Both players roll 2 XD6, and the winner has choice of edge, the enemy taking the opposite. If a player has forces or bases already on the main table, he merely rolls 1 D6; since his tactical options are more limited.

Next, determine the 'Break Contact' (BC) points level – a 40% loss is a good 'threshold' point for deciding when disengagement will take place,



### CAM 2.3.B. Establishing The General Nature Of The Gaming Table (Space Rules)

'Floating maps' are not used. Having already selected your period and fleet, next roll 1XD6 to determine the general nature of the gaming table:-

|      |   |
|------|---|
| 1, 2 | open space  |
| 3, 4 | one 'terrestrial' type planet (class 'K', 'L', 'M') |
| 5    | one gas giant with 1 X D6+1 moons                   |
| 6    | two nebula clouds of 12" square                     |

Add 2 to the dice score if having selected 'planetary dispute' at CAM.2.1. If using multi-tables roll for each table separately.

If there are planets / moons / nebula to position, these are placed at random onto the playing area by the youngest player present.

Next, determine which table edge(s) each side will advance on from, or where ships are already in place on the table. Both players roll 2 X D6, and the winner has choice of edge, the enemy taking the opposite. If a player claims forces or bases already on the main table, he merely rolls 1 D6; since his tactical options are more limited.

Next, determine the 'Break Contact' (BC) points level – a 40% loss from the fleet is a good 'threshold' point (see CAM 3.1.).





### CAM 3.0. ENDING A SCENARIO GAME

After completing an End Phase of a turn (see 6.0. of the main rules):-

- 1) Update 'points loss' scoring and, if either player has met a condition for a 'Break Contact' check, roll for it (see 'Break Contact' – see CAM 3.1.)
- 2) When all table contact has been broken, tally opposing points destroyed and declare a winner.

#### CAM 3.1.A. 'Break Contact' Scenario Ending (Naval Rules)

A player must check to see if they will be forced to 'break contact' when any one of the following three conditions is met at the end of a game turn:

1. The player's fleet has sustained cumulative losses equal to or greater than the agreed 'Break Contact' (BC) points level.
2. The player's fleet has *more than half* of their 'capital ships' (i.e. nuclear SS, BB, CV, BC, 1<sup>st</sup> to 3<sup>rd</sup> rates) sunk *or* crippled.
3. The player's only remaining 'capital' ships on the table at the end of the turn are CV (or CVE).

If a player's fleet has met one or more of these conditions for a 'break contact check', the player roll a D6. If the player rolls a 1-5, the 'break contact' order is issued to their fleet. If the player rolls a '6', they avoid the 'break contact' and will play normally the next turn, but will have to test each turn thereafter. It is perfectly conceivable for both sides to be forced to 'break contact' on the same turn, or upon different turns.



When the player's fleet has been issued a 'break contact' order, the following steps are taken:

- a) Surface ships must retreat towards their side of the table at maximum speed on all subsequent turns of the game, until all ships belonging to the retreating player have either exited the table area, or have been destroyed. This player's surface ships may not move laterally or towards the enemy side of the table.
- b) All their Submarines start/re-start 'lurking' (see 11.1.).
- c) Until the last surface ship from the retreating player has left the table, both players may continue to sortie aircraft until the scenario ends (including those from carriers that have retreated off the table using rule 12.4.), and all ships may continue to conduct gunnery and torpedo attacks. The non-retreating player is free to pursue the retreating player's ships to the edge of the table.
- d) Ships that have retreated off the table may not be attacked in any way, nor make gunnery, torpedo or missile attacks.

The player with the most points left in their fleet after all have 'broken contact' by leaving the table... is deemed the winner. Add 20 points to this total if not forced to 'break contact'.

#### CAM 3.1.B. 'Break Contact' Scenario Ending (Space Rules)

A player must check to see if they will be forced to 'break contact' at the end of the same turn when any one of the following three conditions is met:

- a) The player's fleet has sustained cumulative losses equal to or greater than the agreed 'Break Contact' (BC) points level.
- b) The player's fleet has *more than half* of their 'capital ships' (i.e. BB, CV and/or BC) destroyed or crippled.
- c) The player's only remaining 'capital' ships on the table at the end of the turn are CV (or CVE).

If a player's fleet has met one or more conditions for a 'break contact check', they roll a D6. If the player rolls a 1-5, the 'break contact' order is issued to their fleet. If the player rolls a '6', the player avoids the 'break contact' and will

play normally the next turn, but will have to test each turn thereafter.  
Klingons, Dominion and Borg always ADD 1 to this score; Romulans DEDUCT 1<sup>3</sup>.

It is possible for both – or more - sides to be forced to 'break contact' on the same turn, or different turns.

When the player's fleet has been issued a 'break contact' order, the following steps must be taken by that player with all dispatch:

- a) Ships must retreat towards their side of the table at maximum speed on all subsequent turns of the game, until all ships belonging to the retreating player have either exited the table area, or have been destroyed. From this point forward, this player's ships may not move laterally, nor towards the enemy side of the table.
- b) All their cloak capable ships start/re-start 'lurking' (see 10.2.) and are removed.
- c) Until the last ship from the retreating player has left the table (or has been destroyed, or reverted to 'lurking'), all players may continue to sortie AC normally from ships on the table.
- d) A non-retreating player is free to pursue a retreating player's ships to the edge of the table.
- e) Ships that have retreated off the table may not be attacked in any way, nor may they make beam or torpedo attacks; nor continue to sortie AC.

### CAM 3.2. Quantifying 'Winning' A Scenario Game

The player with the most points left in their fleet, after all required have 'broken contact' and left the table, is deemed the winner. Add 50 points to this total if *not obliged* to 'break contact'.

For those who like to measure a 'victory', the following scale is suggested:-

- a. Winning side has less than 2-1 advantage in points left: Minor Victory
- b. Winning side has at least 2-1 advantage in points left, but less than 3-1 in points: Major Victory
- c. Winning side has 3-1 or better advantage in points left: Decisive Victory

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<sup>3</sup> In other 'Verses (see Supplements) add +1 if 'Aggressive' (e.g. USE, Galactic Empire, Cylons, Daleks); deduct -1 if 'Cautious' (e.g. Galactic Coalition, Rebel Alliance, Children of Kobol).

## CAM 4.0. FULL CAMPAIGNS

As suggested above, several games strung together can make up a 'Campaign', to be played over a period of time. Give each fleet a 'points total' with which to begin the campaign.

### CAM 4.1. Length Of Campaigns

Players should agree the number of generated scenarios (see CAM 2.0.) which will make up their campaign, as well as Period covered. Individual scenarios can alternatively be chosen beforehand, or set up *via* CAM 2.1. A campaign is resolved based upon the total points scored in each scenario. We recommend a rubber of five games.

### CAM 4.2. Replacing Losses Between Scenarios (*'That Don't Impress Me Much'*)

All crippled ships surviving a scenario can be considered repaired on a D6 roll of 4+. Otherwise they are deemed unavailable. Roll for all after each separate Scenario (*N.B. 5.7. 'Crippled Ships' sidebar in the space rules, and sidebar 5.3. in the naval rules*).

'Replacements' provided between each scenario can be no more than 10% of the total points that began the campaign. These points can be hoarded to be spent as required. However, 'delivery' is not guaranteed. There are limits, which are detailed below; so 'projects' may be delayed.

Players may find it advantageous to 'bulk out' their forces with lighter, easier to obtain warships, or with armed merchantmen.

'What shall we do with the drunken sailor?'

'I am shocked and disappointed', Captain Elizabeth Bennett sternly addressed the Summary Hearing parade. 'Not only have you let His Majesty down, the reputation of the Royal Navy down, and the 'Hood' down... you've also let *yourselves* down. I cannot for the life of me *fathom* why sailors from this ship should feel the need to get *drunk* whilst on a run ashore. That is the sort of loutish behaviour I'd expect from other vessels...' if she *didn't* mention her rival, Captain Georgina Wickham's HMS 'Lannister' by name... they all knew whom she meant.

'Commander Darcy?' Elizabeth devolved.

'Fined £100 each and confined to ship when we visit Mumbai', Colin was persuaded to administer justice on behalf of his somewhat staid commanding officer's sense of sensibility...



#### CAM 4.2.A. Naval Rules

*Capital Ship Replacement Limitation:* Capital ships (BB, CV, BC, nuclear SS, Ironclads, 1<sup>st</sup> and 3<sup>rd</sup> Rates) were only built in very limited numbers and expensive. Accordingly, over the course of a campaign, a player should not be able to deploy unlimited numbers. After the first or subsequent scenario any capital ship sunk may only be 'replaced' in the next scenario by another, upon replacement points being spent, *and a roll of 4+*. This encourages the historical conservation of resources:-

|                          |                                  |
|--------------------------|----------------------------------|
| First rate naval powers  | +1 to this score                 |
| Second rate naval powers | +0 to this score                 |
| Third rate naval powers  | -2 to this score                 |
| Other powers             | Unable to replace capital ships. |

*Medium Ship Replacement Limitation:* CA, CL, CVE and sail frigates can be replaced upon the following rolls; again a 4+ is needed:-

|                          |                  |
|--------------------------|------------------|
| First rate naval powers  | +2 to this score |
| Second rate naval powers | +1 to this score |
| Third rate naval powers  | -0 to this score |
| Other powers             | -1 to this score |

*Small Ship Flexibility:* Small ships (DD, DE, SS, TP, brigs, converted merchant ships, torpedo boat, aircraft and other counters) may be more easily replaced, like for like. Again a 4+ is needed:-

|                          |                  |
|--------------------------|------------------|
| First rate naval powers  | +3 to this score |
| Second rate naval powers | +2 to this score |
| Third rate naval powers  | +1 to this score |
| Other powers             | +0 to this score |





## CAM 4.2.B. Space Rules

**Capital Ship Replacement Limitation:** Capital ships (BB, CV, BC) are expensive and can only be built in very limited numbers. Accordingly, over the course of a campaign, a player should not be able to deploy unlimited numbers. After the first or subsequent scenario any capital ship destroyed may only be 'replaced' in the next scenario by another upon replacement points being spent, *and* a roll of 4+ - deducting -1 from score if attempting to build a size class 0. This encourages the conservation of resources:-

|   |                     |
|---|---------------------|
| 'Rich' - UFP, Klingons, Romulans <sup>4</sup> | +1 to this score    |
| 'Moderate', Gorns, Kzinti, Cardassians        | +0 to this score    |
| 'Variable', Borg, Dominion, Tholian           | -1 to this score    |
| 'Poor', Bajorans, Kazon                       | -2 to this score    |
| Other powers                                  | Best fit from above |

**Medium Ship Replacement Limitation:** CA, CL and CVE can be replaced upon the following rolls; again a 4+ is needed:-

|  |                     |
|--|---------------------|
| 'Rich' - UFP, Klingons, Romulans       | +2 to this score    |
| 'Moderate', Gorns, Kzinti, Cardassians | +1 to this score    |
| 'Variable', Borg, Dominion, Tholian    | --0 to this score   |
| 'Poor', Bajorans, Kazon                | -2 to this score    |
| Other powers                           | Best fit from above |

**Small Ship Flexibility:** Small ships (DD, DE, TP, 'Runabouts') may be more easily replaced, like for like. Again a 4+ is needed:-

|  |                     |
|--|---------------------|
| 'Rich' - UFP, Klingons, Romulans       | +3 to this score    |
| 'Moderate', Gorns, Kzinti, Cardassians | +2 to this score    |
| 'Variable', Borg, Dominion, Tholian    | -1 to this score    |
| 'Poor', Bajorans, Kazon                | -0 to this score    |
| Other powers                           | Best fit from above |



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<sup>4</sup> Players will need to adjust for analogues in other 'Verses (Ed.)

### CAM 4.3. Campaign Scoring

Each scenario is scored for campaign purposes by gaining 'campaign points' (CPs) as follows:

Player forces his enemy to break contact first: Player awarded 3 CPs

Each full 10 points of enemy shipping destroyed: Player awarded 1 CP

Add 2 CPs if player was not also obliged to break contact.

A victory based upon enemy unit destruction therefore represents a 'tactical victory', as destruction of enemy assets and tonnage is obviously an important factor in any war. However, getting the opponent to break contact, and thereby concede control of the sea/space area in question, can be considered a 'strategic victory', in that the remaining player's fleet can secure the area for its own operations, such as amphibious landings, convoys, and so forth.

A real-world historic illustration of the campaign scenario scoring system might be the Battle of the Coral Sea in 1942. In that battle, the Japanese 'scored' victory points than the Americans by sinking a fleet carrier ('*Lexington*' – +2 Japanese CPs), a destroyer ('*Sims*') and a fleet oiler ('*Neosho*'). The Japanese only lost a light carrier ('*Shoho*') and some aircraft (1 US CP). However, the Japanese 'broke contact' first and abandoned their operation (2 US CPs). In game terms, the Japanese would have scored 2 CPs for their 'tactical victory', and the Americans 4 CPs for their 'strategic victory'. Therefore, the Americans are considered to have 'won' the battle. And, when rolling to replace losses for the next game, to the same points total, the Americans could be deemed to be in a better position to replace their carriers than the Japanese, who may otherwise make up their numbers with cheaper Submarines...



