

THE OBJECT OF THE GAME

In *Rule the Waves III*, you take on the role as Grand Admiral of one of the leading naval powers of the time. You control the design and building of ships and their employment in war over a time period from the ironclads of the late 19th century to the missile cruisers of the 1970s. Your goal is to build up your fleet with suitable ships to implement the naval policy of your nation, lead that navy to success in battle, and of course to stay on in the post as Grand Admiral. You will strive to build up a war winning fleet that is compatible with the economic power of your nation.

The measure of success in game is your prestige. Prestige in the game represents your general reputation, based on your success in battle and your standing with the politicians, the officer corps and other parts of the establishment. Your prestige will be enhanced by naval victories and 'tough' responses to events. Your prestige will be lowered by 'soft' responses, defeats and mismanagement. Your prestige can to some extent be seen as a currency, which can be spent to affect various events that might impact on your plans or the Navy in general. If your prestige goes too low, you run a risk of being sacked as Grand Admiral, thus losing the game. Prestige is also used at the end of the game as a measure of the success of your tenure as head of the Navy, and your prestige at the end of the game will be saved in a naval 'Hall of Fame'.

THE WORLD AND YOUR ECONOMY

THE BUDGET

You will have a yearly naval budget at your disposition. The budget is a function of the base resources of the nation and the proportion of expenditures devoted to the navy. Both of these can vary as an effect of various events in the game.

The base resources will increase as a result of wars won, and decrease when wars are lost. The base resources will also increase steadily at about 3-5% a year as a result of economic growth.

Your budget will also get an addition from the colonies and other possessions your nation controls. The income from colonies will decrease over time in the game. The effect of this is that, considering the costs of garrisoning your colonies, they might not be profitable by the 1970s.

The naval budget percentage will vary with various events and your response to them (see Events). In general the naval budget will tend to rise in times of high tension and be low in periods of low tension.

Your yearly budget will be divided into monthly payments to the navy. Running out of funds is not a good idea, and will tend to upset the finance ministry and lower your prestige. It will also affect fleet morale, as unpaid sailors tend to get surly. You can run up a surplus and save money for future expenses or for building that super battleship. Be aware however that if you have substantial funds in your coffers for long periods, the Kaiser, Prime Minister or finance ministry might find a use for some of those funds.

AREAS AND POSSESSIONS

The world is divided into areas. In each area there are a number of possessions that can be controlled by one of the player nations, or be neutral. Possessions have naval bases and can have coastal artillery or other defences. The base values and fortifications of possessions can be improved by the player.

Possessions can change hands, most often as a result of peace treaties. In some cases possessions can be transferred in other ways as a result of events. If a player nation acquires new possessions in an area where other nations are pre-eminent, this will probably increase tensions.

Each possession has a value that is used when calculating the budget effect of acquiring or losing possessions. The budget effect of possessions is relatively limited compared to the rest of income. Income from colonies will slowly decline over time. Eventually, democratic nations will tend to grant independence to their colonies.

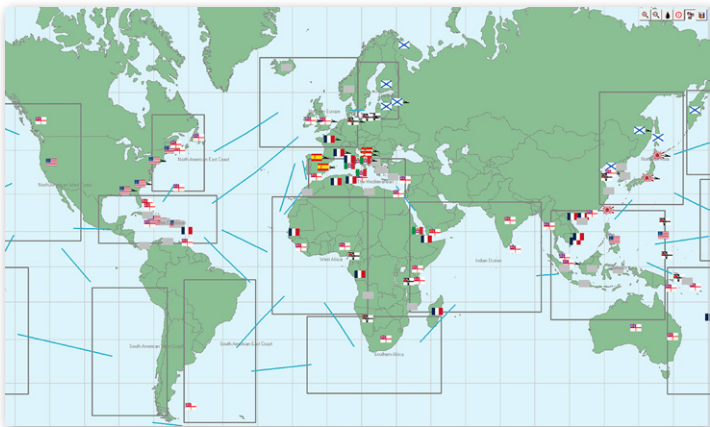
Some possessions have oil, and access to oil fuel is necessary to build oil fuelled ships before 1920. After that, oil extraction and trade is assumed to have spread so that all nations can gain access to oil. However, nations without own oil resources

may be subject to fuel shortages. Before 1920, oil may be randomly discovered in new places.

THE STRATEGIC MAP

The strategic map can be viewed in the first tab of the main screen of the game. You will see a map of the world with possessions owned by the various nation marked by their flags. To change the map view:

- ▲ Right drag to move the map.
- ▲ Mouse wheel to zoom in.
- ▲ Right click in the tree to the left for more map options.
- ▲ Left click in any area or on a possession when the map is zoomed in a bit to get details.



Hovering the mouse over an area will give you a tool tip window with information about ships of all nations deployed in that area. Note that ships will move before combat, thus forces may have changed when a battle occurs. This is to preserve some fog of war.



CANALS AND OTHER CHOKE POINTS

There are two canals in the game, the Suez Canal and the Panama Canal. The Suez Canal is operational at the start of the scenarios, and is controlled by the nation owning Egypt (Britain at the start of the scenarios). The Panama Canal will become operational in 1914, and is controlled by the player owning Panama (the USA at the start of the 1900, 1920 and 1935 scenarios).

Movement through canals is normally possible for other nations than the owning nation. During wartime, canals will be blocked for players at war with the owner, or if the tension level with the owner is 7 or higher.

Movement between the Baltic and the Northern Europe zone will be blocked for enemies of Germany in wartime after Germany researches active mine warfare.

RESEARCH

Research and technological development plays a large role in RTW. This is a period of rapidly changing technologies, and as it takes several years to build a battleship, your ships will sometimes be obsolete when they are completed.

You can define a portion of your budget up to a maximum of 12% as spent on research. You should be aware that on values over 10% there is a diminishing return.

There are a number of different research areas, from battleship projectiles to submarine technology and a lot in between. In the research menu, you can shift priorities between different research areas by setting their priority to high, medium or low. Note that these priorities are relative, so setting all research areas to high will not increase research, it will just mean that all are equally prioritized. To prioritize everything is to prioritize nothing, to paraphrase Frederick the Great.

Spending on research will lead to research advances, which will have varying effects depending on the area. Advances in Hull construction and Machinery development will reduce the weights of those components in new ship designs. Other research areas will unlock various technologies to be used in ship designs.

If there are no technologies left to discover in a research field, research points spent there will be automatically reallocated to other areas and not wasted. In other words, there is no need to manually set these fields to low.

Research

General

Naval guns

Research area	Last research	Priority	Levels
Machinery development	Three drum boiler	Medium	3
Armour development (Adv)	Krupp armour	Medium	3
Hull construction	Better hull strength calculations	Medium	2
Fire control	Coincidence rangefinder	Medium	3
Subdivision and damage control (Adv)	Counterflooding valves	Medium	2
Turrets and gun mountings	Longer gun barrels	Medium	3
Ship design	Sloping armour deck	Medium	2
AP Projectiles (Adv)	Improved smokeless powder	Medium	3
Light forces and torpedo warfare	DD of up to 400 tons displacement	Medium	2
Torpedo technology	Improved torpedo aiming systems	Medium	2
Submarines	Basic	Medium	0
Explosive shells	Lyddite bursting charges	Medium	2
Fleet tactics	Wireless telegraphy	Medium	2
Naval guns	11 inch guns	Medium	

Right click to change priority

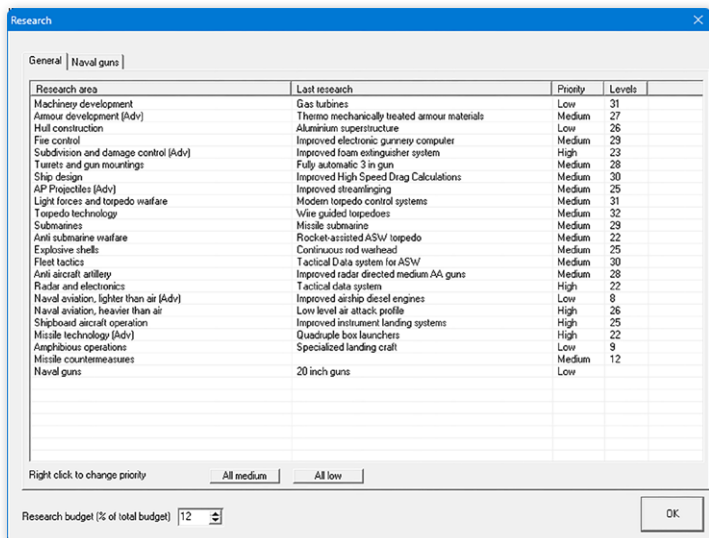
All medium

All low

Research budget (% of total budget)

8

OK



Designer's Note: Research in RTW3 differs from many other games where you can specify a tech before it is invented and tell your scientists to invent that. RTW3 has what I feel to be a more realistic model where you can tell your scientists to focus on particular areas, but you cannot be sure what they will come up with. In other words, there is no "Hey guys, let's invent the Bronze Age" in RTW.

Note: Most development in RTW represents technical progress, but there are also a number of developments that reflect the conservatism of naval establishments or simply the time needed to grasp the utility of new concepts before they are commonly adopted. This prevents the player from using too much hindsight in ship designs. For example, there was no technical reason that battleships with three or more main turrets couldn't be built before 1904, indeed some such ships were built. But if the game had allowed the building of such ships from start, players would in all likelihood start building dreadnought-like ships immediately, knowing that advances in fire control and rate of fire would make them the most effective ships in some years.

Once you have researched naval academy, you have the option (in the doctrine screen) to establish a Naval Academy. That will give you more and slightly better officers to choose from, at a small cost.

POLITICS AND RELATIONS TO OTHER NATIONS

NATIONAL CHARACTERISTICS

The playable nations have a number of national characteristics. Below is a list of those characteristics and their effect.

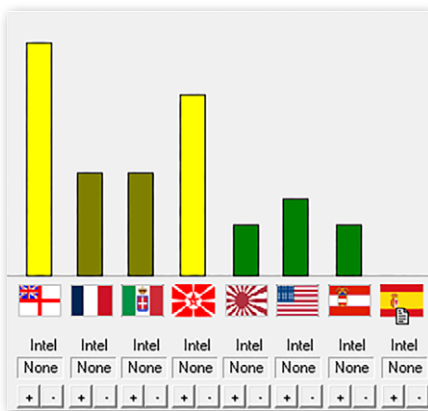
- ▲ **Efficient shipbuilding industry:** Ships will take 10% shorter time to complete.
- ▲ **Undeveloped shipbuilding industry:** Ships will take 10% longer to complete and are more prone to have unexpected faults, like not reaching their design speed.
- ▲ **Global naval power:** Nation must keep at least 10% of tonnage on foreign stations, cannot have cramped crew quarters. May get automatic budget raise if any other nation has a similar budget.
- ▲ **Cautious:** AI controlled forces will be cautious in battles. Player risks extra prestige loss on losing battles or losing capital ships.
- ▲ **Poor education level:** Affects the quality of ship crews and pilots, and has a slight negative effect on research.
- ▲ **Surprise attack:** The nation has a penchant for starting wars with a surprise attack on the enemy fleet. There will be an 80% chance of a surprise attack on the enemy fleet at the start of a war.
- ▲ **Inconsistent naval policy:** The politicians are more likely to interfere in ship building design and priorities.
- ▲ **Attention to detail:** Ships are less likely to have hidden defects or vulnerabilities.

- ▲ **Technology Leader:** The nation will be in the top tier of nations in research, and if AI controlled will spend on research to stay among the top nations in technical development.
- ▲ **Hidden faults:** Ships may have unexpected faults, like a tendency to explode on turret hits or similar.
- ▲ **Kamikaze:** A fascist nation with Kamikaze trait will practice suicide air missions if losing a war (see air sections). A nation with Kamikaze trait will also tend to do better in research in offensive technologies, and worse in defensive technologies.

GOVERNMENT TYPE

Nations also have a government type that influence several aspects of their internal and external policies. The government types are: Liberal democracy, Limited democracy, Autocratic, Fascist, Communist and Eastern. The government type of a nation can change, mostly through revolutions (see unrest level).

TENSION LEVELS



The player nation has a tension level with every other nation. When the tension level rises, there will eventually be a risk of war.

Normally, the tension levels will rise slowly over time and there will usually be several years before a war breaks out. However, you should be aware that there are some events that can cause a war to break out

rather quickly and unexpectedly. Thus, you cannot let your guard down and think that any war is in the future. You should keep your navy in shape to fight a war at any time. If you scrap too many old ships and count on having new ones ready in a year or so, you might find yourself in an awkward situation if the international situation takes a turn for the worse. Also, the press and the navy league might come down hard on you if they think the navy is too weak.

EVENTS

There will be random events and crises from time to time, and you will have to respond to them, mostly by giving advice to the government. "Hawkish" answers will tend to raise the budget and your prestige, but they will also tend to raise tension levels. "Doveish" answers will tend to lower the tension levels, but risks lowering your prestige and/or the naval budget.

In the event dialog, hover the mouse over the event answers and you will get a hint on the effects of the different answers.

Designer's Note: Most events are geared towards European politics in the 20th century. While the events that can occur and their likelihood are different depending on government type etc, there are some events that may feel more appropriate to Europe than the USA, Japan or China. The political events are there to give background to naval affairs, but do not attempt to be a complete simulation of the politics of all the nations concerned.

PRESTIGE

Prestige in the game represents your general reputation, based mostly on your standing with the Monarch/President and the politicians, the officer corps and other parts of the establishment. Your prestige will be enhanced by generally 'tough' responses to events and success in battle. Your prestige will be lowered by 'soft' responses, defeats and mismanagement. Prestige can be seen as a currency, which can be spent to affect various events that might impact on your plans or the Navy in general.

Prestige loss is in most cases proportional, which means that if you have high prestige, you will lose more of it on an event that results in prestige loss.

If your prestige goes too low (16 or below), you run a risk of being sacked, thus losing the game.

Prestige is also used at the end of the game as a kind of 'victory points' system to evaluate your career as head of the Navy.

UNREST LEVEL

The unrest level represents the feeling among the workers and lower classes. A high unrest level will lead to strikes and demands for lowered military budget, and in wartime can lead to revolution and defeat. Revolution is less likely in liberal democracies.

The unrest level is raised by:

- ▲ High military spending
- ▲ Long wars
- ▲ Being under blockade
- ▲ Cramped accommodation in ships
- ▲ Defeats
- ▲ Events

The unrest level is lowered by:

- ▲ War breaking out (initially, but longer wars will have the opposite effect)
- ▲ Social programmes (event answers)
- ▲ Victories
- ▲ Lower military spending

The amount of money spent for naval and military purposes is the most important factor in affecting the unrest level in the nation. Possible unrest in effect acts as a brake on the naval budget in the game. If you relentlessly press for higher naval expenditures, you will find that the unrest level will be going up. Entering a war with a high unrest level might leave you vulnerable when blockade or trade disruptions caused by war increase unrest further.

INTELLIGENCE

Nation Data

All

Germany

Great Britain

France

Italy

Russia

Japan

USA

Austria-Hungary

Spain

Nation data

Ships

Sunk ships

Leader: Duce

Government type: Fascist

Build area: The Mediterranean

Naval budget: 518,000

Technical development: Average

Cautious

Poor education

Inconsistent naval policy

Some corruption

Dock size: 50,000

Oil: No

Research advantage: Ship design

Bonus tech: Triple turrets

Bonus tech: Motor torpedo boats

Bonus tech: Mokolomba FFF

Base resources: 31,792

From possessions: 583

Naval guns:

2 inch

3 inch

4 inch

5 inch

6 inch

7 inch

8 inch

9 inch

10 inch

11 inch

12 inch

13 inch

14 inch

15 inch

16 inch

17 inch

18 inch

19 inch

20 inch

Research

Machinery development: Gas turbines

Armour development: Unknown

Hull construction: Aluminium superstructure

Fire control: Unknown

Subdivision and damage control: Unknown

Turrets and gun mounting: Fully automatic: 3 in gun

Ship design: Improved High Speed Drag Calculations

AP Projectiles: Improved streamlining

Light forces and torpedo warfare: EO of up to 3500 displacement

Torpedo technology: Unknown

Submarines: Missile submarine

Anti submarine warfare: Rocket-assisted ASW torpedo

Explosive shells: Unknown

Fleet tactics: Improved ship to ship communications

Anti aircraft artillery: Signal cone proximity fuse

Radio and electronics: Unknown

Naval aviation, lighter than air: Unknown

Naval aviation, heavier than air: Light anti-ship missiles for aircraft

Shipboard aircraft operations: Improved instrument landing systems

Ship summary

BB: 1

BC: 1

CV: 4 (1 building)

CVL: 2

CA: 12 (3 building)

CL: 4 (2 building)

DD: 59 (2 building)

KE: 7

SS: 70 (4 building)

Coastal battles: 22

Naval aircraft: 730

Air bases: 21

Naval air station Imperia (large)

Airbase Messina (large)

Airbase Trapani (large)

Airbase Sciacusa (large)

Naval air station Tiaranto (large)

Naval air station Pescara (large)

Naval air station Genova (large)

Airbase Agrigento (large)

Naval air station Ancona (large)

Airbase Mombombia (large)

Naval air station Napoli (large)

Naval air station Bari (large)

Naval air station Venezia (large)

Airbase Maputo (large)

Naval air station Ancona (large)

Airbase Mombombia (large)

Naval air station Napoli (large)

Naval air station Bari (large)

Naval air station Venezia (large)

Airbase Maputo (large)

Naval air station Civitavecchia (large)

Naval air station La Spezia (large)

Airbase Alexandria (medium)

Airbase Port Said (small)

Airbase Athens (small)

Airbase Heraklion (small)

Airbase Thessaloniki (small)

Aircraft types

Light jet fighter: Piaggio P.130 (1948) Speed: 540 Firepower: 16

Heavy jet fighter: Breda Ba.142 (1967) Speed: 580 Firepower: 14

Jet attack: Reggiane Re.143 (1967) Speed: 480 Firepower: 0

Fighter: Savoia Marchetti SM.148 (1961) Speed: 320 Firepower: 8

Floplane scout: Fiat G.149 (1965) Speed: 220 Firepower: 0

Naval patrol aircraft: Savoia Marchetti SM.150 (1962) Speed: 200 Firepower: 16

Torpedo bomber: Piaggio P.152 (1963) Speed: 300 Firepower: 12

Dive bomber: Ansaldo AC.154 (1964) Speed: 340 Firepower: 8

Dive bomber: CAH.2.155 (1963) Speed: 320 Firepower: 8

Medium bomber: Caproni Ca.158 (1964) Speed: 550 Firepower: 8

Fighter: Reggiane Re.165 (1966) Speed: 320 Firepower: 8

Floplane scout: Fiat G.167 (1964) Speed: 200 Firepower: 2

Naval patrol aircraft: Caproni Ca.160 (1963) Speed: 200 Firepower: 14

Dive bomber: Savoia Marchetti SM.171 (1965) Speed: 320 Firepower: 8

Medium bomber: Savoia Marchetti SM.172 (1964) Speed: 560 Firepower: 8

OK

You can set a level of intelligence collection for each other nation. Intelligence activities might give information on research in other nations, boosting your own research, or it might yield information about the capabilities of enemy ships.

Intelligence spending does not take effect immediately. It takes time to build up an intelligence network. It can thus be a good idea to prepare for intelligence activities in potential enemy nations. When you have increased spending towards a nation, you will see * in the intelligence field, denoting that it has still not reached full capability.

Intelligence activities carry a risk of detection. If your agents are discovered, it will increase the tension level with the nation in question.

Intelligence affects many aspects of the game. In wartime, it will reduce the risk that your ships will be facing unexpected battles that cannot be avoided. It will also increase the effectiveness of your ASW efforts. Spies might gain you technology, or knowledge of enemy ship details or war plans.

ENEMY SHIPS

Nation Data									
All									
Germany	Great Britain	France	Italy	Russia	Japan	USA	Austria-Hungary	Spain	
Nation data Ships Sunk ships									
Type	Ship	Class	Year	Location	Data				
BB	Scipione Africano	Scipione Afr.	1933	MB Maint:188 The Mediterranean	40,700 tons, Speed 0, Guns: 9 x 16, 14 x 5, 2 TT				
BC	Piemonte	Piemonte	1930	MB Maint:220 The Mediterranean	39,900 tons, Speed 29, Guns: 10 x 16, 14 x 6, 2 TT				
CA	Umbria	Umbria	1945	RF Maint:173 Indian Ocean	14,400 tons, Speed 33, Guns: 8 x 8, 16 x 5				
CA	Etruria	Umbria	1947	RF Maint:158 Indian Ocean	14,400 tons, Speed 33, Guns: 8 x 8, 16 x 5				
CA	Lombardia	Umbria	1947	RF Maint:158 Indian Ocean	14,400 tons, Speed 33, Guns: 8 x 8, 16 x 5				
CA	Calabria	Calabria	1950	RF Maint:150 Indian Ocean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Emilia Romagna	Calabria	1951	RF Maint:150 Indian Ocean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Sicilia	Calabria	1951	MB Maint:60 Indian Ocean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Elba	Calabria	1951	RF Maint:150 Indian Ocean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Veneto	Calabria	1951	RF Maint:150 The Mediterranean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Lazio	Calabria	1951	MB Maint:60 Indian Ocean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Molise	Calabria	1951	RF Maint:150 Indian Ocean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Sardegna	Calabria	1951	RF Maint:150 Indian Ocean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Etna	Calabria	1967	AF Maint:295 The Mediterranean	13,100 tons, Speed 33, Guns: 12 x 8, 16 x 5				
CA	Toscana	Toscana	1954 ...		13,200 tons (Building)				
CA	Alto Adige	1963 ...			15,500 tons (Building)				
CA	Basilicata	Alto Adige	1963 ...		15,500 tons (Building)				
CL	Catania	Catania	1935	MB Maint:46 Indian Ocean	7,600 tons, Speed 31, Guns: 8 x 6, 8 x 4, 8 TT, 30 Mines				
CL	Alberico da Barbiano	Catania	1936	MB Maint:46 Indian Ocean	7,600 tons, Speed 31, Guns: 8 x 6, 8 x 4, 8 TT, 30 Mines				
CL	Eugenio di Savoia	Barbiano	1943	RF Maint:123 Indian Ocean	9,700 tons, Speed 32, Guns: 16 x 5, 12 TT, 30 Mines				
CL	Alberto da Giussano	Alberto da G.	1967	WU Maint:235 The Mediterranean	10,100 tons, Speed 18, Guns: 10 x 5, 12 TT, 2 MSAM, 30 Mines				

ARMS LIMITATION TREATIES

Treaties will result from disarmament conferences, and these are an effect of event responses. You can affect the chances of a treaty by your answers, but 'tough' answers disdaining treaties will tend to raise tensions.

A treaty will set a limit in displacement and main armament calibre for new ships laid down. It will also set a limit for the total warship tonnage of all nations. During the negotiations for a treaty, you will get an opportunity to have input on the conditions of the treaty, or even recommend against it entirely.

All ships under construction at the time of signing the treaty that do not fulfil the terms of the treaty will be scrapped. Existing ships may be kept, and may be rebuilt and modernized, even if they exceed the treaty limits.

Liberal democracies must adhere strictly to the treaty. Other nations may 'cheat' by up to 10% of the displacement. No cheating is possible on the main calibre.

ALLIES



You can be allied with other nations. There are several advantages to having an alliance with another nation. An alliance will keep down tension with that nation, and the ally will support you in a war. An ally is also more prone to sell you technology, and will do so at lower prices. You can also buy licenses to produce aircraft types from allied nations.

Allied ships may show up on your side in battles. Similarly, if

you are at war with two or more nations, the allies of your enemy may show up. Allied bases and coastal batteries will also be present in battles.

There are also some potential disadvantages to alliances. You might be embroiled in conflicts that are caused by the foreign policy of your ally, and the existence of the alliance might raise tensions with other nations.

Alliances can be revoked if tension goes up between the allies. Alliances have a larger chance of being revoked if one nation is fascist/communist and the other is liberal democracy.

Alliances will not be revoked during war. Instead, your ally may seek a separate peace if tension with them goes high enough.



PEACE

During a war there will be events relating to possible peace negotiations. Your answers to these will influence the chance for a peace and also the nature of that peace. In a victory, you may gain increased base resources, possessions or even ships from the enemy's fleet, depending on the magnitude of your victory. Conversely, if you lose a war, you may yourself lose some of the above.

When you win possessions, you will be presented with a list of enemy possessions to choose from, and the number of value points you can select. Unused points will gain a small increase in your base resources instead. You can even decline to take any possessions and be satisfied with the base resource gain.

Tip: Wars are easy to start, but they do not end when you want them to. – Machiavelli