Pairing Up CGs for Fleet Combat
Version 11

Begin

22.521A
All *active* opposing CGs with matching numbers pair up.

22.521B
Is there still at least one unpaired *active* CG on <u>both</u> sides?

Yes →

22.521B
The lowest-numbered *active* unpaired CG (that is, the lowest numbered of either side) pairs up with the lowest-numbered *active* unpaired CG of the opposing side.

No

22.521C
All paired CGs conduct **fleet combat**, one at a time.

22.521D
How many <u>players</u> have at least one *active* CG that either:
• sank all opposing naval units in every fleet combat it has engaged in during this naval combat round, *or*
• has yet to pair up for fleet combat.

Both - - ->

Q&A
Per Q&A: Of the *active* CGs meeting this criterion, pair up the lowest-numbered CG of each player. Then pair up the next-lowest-numbered CGs, etc. Resolve fleet combat between each of these pairs. Then continue with step 22.521D.

Neither

Done

One

22.521D
Each *active* CG meeting the criterion of the previous box can choose to:
• *not* engage in fleet combat,
• engage any enemy *active* CG (whether or not that enemy CG has already been involved in fleet combat during this naval combat round), *or*
• engage any *found distant* CG that has not yet been attacked as many times by air strikes or fleet combat as its number was rolled during search (but only if this *active* CG which engages it is itself *fast*).

No Distant CGs Engaged

Distant CGs Engaged

22.523
After the composition of the aggressor CG has been revealed, a *distant fast* CG target may *evade* fleet combat if a higher CG slot is empty. The evading CG is renumbered with the next-highest free number. If it does so, it is not subject to fleet combat at all this combat round. (Damaged ships may be withdrawn to allow either CG to be fast.)

22.521E
All paired CGs conduct **fleet combat**, one at a time.

Done

Q&A
Per Q&A: If there are still *active* CGs that either have yet to be paired up for fleet combat, or have sunk all of the opposing naval units in every CG they have engaged in fleet combat during this naval combat round, return to step 22.521D.