














A World at War

Summary of Roles and Rules for Naval Units

		Naval Units													
		Transport 	ASW 	Sub 	CVE 	DD 	CA 	Named Ship						Damaged Ship 	Rule
								Capital Ship				Fast Carrier			
								 BB2 BC2 PB2	 BB3 BC3	 BB4	 BB5	 CVL2	 CV3		
Type	Fleet					Fleet	Fleet	Fleet						20.111	
	Size	Light			Light	Light	Light	Heavy					Heavy	20.12	
	Slow	Slow			Slow			Those with an Orange Stripe					Slow	20.121	
SW	SW Unit	SW unit	SW unit	SW unit										3.11	
	Restricted duty	SW box	SW box											25.21, 20.63	
TF	May be in a TF	No*	No	No	TF	TF	TF	TF					TF	No	20.162B
	Requires matching fast fleet factors												Need Matching Fast FFs		21.313
UC	Construction Location	Port	Port	Port	Shipyards	Shipyards	Shipyards	Shipyards					Shipyards		27.711
	Add to Force Pool by Production	Yes	Yes	Yes											42.23
	Construction: turns / SBPs	0 / 1	0 / 1	0 / 1	1 / 1	1 / 1	2 / 2	4 / 2	8 / 3	12 / 4	16 / 5	4 / 2	8 / 3	12 / 4	27.721
	Construction limited to half SBPs	Limited	Limited	Limited	Limited	Limited									27.7221A
	Counts against shipyard capacity	No	No	No	Yes	Yes	Yes	Yes				Yes		Repairs	27.724B
	Repair: turns / SBPs	0 / 0					1 / 0	2 / 1				2 / 1			27.721
Combat	Automatically screened	Screened				Cargo							Screened	Screened	22.531C
	Damage Possible?	Yes†	Sunk	Sunk	Sunk	Sunk	Yes	Yes				Yes		Sunk	20.511
	Critical Hit possible?							Critical				Critical			20.5211B
Operations	Sea Supply	M		A	P	M, P	P	P				P			21.42
	Patrol			A		M	M	M				M			21.41
	Sea Transport	M		A	P	M, P	P	P				P			21.43
	Fast Carrier Missions			A		P	P	P				M			21.55
	Seaborne Invasion	M		A	A	M, P	P	P				P			21.51
	Shore Bombardment			A	A	M	M	M				P			21.52
	Sea Escort	M		A	P	M, P	P	P				P			21.6
	Raid					M	M	M (if not slow)				M			21.53
Naval Interception			M	M	M	M	M				M			22.1	
Oil & Supply	Limited Supply	NNDRM is -1. No offensive ops, no protecting sea supply or sea escort or interception (EXC: ships in Japan). No on-map sea escort by Transports.											30.524		
	Naval Oil Effect	NNDRM is -1. No offensive ops, no protecting sea supply or sea escort or interception (EXC: ships in Japan). No on-map sea escort by Transports.											33.61B		
	Unsupplied	Same as Limited Supply, plus naval units may not redeploy to or through unsupplied ports.											30.533		
Special	Notes	Assigned to a TF	Excess affect subs	Intercept alone	Invasion GS only	Sub losses elsewhere	Absorb odd hits		+1 NNDRM			+1 AD	Repair delay		

* - except when required for carrying cargo

† - only in SW Combat

21.35C 22.9415 22.915 20.442 22.9432 20.551

20.253

20.36 27.7266

Operations Abbreviations: M - Mission, P - Protect, A - Accompany