

**Dangerous Waters/Sub Command/ 688(i) Hunter Killer  
Rules of Engagement**

Rules of Engagement (ROE):

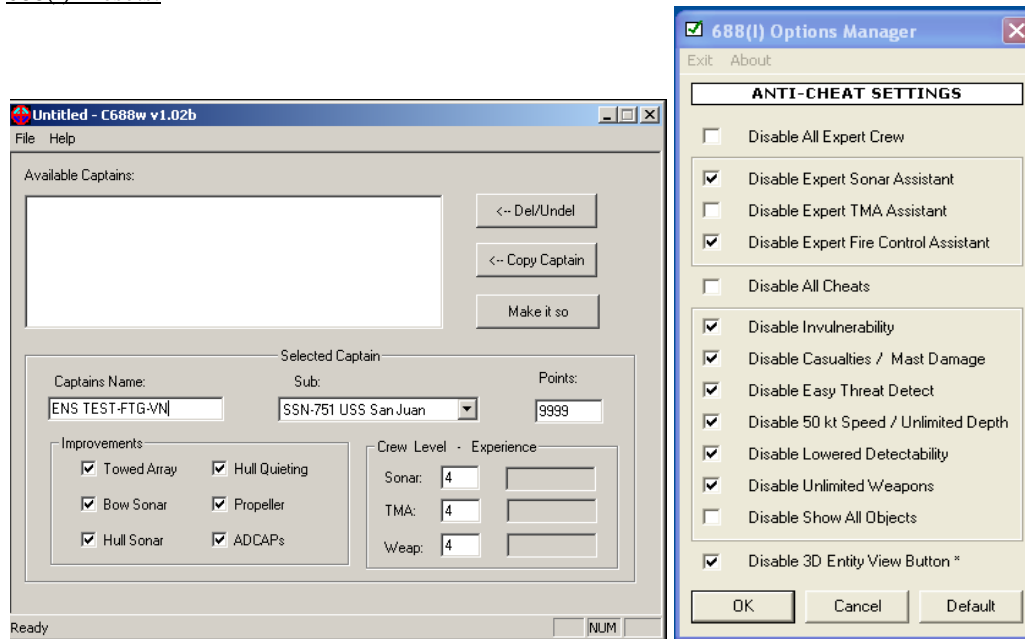
In addition to operations manual, SeaWolves Virtual Navy (SVN) members must adhere to rules of engagement (ROE) before performing any mission. These can cover most of the circumstances that arise while playing the authorized scored games within the SVN.

The ROE are extremely important:

1. They provide a consistent, understandable and repeatable standard on how we act as an organization. Typically they are carefully thought out in detail well in advance of an engagement and may cover a number of scenarios, with different rules for each.
2. They assist in the synchronization of military components to establish a strategy by allowing members to better understand, forecast and tailor the actions of a force.

Simulation Presets:

688(i) Presets:



Dangerous Waters Presets:

Multiplayer Options Page 1:



Multiplayer Options Page 2:



Multiplayer Options Page 3:



Sub Command Presets:



Pre-game ROE:

Once a Host has been determined in XFire or Ventrilo and the participants have entered the Ready Room, the game will be ruled by the Pre-game ROE. The Host will do the scenario selection based on proper SVN protocol, which states the most senior officer, should be asked if they have a preference. The host will ensure all members have the correct updates and that all presets are within the simulation requirements prior to starting the game. Once everyone has selected the ready button they will report via the chat window “ready” to let the host know that no more changes can be made to platforms prior to the mission start. Once this is done the Host will report “Hands Free” or “HF” and then commence the mission start.

During a team game, task force command would normally fall to the surface ship, but any platform can take command. This will be decided upon before the game is started. One requirement of the task force command is that they shall not place any other player of platform at unnecessary risk during the game. For example a surface ship shall not order a submarine to perform a suicide flank run in hopes of flushing out the opposition to set up an attack. The task force must work together and treat all members as equal team members, not as "fodder" to increase one platform kill count. While the task force command will have control over all platforms on his side, any platform can refuse "unrealistic" or "suicidal" orders. In such a condition, the players shall report this on the game reports.

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In-game ROE:

All players' will report "in" at the start of the Game via the chat window. This is to insure all are in the mission and for those who are not using voice communication software to be alerted that all are ready to go. During the game the ROE must be adhered to. If at any time a member violates the ROE the host may end the game. If this occurs, an immediate after action report with detail of the violation and if possible screen shots of the ROE violation. The report must be submitted to the COC.

Weapon Load-out Restrictions:

The new approved RA Modification for use with Dangerous Waters now has included nuclear weapons. Only if directed by a mission briefing, will the following weapons be allowed. 99% of the time these weapons are restricted for use in any officially scored Dangerous Waters game within the SeaWolves Virtual Navy.

Restricted Weapons:

SS-N-19(Kh-88 nuke version)  
 UUM-44 SUBROC  
 SS-N-15 Starfish(only the nuke variant)  
 WE-177 Nuclear Depth Charge  
 AS-15B Kent (only the nuke variant)  
 SS-N-21 Sampson (only nuke variant)  
 ALL SLBMs to include SS-N-23 Sinerva, Trident II and SLBM on typhoon.

Platform Restrictions:

Currently on the RA modification only there is one platform that has been identified as a "fantasy" platform. The Red October has been given unrealistic attributes and until a revised RA modification is released, this platform is not authorized for use in an official SVN game.

Weapons Free

No offensive weapon of any kind can be launched from any user controlled vessel until ten (10) minutes of clock time has elapsed. Offensive weapons are considered anything that can damage or destroy a target. For example Sonar buoys are not a restricted asset. In the submarine platform firing a UUV is also allowed prior to weapons free. If an AI fires on a member; the member who was fired upon is the only one who may fire back at the AI.

Pausing a Game

The "Pause" control is never to be activated. If the host accidentally places the game on pause, the hosts shall immediately un-pause it, and report the mistake to all participants. Depending on the severity of the pause the senior officer present will determine if the dive integrity has been affected and can abort the game. A note of the accident will be kept and reported in the dive report. However, there have been cases that when players are having bad lag, pausing the game helps close the lag gap. If this tactic is to be used all members in the game must be notified prior to the pause being activated.

Drops

Any drops after "WF" will be reported as Did Not Finish (DNF). If the Host drops, the game will abort automatically. The Host must remain in the game until completion of the mission or when all remaining members meet one of the identified reporting conditions below.

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Aerial Platform Restrictions:

\* A member choosing to play an aerial platform (P-3 or MH-60R) does so understanding that aerial platforms are not outfitted for air to air combat; therefore they may not fire upon and kill another aerial platform regardless of whether it is a human or AI controlled platform. If during a team or task force game the only two remaining human platforms are aerial, the mission ends in a draw. Aerial platforms can score kills on surface and sub-surface platforms, based on the platform stock or authorized modification stock load-out.

Dead Status

If killed in combat for any reason the player will report "dead" to all other players in the game as quickly as possible. If one or more members' drops prior to weapons free the remaining members can choose to restart the game to pick up the dropped players.

Mission Time Limit

The participants, either prior to the game set time limit, or sometime during the game, can establish the time limit. A two-hour limit has become the standard time to call a draw, however, if more than two players are in the game and all do not agree to extend the game time, the players that do not wish to continue may end their game and post a draw. At the end of any set time limit, no one is to fire any weapons. If any weapons are in the water, all players must stay in the game until they are called clear by the player with the weapons in the water.

Mission Reporting

All players' must copy the mission debrief and paste it on their mission report. Additional information should also be provided, such as game conditions and maneuvers and events that are noteworthy. Detailed reports of value can be awarded up to five (5) additional points by the Fleet Commander if they deem the report fitting.

Post-game ROE

In addition to the normal results players need to report any game issues such as withdrawals or pauses. Goal attainment status, if any, will also need to be included. Particular attention should be paid to the claiming of kills and crew members involved in the platform that assisted in the kill. Blank reports will not be credited combat points and will be subject to deletion. If a mod is used this must also be noted as to which mod was used.

Reporting Conditions:

There are two (2) types of game formats that are played in SVN, adversarial and cooperative.

Adversarial Games:

Free for All:

Games where all participants are user controlled platforms playing against user controlled platforms is considered and adversarial game. This is also known as the "Free For All" or FFA.

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Adversarial Team Game:

An Adversarial Team Game is where each side has two or more members in a mission. In some cases there can be a two versus one, in which the member playing alone with AI support. There are no restrictions to which platforms can be used and anyone on a team can ask to take the lead.

Adversarial (FFA) Reporting Conditions:

Win – Your platform is the last human platform in the game.

\*Draw – Your platform must survive. May be agreed upon when a specified time limit is reached.

Loss – Your platform is destroyed or if your mission has specific goals, which were not attained.

DNF - You were dropped from them game and at the time your platform was still active.

\* In the case were multiple members are in a mission that exceeds more than two hours; all members must agree to either continue. If a majority agreement is met and one member does not wish to continue after the two-hour period, that member will be allowed to leave the game under draw conditions. In order for this member to get credit for the draw, their platform must be intact and under no threat of any inbound weapons.

Cooperative Games:

Games in this category are Task Force vs. AI or Team vs. AI. We have covered what defines a team and task force game, so I want to focus on what a team vs. AI game is. This is a “team game” where two (2) or more members are on one side and play against AI platforms in a mission that has set objectives. In order to win the mission all the critical objectives in the mission debrief must be completed. The only outcome is win or loss; there are no draws in these types of games. These games have time limits set, so if you do not meet the objectives in the time allowed, you must score a loss, even if you kill all the AI platforms.

Adversarial & Cooperative Task Force:

The Task Force Game is like the team game format, except the TF requires set platforms to be played and also requires one member to be the Commander of the TF operations during the game. For example, to play a TF game you will need a minimum of 6 members, one of each platform on each side. This means each side has one (1) member in an aerial platform, one (1) in a surface platform (FFG) and a submarine platform. If there are additional players they can choose any platform they wish. The scoring and play is that of a regular team dive from this point on.

Cooperative Reporting Conditions:

Win – At least one platform from your team is the last human platform in the game. Your platform can be destroyed, however if a team member survives you claim the win since it was a team effort.

\*Draw – At least one platform from your team must survive. May be agreed upon when a specified time limit is reached.

Loss – All your team members’ platforms; including yours are destroyed or if your mission has specific goals which were not attained.

DNF - You were dropped from the game and at the time your platform was still active.

\* In the case were multiple members are in a mission that exceeds more than two hours; all members must agree to either continue. If a majority agreement is met and one member does not wish to continue after the two hour period, that member will be allowed to leave the game under draw conditions. In order for this member to get credit for the draw, their platform must be intact and under no threat of any inbound.

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Scoring Matrix:

Outcome Scoring:

Win: 10 points

Draw: 3 Points

DNF: 1 point

Multi-manned platform: 5 points

Task Force/Cooperation: 7 points

Mission time less than 30 minutes: 1 points.

Mission time less than 60 minutes and greater than 30 minutes: 2 points.

Mission time less than 90 minutes and greater than 60 minutes: 3 points.

Mission time less than 120 minutes and greater than 90 minutes: 4 points.

Mission time less than 150minutes and greater than 120 minutes: 5 points.

Mission time less than 180 minutes and greater than 150 minutes: 6 points.

Mission time greater than 150 minutes: 7 points.

Combat Scoring:

Any Human Controlled Platform: 5 Points

All AI combatant and authorized land platforms: 2 Points

Neutrals' (see explanation below)

Neutral Kills:

Neutrals are defined as any non combatant platform that is not affiliated with any threat or allied force.

These platforms are; cruise ships, motor boats, sailboats, fishing trawlers, cargo ships, merchant ships, car carriers and oil tankers. If a mission briefing calls for you to stop any one of these as part of your objectives, then they are not considered neutrals and are considered AI combatant vessels. It is crucial that you check your briefing before firing on any of these platforms.

If a neutral is killed in a mission the Fleet Commander must determine the conditions of why it was killed and then manually deduct up to 10 points per neutral if they find that the kill could have been avoided. In cases of disagreement, the mission will be reviewed by the Commander of Fleet Forces for a final decision.