

Fleet Combat Example of Play

Situation

The US Fleet has the following ships: **BB4, BB3, BB3, BC2, CA8, and a DD5.**

The JA Fleet is composed of: **BB4, BB4, CA10, DD5, and a DD2 carrying a 1-2 infantry.**

The JA player is on a Seaborne Invasion Mission and the US TF has successfully intercepted the JA TF.

The US has 1 TF of 25 Factors and JA has 25 Factors in 1 TF as well. There is no air in range for either player so there are no search rolls; Fleet Combat is automatic as per 22.731.

Round 1

- A. *Defender Places Heavy Ships*
 - US is the attacker because he has more Heavy Ships, so JA lays out his 2 BB4s
- B. *Attacker Assigns Heavy Ships*
 - The US assigns a BB4, BB3, BC2 to the first JA BB4, and a BB3 to the second JA BB4
- C. *Defender Assigns Heavy Ships*
 - The first JA BB4 has to target one of the 3 US ships firing at him so he chooses the US BB3, and the second JA BB4 has only one choice, the US BB3 targeting him.
- D. *Heavy Ships Fire on Light Ships*
 - There are no "surplus" Heavy Ships to fire on the enemy Light Ships.
- E. *Assign Light Ships if >3:1*
 - No one has a 3:1 advantage in Light Ship Factors. (US 13 : JA 15)
- F. *Heavy Ships Fire*
 - The US fire 9 Fleet Factors (FF) on the first JA BB4. Two dice are rolled and they get an 8 at 0 DRMa**. An 8 is 2 hits and they have no effect (3 hits would have damaged the BB4, 4 hits would sink it).
 - The first JA BB4 returns fire on the US BB3 with 4 FF and rolls a 10 (0 DRMa). That causes 2 hits which damages the US BB3.
 - The US BB3 now fires on the second JA BB4 with 3 FF and rolls a 5 (0 DRM) which is 1 hit and no effect. In fact the BB3 would need a 12 just to damage a BB4.
 - The JA BB4 returns fire on the US BB3 with 4 FF and rolls a 7 (0 DRM) which is 1 hit and no effect.
- G. *Light Ships Fire*

- The JA DD2 carrying the 1-2 Infantry was automatically assigned to Screened Ship status and can not fire on the enemy.
- The US has 13 FF (CA8+DD5) and fires on the JA Light Ships with a roll of 10 at 0 DRMa which causes 5 hits to the JA Light Ships. The JA player takes the 5 hits on: CA, CA, DD, DD, CA which means a CA2 sunk, DD2 sunk and a CA damaged.
- Before the JA losses are applied though, the JA fire back with 15 FF and roll a 5 at 0 DRMa which causes 3 hits on the US Light Forces: a CA2 and DD are sunk.

H. *Fire on Screened Ships*

- There is no combat on Screened Ships.

I. *Withdrawal*

- JA lost 4 FF (CA2, DD2) and had 2 FF (CA2) damaged this round.
- US lost 3 FF (CA2, DD) and had 3 FF (BB3) damaged.
- JA lost more FF so the US is the "winner" of this round. JA makes withdrawal decisions first.
- The JA player withdraws its damaged CA (we will assume it made it home to port and wasn't intercepted)
- The US player (unwisely) decides to keep his damaged BB3 with the TF and makes no withdrawals.
- Naval Forces of both sides still exist, so on to round 2.

Round 2

- US starts with: BB4, BB3, BC2, CA6, DD4, Screened [damaged BB3]
 - JA: starts with: BB4, BB4, CA6, DD3, Screened[DD2, 1-2 Inf]
- A. *Defender Places Heavy Ships*
 - US is the attacker because he has more Heavy Ships, so JA lays out his 2 BB4s
 - B. *Attacker Assigns Heavy Ships*
 - The US assigns all his Heavy Ships to attack the first JA BB4, leaving the second JA BB4 alone.
 - C. *Defender Assigns Heavy Ships*
 - The first JA BB4 will attack the US BB3. Since the second JA BB4 is not targeted by any Heavy Ships it can target the Light Ships or the Screened Forces (the US have a damaged BB3 being screened currently). Since there is a VERY slim chance that all the US Heavy and Light Ships can be eliminated this round it would not be a good idea to attempt to attack the Screened Ships, so the JA attack Light Ships with their second BB4.
 - D. *Heavy Ships Fire on Light Ships*

JA fires his BB4 on the US Light Ships and rolls an 8 at +1 DRMB which causes 2 hits and sinks a CA2. The US Light Ships can NOT fire back.

E. Assign Light Ships if >3:1

- No one has a 3:1 advantage in Light Ship Factors. (US 8 : JA 9)

F. Heavy Ships Fire

- US attack the JA BB4 with 9 FF and roll a 11 at -1 DRMB. They cause 3 hits which damage the JA BB4.

- Fire is simultaneous, so the JA BB4 fires 4 FF on the US BB3 and rolls an 8 at +1 DRMB and gets 2 hits, enough to damage it.

G. Light Ships Fire

- JA has 9 FF (CA6 + DD3) and rolls a 6 at +1 DRMB which causes 2 hits, a US CA2 is sunk.

- The US has 8 FF (CA4 + DD4) and rolls an 8 at -1 causing 2 hits, a JA CA2 is also sunk.

H. Fire on Screened Ships

- There is no combat on Screened Ships.

I. Withdrawal

- JA lost 2 FF (CA2) and had 4 FF (BB4) damaged this round.

- US lost 4 FF (CA4) and had 3 FF (BB3) damaged.

- US lost more FF so the JA is the “winner” of this round . US makes withdrawal decisions first.

- The US player (still unwisely) decides to keep his newly damaged BB3 with the TF and makes no withdrawals. He now has 2 damaged BB3s being screened.

- The JA player withdraws its damaged BB4 (we will assume it made it home to port and wasn't intercepted)

- Naval Forces of both sides still exist, so on to round 3.

Round 3

- US starts with: BB4, BC2, CA2, DD4, Screened [2 damaged BB3's]

- JA: starts with: BB4, CA4, DD3, Screened[DD2, 1-2 Inf]

A. Defender Places Heavy Ships

- US is the attacker because he has more Heavy Ships, so JA lays out his only BB4.

B. Attacker Assigns Heavy Ships

- The US player assigns both of his Heavy Ships to attack the JA BB4

C. Defender Assigns Heavy Ships

- JA assigns his BB4 to attack the US BC2.

D. Heavy Ships Fire on Light Ships

- There are no “surplus” Heavy Ships to fire on the enemy Light Ships.

E. Assign Light Ships if >3:1

- No one has a 3:1 advantage in Light Ship Factors. (US 6 : JA 7)

F. Heavy Ships Fire

- The US fire 6 FF on the JA BB4 and roll a 9 at -1 DRMB causing 2 hits which have no effect.

- The JA BB4 returns fire on the US BC2 and rolls an 8 at +1 DRMB which causes 2 hits and the BC2 is sunk.

G. Light Ships Fire

- The US fire 6 FF and roll a 4 at -1 DRMB which causes no hits.

- The JA fire 7 FF and roll an 11 at +1 DRMB causing 4 hits, the US sink a CA2 and DD2.

H. Fire on Screened Ships

- There is no combat on Screened Ships.

I. Withdrawal

- JA lost nothing this round.

- US lost 6 FF (CA2, BC2, DD2).

- US lost more FF so the JA is the “winner” of this round . US makes withdrawal decisions first.

- The US player (still unwisely) decides to keep his 2 damaged BB3's with the TF and makes no withdrawals.

- The JA player does not withdraw.

- Naval Forces of both sides still exist, so on to round 3.

Round 4

A. Defender Places Heavy Ships

- JA is the attacker because both sides have the same amount of Heavy Ships (1) and the same amount of Heavy Ship Factors (4), but JA has more Light Ship Factors (7 vs. 2) so US is the Defender and places his BB4 out.

B. Attacker Assigns Heavy Ships

- JA attacks the US BB4 with his only BB4.

C. Defender Assigns Heavy Ships

- US assigns his BB4 to the JA BB4 (his only option)

D. Heavy Ships Fire on Light Ships

- There are no “surplus” Heavy Ships to fire on the enemy Light Ships.

E. Assign Light Ships if >3:1

- The JA have 7 Light Ship FF to the US 2, so the JA player assigns DD1 to assist his BB4 in attacking the US BB4.

F. Heavy Ships Fire

- JA Fires 5 FF (BB4 + DD1) on the US BB4 and rolls a 10 at + 1 DRMB and causes 3 hits on the US BB4, damaging it.

- The US BB4 returns fire and rolls an 8 at -1 DRMB causing 1 hit which has no effect.

G. Light Ships Fire

- JA fires 6 FF and rolls a 7 at +1 DRMB causing 2 hits which sinks the remaining DD2's.

- US fire back rolling a 10 at – 1 DRMb causing 1 hit, a JA CA2 is damaged.

H. *Fire on Screened Ships*

- There is no combat on Screened Ships.

I. *Withdrawal*

- JA had 2FF damaged (CA2).

- US lost 2 FF (DD2) and 4 FF damaged (BB4).

- US lost more FF so the JA is the “winner” of this round . US makes withdrawal decisions first.

- The US decides enough is enough and Withdraws his 3 damaged BB’s.

- The JA player does not need to withdraw and continues on with his Invasion Mission with BB4, CA2,DD3, and the DD2 carrying a 1-2 Infantry..

Results:

I make no claim that the decision for US to stay and fight was the right one. It merely prolonged the battle for a lengthier Example of Play.

US Damaged Ships: BB4, BB3, BB3

US Losses: CA8, DD5, BC2

JA Damaged Ships: 2 x CA2’x, BB4

JA Losses: CA4, DD2

****DRMs:**

- a. JA = +3 for JA Naval Nationality DRM – 2 for US Naval Nationality DRM – 1 for Protecting an Invasion Mission = 0 DRM. US = 0 DRM (an equal and opposite modifier of the JA DRM).
- b. JA = +3 for JA Naval Nationality DRM – 2 for US Naval Nationality DRM – 1 for Protecting an Invasion Mission + 1 for attacking a CG that is Protecting a damaged Naval Unit = +1 DRM. US = – 1 DRM (an equal and opposite modifier of the JA DRM).