

Ironclads to Missile Cruisers

A Rule the Waves II Expansion



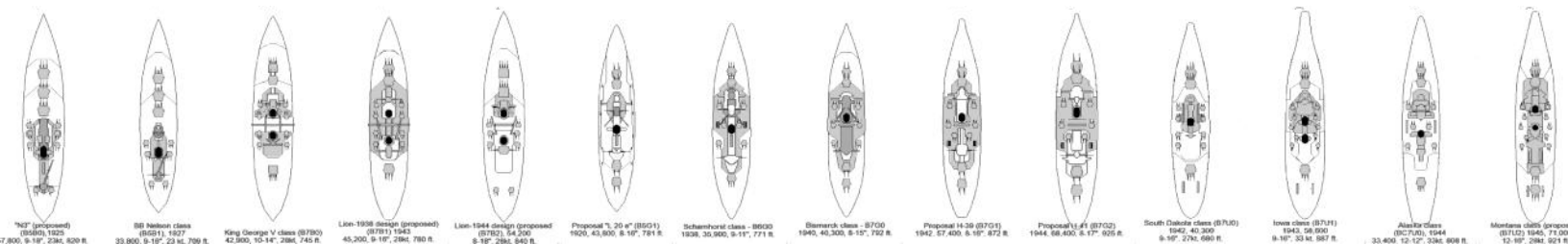
The Expansion Catalog

POLITICS AND STRATEGIC AFFAIRS

The Expansion offers new nations, a new region and new political options.

Changes at the strategic level

More competition	8 AI nations will be in play at a time.
AI vs. AI wars	AI vs AI wars can now occur without the player nation being involved.
Russia gets a home	There is a new Baltic region that serves as a home region for Russia.
Treaties get more realistic	Treaties get tonnage limits and you can affect treaty negotiations.
Trainable Damage Control	Nations may now execute national training in Damage Control.
Bases get more expensive	Larger bases require more time and cost more to build.
Strategic movement delays	Before wireless telegraphy, strategic movements in remote areas may be delayed.
Submarines get moving	Submarines can now be moved on the strategic map



SHIP DIVISIONS

Ship divisions give you an unprecedented control over your own assets.

You are in control

You can determine for yourself the number of ships and their compatibility when you form your divisions. You can set your division's subordination and assign the role the division will play if it finds itself thrust into battle.

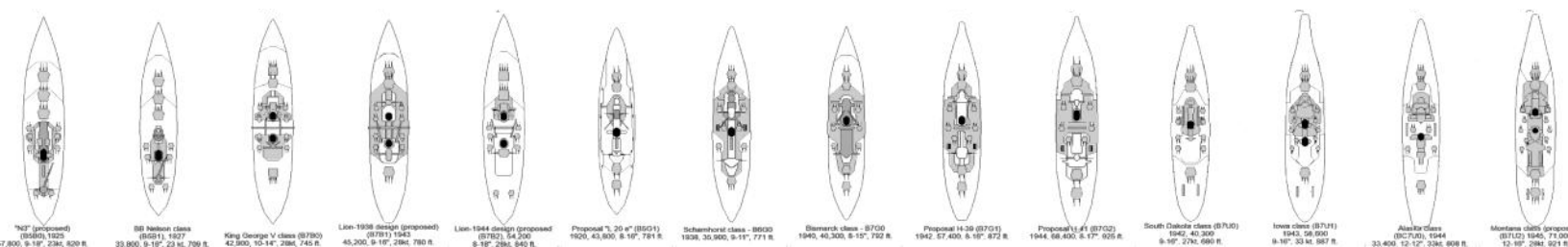
Each division is unique

You will find that each of your divisions will form its own personality, nurtured in training but forged in battle, and guided by the particular personality of its divisional commander. Whether it is in the chaos of battle or in the measured movement between regions, divisions will operate as a single entity.

Division nuts and bolts

Creating divisions is completely voluntary, you may use them or ignore them as you wish. Divisions may be altered slightly by the battle generator before entering battle depending on the number of ships assigned to the battle and the type of mission. There is no requirement that all ships in a division be operational or even be located in the same region.

Division editor										
Type	Name	Class	Displace...	Speed	Location	Stat...	Description/Role	Experi...	Commanding officer	
BX	4th Battle Division	3 ships					Core 3rd Battle Division	Poor	RAdm Zitewitz II (?)	
BX	1st Battle Division	4 ships					Independent	Fair	RAdm Staudinger II (?)	
	BB Hannover	Oldenburg (R 1956)	40,500	26(28)	Northern Europe	Relit 3	Guns: 8 x 15, 8 x 6, 1 MSAM, 1 MSSM	Fair	Cpt Anschütz II (Average, Well connected)	
	BB Baden	Baden (R 1951)	45,300	26(28)	Northern Europe	RF	Guns: 9 x 16, 8 x 6, 2 MSAM	Good	Cpt Metz III (Below average, Gunnery expert)	
	BB Braunschweig	Oldenburg (R 1950)	40,500	28	Northern Europe	RF	Guns: 8 x 15, 12 x 6, 2 MSAM	Fair	Cpt Schrade III (Average)	
	BB Elsass	Elass (R 1946)	43,300	28	Northern Europe	RF	Guns: 9 x 16, 8 x 6, 2 MSAM	Fair	Cpt Haumann II (Average)	
BX	2nd Battle Division	2 ships					Core 1st Battle Division	Fair	RAdm Heseman II (?)	
CL	5th Light Cruiser Divi	3 ships					Support 1st Battle Division	Good	Cpt Rudloff II (?)	
DD	2 Destroyer Division	5 ships					Support 1st Battle Division	Fair	Cdr Kriebel II (Average)	
DD	17th Destroyer Divisi	3 ships					Screen 1st Battle Division	Fair	Cdr Kleikamp II (?)	
RX	2nd Battle Division	2 ships					Core 1st Battle Division	Fair	RAdm Heseman II (?)	



NEW COMMANDERS, NEW BATTLES

Naval officers impact many different ship operations both in and out of battle

Officer on deck

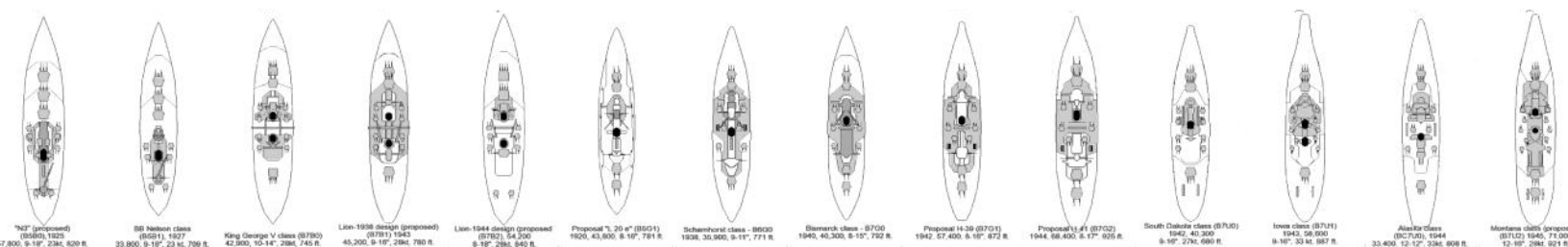
Every ship above the size of a destroyer will have a captain, while all divisions get a divisional commander.

Officers have ranks, and can be promoted; they have personal traits that can evolve as they age. Officers get a detailed personal history. They can be re-assigned, sacked, retire and expire from old age or die gloriously in battle (or be rescued from their sinking ship). They can be experts at maneuver, engineering, rate of fire, accuracy or diligently work to improve ship morale, but they can also be terrible administrators, lousy motivators, overly devoted to exercise or music, have a tendency to have ill-advised affairs or even fight duels.

Depending on your inclination you can exercise intimate control over promotions, assignments and sackings or you can ignore the entire system and let the AI handle it for you.

The AI fights better

AI nations will tend to avoid battles in constricted waters after aircraft become effective weapons. There are also changes to how forces act during battles. Fleets now have an overall morale that can affect how each ship in the fleet behaves in battle. Ships will be less likely to target already sinking ships, carriers are less likely to continue to operate aircraft when threatened by a downwind enemy, destroyers will take a more aggressive position when in a support role.



AIRCRAFT EVOLVE

The expansion offers a number of new aircraft types, weapons and airborne abilities.

LIGHT JET FIGHTERS



1940s



1950s



1960s

JFLs offer a faster, more capable replacement for prop fighters.

HEAVY JET FIGHTERS



1950s



1960s

JFH provide superior performance, but are difficult for small carriers to operate.

ATTACK JETS



1950s



1960s

JAs allow heavier payloads and longer ranges, at a cost of greater vulnerability.

More New Aircraft

Special squadrons

Squadrons are a mix of aircraft with specialized roles such as SAR, ASW & ECM.

Helicopters

Helicopters offer better ASW performance and can be carried by most ships.

Fancy planes need fancy weapons

Torpedoes get wings

Medium bombers can deploy an experimental rocket-assisted torpedo

ASMs for everyone

Air-to-surface missiles can be carried by most prop and jet aircraft.

For big bubbas only

Some aircraft are able to carry two torpedoes.

Nightmares

Night aircraft require the proper technology and training (and the AI uses them).

Jets are costly

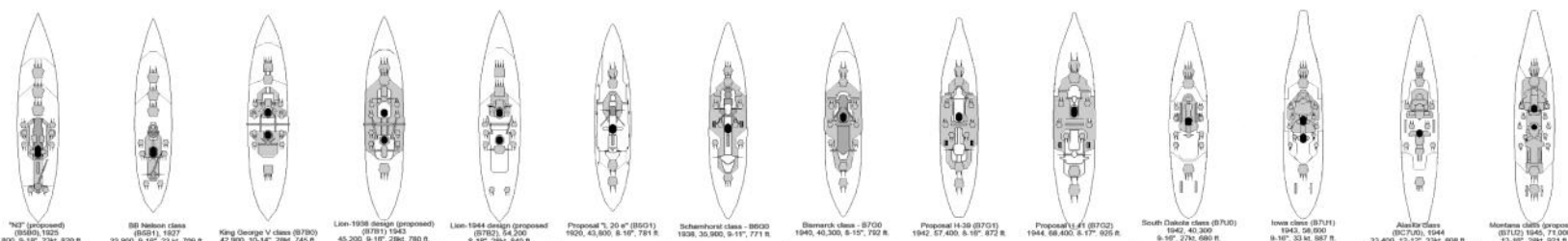
Light jets cost more than prop planes and heavier jets are even more expensive.

Jets are big

Jets occupy more space on carriers than do prop planes, especially heavy jets.

Jets need special equipment

Carriers must undergo modifications to operate jets of any size.



SHIPS EVOLVE

The Expansion provides new features for ships with new equipment and abilities.

Ships gain abilities new and old

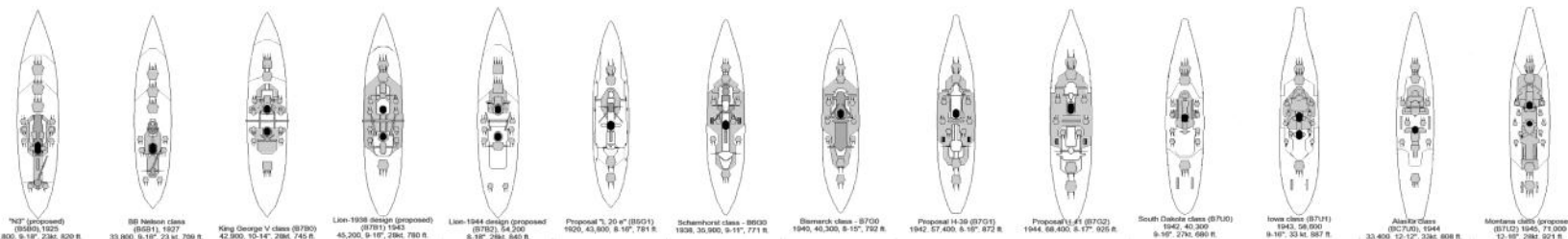
New engine types	You can install VTE, coal-fired turbines, oil-fired turbines and gas turbines.
Ships age better	All ships age more appropriately, suffering a variety of ills as they age.
Ships histories are recorded	Every move and battle is recorded for all ships.
Helipads and helicopters	Most larger ships will be capable of equipping a helipad to improve ASW.
Naval officers	Every ship above the size of a destroyer will carry a captain.

Carriers launch into the jet age

Jet-capable carriers	Before they can operate jets, existing carriers must undergo an extensive refit.
Small carriers and jets	Carriers that are too small suffer capacity penalties when operating heavier jets.
Goodbye conning tower	The conning tower may be completely removed during carrier conversions.
Helicopters on carriers	Carriers can operate helicopters to improve their ASW in a "special squadron."

Ship construction and repair enhancements

National shipyard capacity	Each nation has a maximum shipyard capacity that can be reduced by blockade.
Helicopters as ASW weapons	Helicopters can be deployed from carriers, larger ships and helicopter carriers.
Big bad battleships await	The AI nations will build appropriately if you decide to build huge battleships.
For nations in financial stress	Damaged ships can be placed in mothball status to delay the cost of repairs.



SHIP WEAPONS SYSTEMS

New weapons, new systems

Pre-20th Century Systems

Breechloading cannons	Short-ranged weapons and inaccurate but they are the best available in the 1890s.
Early Torpedoes	Early torpedoes have very short ranges but can easily sink an ironclad.
Pre-Krupp Armor	Ships built in the 90s will have compound, nickel-steel or Harvey armor.

Post-WW2 Defensive Systems

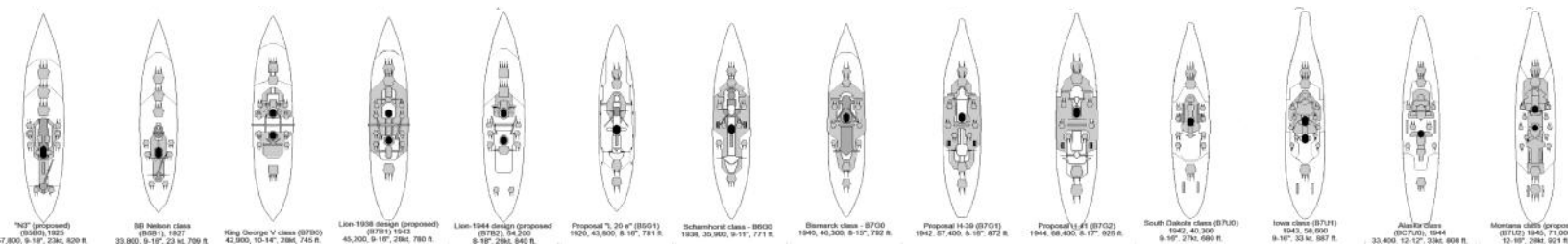
Radar-directed MAA	Radar-directed AA guns gain greatly improved anti-jet and missile capability.
Auto-loading 3" AA Guns	Premium anti-aircraft protection in an efficient and compact package.
Close In Weapon Systems	Fast short-range cannons providing last ditch protection from missiles.
Surface to Air missiles	SAM systems of increasing range and accuracy for all but the smallest ships.
Electronic countermeasures	ECM systems can reduce the hit chance for missiles aimed at the ship.
Decoys, Chaff and Flares	Analog countermeasures that distract enemy missiles guidance systems.

Powerful new ASW Weapons

Rocket-assisted ASW weapons	These weapons offer a longer-ranged ASW solution for small ships.
Helicopters as ASW weapons	Helicopters can be deployed from carriers, larger ships and helicopter carriers.

The Ultimate Anti-ship weapons

Surface to Surface missiles	By the 1950s these weapons will begin to dominate surface combat.
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SUBMARINES, DESTROYERS AND ASW

New abilities and new dangers.

Submarines rise

Submarines gain an operational mode in the Expansion as submarines can now move between regions. The total number of submarines on active patrol in a region will be reduced to account for boats in transit and undergoing refit, making long-ranged submarines quite valuable. Both submarines and ASW ships on trade patrol will do their work only in the region in which they are currently located. Missiles submarines put in an appearance, but no nuclear power or weapons are included in the game.

Destroyers swell

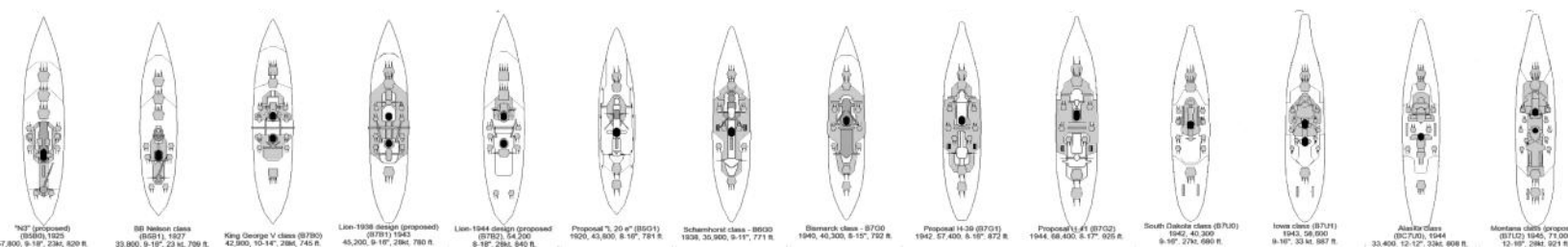
Destroyers have been addressed as well, increasing their usability and use. AI nations now build substantially more destroyers. The AI uses destroyers more effectively by positioning them closer to the front of supported divisions. Destroyers get a new maximum size of 3,500 tons that allows them to effectively deploy guided missile systems.

ASW gets serious

Anti-submarine efforts have not been ignored. Surface ships gain improved ASW weapons with the introduction of rocket-assisted anti-submarine torpedoes. The introduction of helicopters allows most ships to improve their ASW capabilities by fitting a helipad. Even aircraft carriers can operate helicopters to improve their ASW efforts. You will be informed if you have too few destroyers to protect your fleet against enemy submarines.

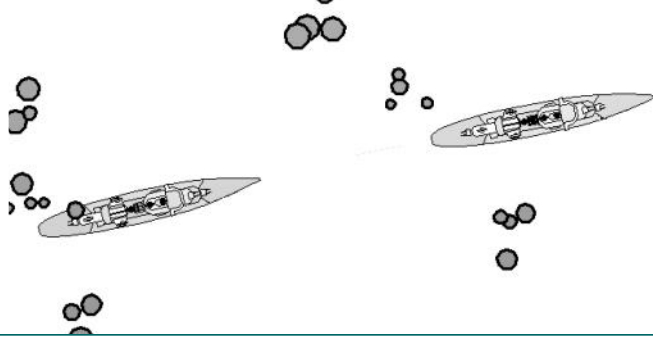
For the casual player

Not interested in the additional work to manage submarines? No worries, the new functions of submarines can be automated. It's easy to turn over control of both the construction and deployment of submarines to the AI.



GUIDED MISSILES

A dangerous new world



ASMs - The earliest guided weapons

Air to Surface missiles

ASMs can be carried by most aircraft, including prop planes and eventually, helicopters. They come in several sizes and are equipped with warheads that are equivalent in destructive power to similarly sized SSMs. Guided bombs that can punch through most deck armor will be used by medium bombers as an early precursor to ASMs.

Surface to Air Missiles — Potent jet killers

Heavy SAMs

These weapons are very large and require a large ship for deployment. They have great range and can knock down aircraft even before they come close enough to fire their own weapons.

Medium SAMs

The earliest guided missile weapons to be developed, medium SAMs offer very good anti-jet capabilities, but require considerable space, have some installation restrictions, and can only attack aircraft that are actively attacking their ship.

Light SAMs

The main benefit of light SAMs are that they can be installed in most ships and in locations unavailable to heavier SAMs. These are close-in, last-ditch weapons without much more range, but with better accuracy than dual-purpose guns.

SSMs — Surface combat will never be the same

By the early 1950s Surface to surface missiles will begin to transform surface warfare. While first generation SSMs are limited to targets within visual range, later generations have ranges that allow attacks even beyond surface radar range. Most SSMs lack great penetration power but cause substantial damage to upper works,

Heavy SSMs

These weapons offer great range and power but cannot be reloaded and take up substantial deck space. The penetration ability of early versions against heavily armored ships is fair but can be improved through technology advances.

Medium SSMs

Medium SSMs provide good range and auto-loading from large magazines. They have good penetration against lightly armed vessels and can easily wreck superstructures and cause fires.

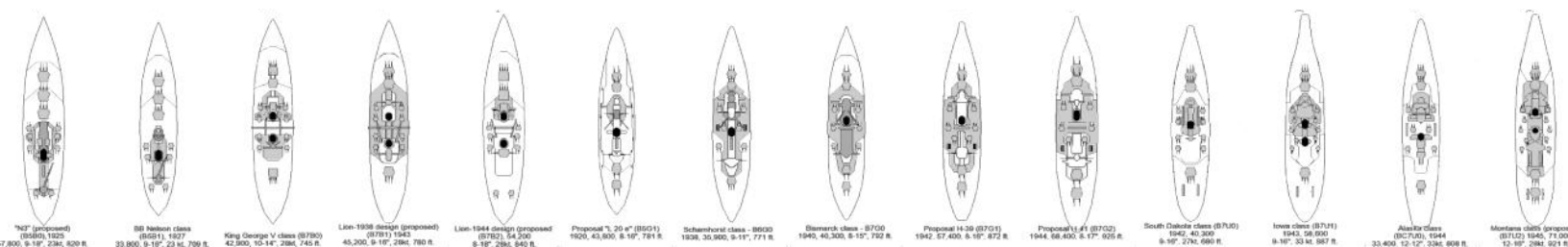
Light SSMs

Light SSMs can be used effectively against lighter ships but can do little other than cause fires and knock down deck structures against moderately armored ships.

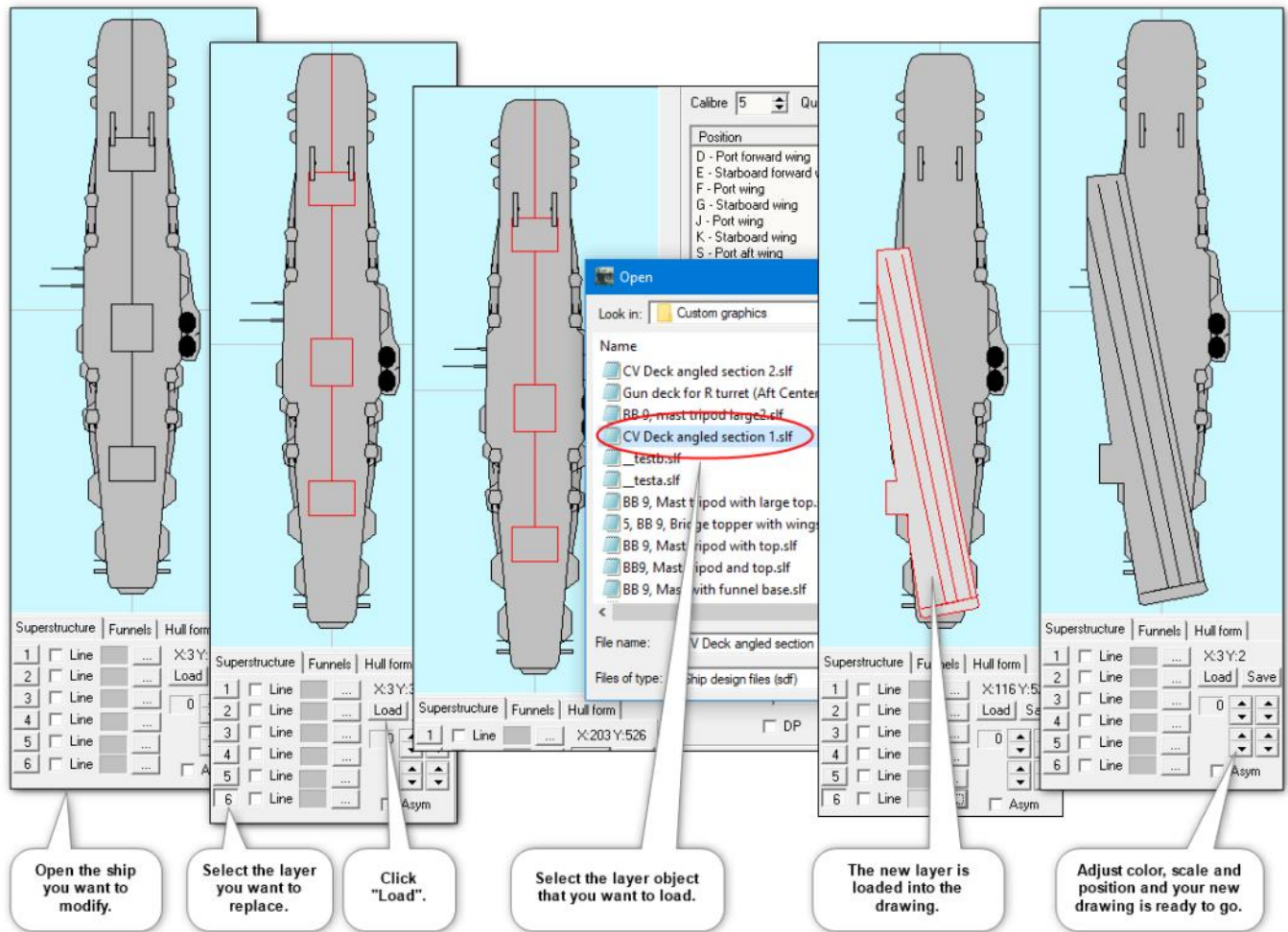
Air to Air Missiles — Deadly new weapons

AAMs

Air to air missiles enhance the air attack ratings of aircraft that carry them.



A Supercharged Superstructure Editor



New abilities for the Superstructure editor

Layer colors	Each superstructure layer may now have a different color assigned.
Layer scaling	The size of each layer may be individually scaled, expanding or contracting the layer to make the layer fit the image more accurately.
Superstructure scaling	Entire ship superstructures may be scaled, allowing a ship drawing to be used for different sized hulls.
Layer positioning	The position of individual layers, or the entire superstructure, may be adjusted vertically within the drawing, allowing precise positioning.
Re-order layers	A layer's order may be changed (Change layer 3 to be layer 5.)
Save, reuse or share layers	Each layer and the entire ship superstructure drawing may be saved as separate files. This allows ship drawings and separate components, such as bridges and masts, to be reused between games or even shared.

