

STINGRAY, STINGRAY

(Anything can happen in the next half hour)

The Game of 21st Century Undersea Warfare
Based on the Classic TV Series

INTRODUCTION

These rules are an attempt to simulate the undersea combat portrayed in the 1960's TV series Stingray.

It tries to be true to the original, and we have resisted (as far as possible given the requirements of game design) the urge to embellish the original too much.

The rules are divided up into three parts, The General Rules, the Titan Terror Fish Rules and the Stingray Rules.

These can be divided up between player teams as appropriate (see below). It is recommended that players who use these rules regularly stick to one or other of the protagonists on a permanent basis.

This will encourage greater identification with the cultural and technological characteristics of the two sides.

The rules were invented a few years ago in response to pressure from John Treadaway from the South London Warlords - who needed some rules to go with his fabulous ship models for a demo game at a Salute open day. This was the result.

Finally, whilst in 'thank you mode' - I would like to thank Gerry Anderson for inventing Stingray and all its associated stuff - he made my childhood that much more colourful for it, and these rules are my small way of saying thank you.

**Jim Wallman
Streatham 2001**

SCALES

Each model represents one craft. Each move is about 15 seconds. Movement is from hex to hex on a hex grid.

PLAYER TEAMS

There are two fundamentally opposed sides, the Terrainians (humans) who live on land and the Aquaphibians (inhuman) who live under the sea.

These two races are locked in a sporadic and sometimes lethal combat (very like the Cold War going on during the 1960s).

The Aquaphibians operate largely in secret from hidden undersea cities.

They seem unable or unwilling to engage in diplomacy or open warfare, but content themselves with spying, subterfuge and sabotage - only engaging naval forces when the numerical advantage is overwhelmingly theirs.

[Note: This may be because of their fear of the surface dweller's possession of hydromic weapons - sensibly thinking that should they come into the open, the insane Terrainians would nuke them back into the Coral Age!].

Player teams then form one or other of these two sides.

The culture, technology and quality of the two sides is markedly different, and so the rules relating to them will be correspondingly different also.

Terrainian Players form teams of two, representing the main crew of a STINGRAY class undersea patrol vessel.

Each member of the crew performs a function as follows:

- The Captain : Commands the vessel, take decisions about where they go, when they engage the enemy, and whose turn it is to make the coffee.
- The Co-Pilot : 2nd In Command. Monitors the power from the vessel's reactor, plots weapon status, monitors damage control systems, carries out sonar/radar sweeps, and makes the coffee.

Note that on many Stingrays there is a third crew-member (which may or may not be played) whose precise role and characteristics are defined by the scenario.

There may also be a ship's pet.

Aquaphibian Players do not form a team in the same way, but command between 1 and 3 Titan Terror Fish each, the state-of-the-Aquaphibian-Art underwater killing machine. These strike terror into the hearts of impressionable subject undersea peoples (most of whom barely count as sentient in most cases).

The Terror Fish have been hand-built in the Imperial Aquaphibian Workshops, mainly from equipment and technology stolen from the Terrainians. So, whilst artistically imaginative and highly intricate in interior design and construction, they leave much to be desired in terms of combat performance, and prove to be highly unpredictable in action against a technologically superior enemy (the Terrainians for example).

The Titan Terror Fish lacks much of the Stingray's equipment, and what it has can be easily monitored by one player or even several fish by one player.

Scenarios

In most fights, the high-tech Terrainians force will be outnumbered by the low tech Aquaphibian force.

We have added a couple of new ship types to each side to help create more interesting scenarios.

- the SuperSub Cargo Vessel. This is a slow moving undersea supertanker-type cargo vessel. This is just the sort of thing the Aquaphibians would want to capture and/or rob. Obviously the World Aquanaut Security Patrol will protect the sea lanes from such piracy.
- The Titan MegaFish. The Mighty Titan, leader of the undersea peoples, has demanded a technological equivalent to the hated Stingray vessels. The workshops were put on overtime, and they have produced one monster war-submarine. But there is only one, so you'd better not lose it! It will take a year to build another, and the Might Titan is likely to be displeased.

THE GENERAL RULES

SEQUENCE OF ACTION

1. Players write orders.
2. Move models. Note that Missiles move first in each phase (see below). If a vessel achieves launch parameters for a missile during a single phase then the player may elect to launch then.
3. Assess the results of hits.
4. Umpire passes to the players their end of move scanning information.

MOVEMENT ORDERS AND PHASED MOVEMENT

Vessels move from hex to hex. Orders are written every move, using the following standard notation:

1..2..3 etc	Move forward 1..2..3 etc hexes
S (or R)	Turn 60° to Starboard (or Right)
P (or L)	Turn 60° to Port (or Left)
Prep Sting	Prepare Sting Missile Mark 61
Launch Sting 1..2	Launch current loaded weapon from Sting Tube 1...2 .
Launch	Launch Terror Missile from Titan Terror Fish
Aim at	Aim launched Sting Missile Mk61 at named target
Reload Port (or starboard)	Reload port Nostril Launcher (see later)
Launch Port (or Starboard)	Launch Terror Missile from port Titan Megafish nostril

SuperSub^(tm) Cargo Vessel Orders:

S (or R)	Move one hex sideways to starboard (or right).
P (or L)	Move one hex sideways to port (or left)
Launch	Launch SonaDecoy in a given direction

All vessels and missiles move simultaneously.

To determine whether an intercept has occurred, players can divide the move into six phases as follows:

Phase	Speed
1	6 or 5
2	6 or 4 or 3
3	6 or 5
4	6 or 5 or 4 or 3 or 2 or 1
5	6 or 5 or 4 or 2
6	6 or 5 or 4 or 3

In each phase the vessel will move one hex of its move if it's speed permits.

For example, a vessel moving at 4 will move one hex each on phases 2, 4, 5 and 6.

Note that the longest range missiles move at 12 hexes each turn. They must move two hexes in each phase.

Note: The hex movement is 2-dimensional. This is because the 3-dimensional aspects of the combat as portrayed on TV were rarely shown and were practically never important. It also makes the rules easier.

Leaping. On extreme occasions, undersea vessels move so fast as to 'leap' clear of the water.

This will occur when :

- a. The vessel is attempting to move 'over' and undersea obstacle at speed. Roll 1d6, score the vessel's speed or less to leap.
- b. The vessel is attempting to evade a Sonar-seeking missile.

When going over undersea obstacles, -2 hexes from the vessel's actual move that turn. 'Going Over' can only be done in a straight line. If for any reason the vessel's speed drops to 2 or less during the manoeuvre, it crashes.

HITTING THINGS DURING MOVEMENT

This includes hitting the water after a Leap.

Collisions between vessels are dealt with in the specific rules.

Hitting an undersea obstacle does 1d6 worth of hull damage.

Hitting the water after a Leap does 1 damage point.

MOVEMENT

Vessel Type	Cruising	Flat Out	Accelerate	Decelerate	60° turns per move
Titan Terror Fish	3	5	1	2	2
Titan MegaFish	4	5	1	2	1
Stingray	n.a.	6	3	2	1
SuperSub Cargo Vessel		4	1/5	1/3	n.a.

MANOEUVERING

The Titan Terror Fish may make up to 2 x 60° turns in a move, regardless of speed.

The Titan MegaFish occupies two hexes. When manoeuvring the tail always moves through the hex last occupied by the head.

The Titan Megafish may make only one 60° turn in a move provided it moves at least one hex after the turn. It cannot turn on the spot.

The Stingray may make only one 60° turn in a move, regardless of speed.

All Turns MUST have at least one hex of forward movement between them (unless the vessel is stationary).

The Supersub^(tm) Cargo Vessel may not make any 60° turns, because it is so unmanoeverable.

Instead it can make a 'shift' to port or starboard once every five moves.

WEAPONRY

The Sting Missile is the standard weapon of the Stingray. There are two marks of Sting Missile, Mark 7 and Mark 61.

The Trkkkacchi (or 'Terror Missile') is the standard weapon of the Titan Terror Fish.

This is an exact copy of the Terrainian Mk7 Sting Missile (the plans were captured many years ago by Agent X20).

A Terror Missile can be launched every other move - ie. it takes one move to reload the launcher.

The Titan MegaFish has two missile launchers, one for each nostril.

Mk7 Sting Missiles & Terror Missiles:

The missile moves at 6 hexes per turn for 2 turns and can be launched at any target in its forward 120° arc.

The missile is sonar-seeking, and homes in primarily on the propellers or aquajets of the target vessel.

Against non-military vessels and Terror Fish this means that they have the same chance of hitting whatever the angle of attack. Military vessels (such as Stingray) are shielded against this sort of attack, and the chance of hitting varies.

Once fired it can be forgotten. If a closer sonar source appears in its forward 120° arc then the missile will attack that in preference.

Roll 1d6.

To hit Unshielded Vessel: score 3,4,5,6

To hit Stingray from rear 120° arc: score 3,4,5,6

To hit Stingray from other angles: score 5 or 6

If the missile misses, it will seek out then next eligible Sonar source in its arc. If no immediate source, it swims straight.

Arming: At the start of the game, the commander must designate the arming distance for his Terror Missiles or Mk7s.

This is necessary when operating with other vessels to reduce 'own-goals'. The arming distance is expressed as a number of hexes, up to the maximum of 10 - and it is the distance at which the homing mechanism cuts in. Up to that point the missile flies straight.

Unguided Hits: If a target is within the arming distance of the missile then it might be hit anyway - score 6 to hit unguided.

The Mark 61A3 Sting Missile:

This is the latest, fastest, sexiest new missile (and the most expensive). It is what gives the World Aquanaut Security Patrol its technological edge.

It must be armed just before launch.

It moves at 12 hexes per move, for a maximum of 3 moves. It is semi-active homing so the target must be in line of sight of the missile to be engaged, and remain so throughout. A named target must be designated in the Stingray's orders when the missile is launched. The missile cannot change targets once launched.

If it ends up in the same hex as the target, roll 1d6, score 3,4,5,6 for a hit.

If it passes through any occupied hex en route, roll a 6 to hit the occupant accidentally.

The missile moves on every phase before the target vessel moves, and is moved as required by the firer provided the missile has line of sight (if the missile loses sight of the target then it swims straight).

Only one target can be allocated to a Mark 61 by the No.2 in a move. He can, of course, target two missiles on the same target in one move.

SonaMines Mark 10:

These are launched like missiles.

These are placed in the same hex as the launching vessel when launched.

They occupy one hex, and every vessel to pass through the hex must roll, score 1, 2 or 3 to detonate the mine.

All vessels in the hex at the time are affected.

Aquaphibians use versions of the Mk10 mines also.

Terrainian Mark 10s can be activated/deactivated on command from a Stingray.

The transmission of the control codes costs 1 APU per mine affected (see below for an explanation of APU), up to a range of 3 hexes.

SonaDecoys are designed to confuse sonar-seeking missiles (ie. Mk7 Sting Missiles and Terror Missiles).

They are dropped in a single hex and last for the move dropped only.

They count as an alternative sound target to a missile, and if nearer than the real target will successfully decoy. If equidistant, roll dice for it.

DAMAGE

Hits on a Terror Fish produce the following damage:

Hit by Sting Missile Mk61A3 : Roll 1d6, results as follows:

1	Fuel tanks hit - Titan Terror Fish explodes. Titan Megafish loses half its fuel. Roll 1d6, score 1 or 2 and the MegaFish explodes and is destroyed.
2	Crew compartment hit, crew wounded, -1 on all die rolls. 4 damage.
3	Steering gear damaged, cannot change course. 3 damage.
4	Missile launcher damaged, no firing. 3 damage.
5	Comms destroyed, cannot report. 4 damage.
6	Fuel line damaged. Use double fuel. 4 damage

Hit by Sting Missile Mk7 or SonaMine Mk10: Roll 1d6:

1	Titan Terror Fish badly damaged. 4 damage.
2	Crew compartment hit, crew wounded, -1 on all die rolls. 3 damage.
3	Steering gear damaged, cannot change course. 2 damage.
4	Missile launcher damaged, no firing. 2 damage.
5	Comms destroyed, cannot report. 3 damage.
6	Fuel line damaged. Use double fuel. 3 damage.

When a Titan Terror Fish has taken 6 damage points it sinks.

When a Titan Megafish has taken 15 damage points it sinks.

To repair a special damage, an Aquaphibian fish must be stationary in the water, and roll 1d6 - score 6 to repair successfully.

Hits on **Stingray** or **Supersub^(tm) Cargo Vessel** by Terror Missiles, or SonaMine Mk10: Roll 1d6:

1	2 damage and a Special Hit: roll again on table below.
2	3 damage and a Special Hit: roll again on table below
3	4 damage and a Special Hit: roll again on table below.
4	4 damage.
5	5 damage.
6	6 damage.

Stingray Special Hits Table: 1d10

0	Reactor hit. Halve APU output.
1	Batteries hit. Lose all battery power.
2	Steering hit. No course changes.
3	Radar/Sonar Hit. No scanning.
4	Sting Tube 1 hit. No launches (1)
5	Sting Tube 2 hit. No launches (1)
6	Engines hit. Max speed halved
7	Crew compartment hit. Crew wounded. -1 on all rolls
8	Comms hit. No comms with HQ.
9	Nav aids hit. No navigation possible

Note (1) : If a sting missile is armed and in the tube at the time it is set off: The Stingray takes 3 damage, the tube is permanently destroyed and the vessel rolls again for a special hit.

SuperSub Special Hits Table: 1d6

1	Reactor hit. Reduce max speed to 1 (note the vessel still has to slow down to 1 from current speed)
2	Steering hit. No course changes.
3	Radar/Sonar Hit. No scanning.
4	SonaDecoy launcher. No launches
5	Crew compartment hit. Crew wounded. -1 on all rolls
6	Comms hit. No comms with HQ.

When the Stingray has taken 15 damage points it sinks.

When the Supersub^(tm) Cargo Vessel has taken 40 damage points it sinks.

To repair a special damage, Stingrays or SuperSubs must be stationary in the water, and roll 1d6 - score 5,6 to repair successfully.

Normal damage cannot be repaired (because it is structural).

RAMMING & COLLISION

When two vessels enter the same hex, roll 1d6.

If the scores are the same, then they have collided.

If one vessel is trying to ram, then +1 as required to the rammer's die roll.

Damage inflicted is:

Collision - each take 1/5 of the other vessels remaining damage.

Rams - the loser (dice for it if both ramming) loses 1/2 of the ramming ship's remaining damage, the rammer takes 1/5 of the loser's remaining damage.

For example: A Titan Terror Fish with 6 damage left successfully rams a Stingray with 10 damage remaining: Titan Terror Fish receives 2 damage points ($10/5 = 2$), and the Stingray takes 3 damage points ($6/2=3$).

The Titan MegaFish is specially designed for ramming, and so if it succeeds in ramming something it automatically triples the damage inflicted.

For example: A Titan Megafish with 10 damage left successfully rams a Stingray with 10 damage remaining: Titan Megafish receives 2 damage points ($10/5 = 2$), and the Stingray takes 15 damage points ($10 \times \llcorner \times 3 = 15$).

Special hits are not scored by rams.

TITAN TERROR FISH & MEGAFISH SPECIAL RULES

Fuel

A Titan Terror Fish carries only a limited amount of fuel. They will always keep sufficient reserve to return to base, so the game will only record the 'combat fuel' available. When this fuel is used up the Titan Terror Fish will always break off and run for it. It uses 1 Aquaphibian KiloGal (AKG) for each move cruising, or 2 AKG when flat out.

The average Titan Terror Fish will carry 1d6 x 10 Aquaphibian KiloGals of combat fuel.
The average Titan Megafish will carry 2d6 x 10 Aquaphibian KiloGals of combat fuel.

Spies

Spying is one of the major Aquaphibian weapons against their enemies. They have a number of agents and saboteurs in and around Marineville (the main Terrainian Base in this region), and they can be called upon to perform a range of unspeakable acts. The exact details will depend upon the scenario, but they may include:

- Damage or booby-trap a vital bit of Stingray's equipment.
- Infiltrate as a passenger/crew member on a Stingray.
- Gain intelligence about Stingray's operational orders/plans.

STINGRAY & SUPERSUB™ CARGO VESSEL SPECIAL RULES

Power

A Stingray generates its power from an atomic power plant. This plant generates 6 Atomic Power Units (APU) per move. The power has to be allocated to specific tasks at the start of each move as follows:

Description	Minimum Power	Notes
Life Support	1 APU	Can be switched off if the crew have prepared themselves for one move before. But suited-up crew -1 on all die rolls.
Movement	1-6 APU	One APU allows the vessel to move one hex.
Weapons		
Loading Tubes	1 APU each	
Preparing Sting Mk61	1 APU	
Launching Sting missile or mine	1 APU	
Launching SonaDecoy	1 APU	
Batteries		up to 10 surplus APU may be stored in the batteries, up to the maximum capacity of 10 APU.
Communications	1 APU	For messages from Stingray to Marine- ville HQ. Local Ship to ship is free (<10 hexes).
Sonar/Radar	1-6 APU	Each APU used allows one 60° sector to be scanned out to max range (or 2 sectors to half range).
Nav aids	1 APU	To get an accurate satellite fix on current location etc.

Any APU not used or stored are simply wasted.

The Power plant can be detected, so power levels can be reduced if required for a sort of 'silent running'.

A Supersub^(tm) Cargo Vessel also generates its power from an atomic power plant. This plant generates enough Atomic Power Units (APU) per move to meet all the vessels needs.

Unlike Stingray the power does not have to be allocated to specific tasks at the start of each move.

Supersub^(tm) Cargo Vessel Weaponry

The Supersub^(tm) Cargo Vessel is normally unarmed, except for defensive equipment - ie. SonaDecoys. (see above).

The SuperSub^(tm) Cargo Vessel can launch one decoy per turn into any adjacent hex to the vessel (which must be designated in orders).

Stingray Record Sheet Commander's Sheet

Vessel Characteristics	Speeds - Performance -	Current Max: 6 Acceleration: 3	Current Speed = Deceleration: 2
Number of 60° turns per move = 1			

DAMAGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
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Weapons		
Sting Missiles	Mk61 ① ② ③ ④	Mk7 ① ② ③ ④ ⑤ ⑥ ⑦ ⑧
Defences	Mines ① ② ③ ④	SonaDecoy ① ② ③ ④

Special Damages Received

Crew Injuries	-1	-2	-3	Dead
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Commander's Movement Orders			
Move 1		Move 9	
Move 2		Move 10	
Move 3		Move 11	
Move 4		Move 12	
Move 5		Move 13	
Move 6		Move 14	
Move 7		Move 15	
Move 8		Move 16	

Stingray Record Sheet Second In Command's Sheet

Power Output

0	1	2	3	4	5
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Stored In Batteries

0	1	2	3	4	5
6	7	8	9	10	

Power Usage

	Status	Power						
Life Support	ON / OFF	1						
Movement	Halt 1 2 3 4 5 6	0	1	2	3	4	5	6
Communications	ON / OFF	1						
Satellite Nav aids	ON / OFF	1						
Sonar Radar	Sweep Zone 1 - 6	1	2	3	4	5	6	

Sting Missiles

	Sting Tube 1		Sting Tube 2
Ready To Launch	1 to launch	Ready To Launch	1 to launch
Prepare Missile (Not for Sting 7s)	1	Prepare Missile (Not for Sting 7s)	1
Load Tube	1	Load Tube	1

Weapons Store

Sting Missiles	Mk61	Mk7
	① ② ③ ④	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
Defences	Mines	SonaDecoy
	① ② ③ ④	① ② ③ ④

SuperSub Cargo Vessel Record Sheet Commander's Sheet

Vessel Characteristics	Speeds - Performance -	Current Max: 3 Acceleration: 1/5	Current Speed = Deceleration: 1/3
Number side shifts per move = 1/5			

DAMAGE	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15
	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30
	31	32	33	34	35	36	37	38	39	40					

Weapons		
Defences	SonaDecoy	
	① ② ③ ④ ⑤ ⑥ ⑦ ⑧	

Special Damages Received

Crew Injuries	-1	-2	-3	Dead
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Commander's Movement Orders			
Move 1		Move 9	
Move 2		Move 10	
Move 3		Move 11	
Move 4		Move 12	
Move 5		Move 13	
Move 6		Move 14	
Move 7		Move 15	
Move 8		Move 16	

Titan Terror Fish Record Sheet

Vessel ID			
STATS	Cruise 3 Max 5 Turns 2	Accel: 1 Decel: 2	Cruise 3 Max 5 Turns 2
Damage	1 2 3 4 5 6	1 2 3 4 5 6	1 2 3 4 5 6
Fuel	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60
Missiles	① ② ③ ④ ⑤ ⑥ ⑦ ⑧	① ② ③ ④ ⑤ ⑥ ⑦ ⑧	① ② ③ ④ ⑤ ⑥ ⑦ ⑧
Crew	-1 -2 -3 Dead	-1 -2 -3 Dead	-1 -2 -3 Dead
Specials			
Mines	① ②	① ②	① ②
Move	Movement Orders	Movement Orders	Movement Orders
1			
2			
3			
4			
5			
6			
7			
8			
9			
10			

Titan MegaFish Record Sheet

Vessel ID	
STATS	Cruise 4 Max 5 Turns 1 Accel: 2 Decel: 1
Damage	1 2 3 4 5 6 7 8 9 10 11 12 13 14 15
Fuel	01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20 21 22 23 24 25 26 27 28 29 30 31 32 33 34 35 36 37 38 39 40 41 42 43 44 45 46 47 48 49 50 51 52 53 54 55 56 57 58 59 60 61 62 63 64 65 66 67 68 69 70 71 72 73 74 75 76 77 78 79 80 81 82 83 84 85 86 87 88 89 90 91 92 93 94 95 96 97 98 99 00 01 02 03 04 05 06 07 08 09 10 11 12 13 14 15 16 17 18 19 20
Missiles	Port Nostril ① ② ③ ④ ⑤ ⑥ ⑦ ⑧ Starboard Nostril ① ② ③ ④ ⑤ ⑥ ⑦ ⑧
Crew	-1 -2 -3 Dead
Specials	
Mines	① ② ③ ④ ⑤ ⑥
Move	Movement Orders
1	
2	
3	
4	
5	
6	
7	
8	
9	
10	