SEEKRIEG 5
RULES ADDENDUM
February 6, 2005

8.5.4 SINKING DUE TO FLOODED MACHINERY SPACES

Machinery spaces typically occupied approximately two-thirds of a ships below-the-waterline volume. If a sufficient number of these compartments were *completely* flooded, it is likely that the ship would either capsize or begin to sink.

Any ship having received flooding damage (DE# 123, 126, 610, 612 and CHART M6 [81-93]) to 80% of its machinery spaces (combined number of boiler and engine rooms) will begin to sink on a roll of 01-75. For example a ship with two engine rooms and three boiler rooms (a total of five machinery spaces) will be required to perform the roll once any combination of four machinery spaces has been flooded (0.8 x 5 = 4).

This roll is performed each game turn until a 75 or less is rolled.

Only damage identified specifically as flooding is considered (i.e. **not** DE 116, 117, 118, or 125).

TOTAL MACHINERY SPACES	ROLL REQUIRED WHEN THIS NUMBER OF MACHINERY SPACES ARE FLOODED
2	2
3	2
4	3
5	4
6	5
7	6
8	6
9	7
10	8
11	9
12	10
13	10
14	11
15	12
16	13

15.2.3 FUEL CONSUMPTION

While it is possible to roughly calculate the rate of fuel consumption based on the radius and fuel data presented on the ship log sheet, this may prove a bit too time consuming. In addition, figures for cruising radius are often estimated and rarely mention the conditions under which the figures were derived (i.e. calm sea, fouled bottom, etc.).

CHART S6 has been provided so that fuel consumption may be accounted for during a campaign game. There are six tables listed, each corresponding to a cruising speed in knots. Based on the DP of the ship and a roll made during preparations for the game, an approximate rate of fuel consumption at a given cruising speed may be determined.

For example, assuming a roll of 06-50, an 1850 DP ship cruising at 12 knots will consume 3.2 tons of fuel per hour. When cruising at 18 knots, the same ship will consume 8.1 tons per hour.

Note that these are very generalized figures for fuel consumption but can be used for both coal and oil fuel. Of course, a creative Game Operations Director can use column shifts to account for stiff currents, heavy seas, fouled hull, poor fuel quality, etc.

10.2.7.1 RAPID CHANGES IN VISIBILITY

Snow and rain squalls often produced rapid changes in visibility conditions. Even over the course of only a few minutes time, visibility might drop from 14,000 yards to 1,000 yards or less.

Two 10-sided dice (one dark color and one light color) can be used to determine changes to the current visibility. A roll is made at the end of each game turn to determine visibility change effective during the next game turn. If darker die is high, visibility decreases by the number on lighter die x 1,000 (0 can be counted as either 0 or 10. The opposite is true if lighter die is higher. Thus, a roll of 9 on the dark die and 4 on the light die means visibility decreases by 4,000 yards.

If less drastic changes in visibility are anticipated, the same method can be applied using a pair of 8-sided or even 6-sided dice. Or, if it is more likely that visibility will decrease during the game, the darker die can be of a different type (eg. a dark-color 12-sided and a light-color 8-sided die) and vice versa.