

Naval Combat SoP 2017b

22.3-22.8

I. Naval Combat Round: 22.41

A. Form CGs and assign numbers to them.[†] 22.41A, 22.421-22.428

1. In later combat rounds, late-arriving/surplus (pending) CGs may join in. 22.421C, 22.411B

B. Launch carrier-based counterair attacks on enemy air bases.^{†*} 22.41B, 22.43

C. Secretly allocate unused carrier-based air units to . . . 22.41C, 22.441A

1. Air Strikes.
 - a. They will not be compelled to attack.
2. CAP.
 - a. Up to a third (round up) of that CG's NAS: for that CG only.

D. Assign land-based air units as CG air cover, apportioning them as desired.^{†*} 22.41D, 22.442

1. The specific CGs being defended, and by how many factors, is kept secret.

E. Search for enemy combat groups.^{†*} 22.41E, 22.442, 22.45

1. Roll to see which CGs have been found.

F. Reveal found combat groups.[†] 22.41F, 22.452

1. Reveal its number of CVs, its speed, if it has cargo, if it has < 10 factors. 22.452B
2. Up to one air strike per search result is permitted against found CGs. 22.452C
 - a. Or one fleet combat per search result against found distant CGs.

G. Air strikes against found CGs: 22.41G, 22.46

1. If no CGs of a player were found, he may perform one surprise CV-NAS-only air strike against one found enemy CG.[†] 22.461A, 22.462D, 23.741
2. Air strike sequence:

- a. Player with more search results goes first (intercepting player, if tied). 22.461B
 - i. Resolve the first air strike before announcing the second, etc. 22.461B

- b. Up to 4/8/12 squadrons may attack together (ANDRM of 1/2/3).^{*} 23.73

- c. Up to 4/8/12 air cover/CAP squadrons may engage the attackers. 23.415

- i. Defender chooses which squadrons, and how many. 23.415A

- ii. An equal number (up to all) of the attacking squadrons must engage these defenders in air combat. 23.415B

- a) CAP defending alone receive a +1 DRM. 23.415D

- b) Defender ignores abort results. 23.416B

- d. All attacking squadrons not eliminated/forced-to-abort must attack ships. 23.424

- e. Attacking squadrons face an Air Defense roll. 23.42

- i. If any squadrons survive the Air Defense roll without being eliminated or aborting, the defender reveals the contents of the CG. 23.425

- f. Air attacks versus naval units: 23.43-23.45

- i. Each non-eliminated, non-aborting squadron chooses a target: 23.43

- a) An individual named ship, or

- b) All light ships, as a group.

- ii. After all targets are chosen, roll for effects. 23.44

3. All air units return to their base or carrier. 22.463

H. Fleet combat. 22.41H, 22.5

1. Active CGs may engage in fleet combat: see CG-pairing flowchart. 22.52

- a. Fast, distant CGs may evade, if a higher empty slot is free.[†] 22.523

- i. Damaged ships may withdraw to make a CG fast. 22.524

2. Divide ships into three groups: heavy, light, and screened. 22.531

3. Both sides rank capital ships: larger size first, faster speed first, fewer hits first, higher NNDRM first. 22.54A

4. Capital ships pair off, one-against-one, in order. 22.54A

5. Surplus capital ships choose to . . . 22.54B
 - a. Join in firing at an opposing capital ship.
 - b. Fire on opposing light ships.
 - c. Hold their fire in hopes of engaging screened ships.
6. Resolve capital ship attacks: 22.54C, 22.55, 20.5
 - a. Capital ships combine their fire against common targets.
 - b. All ships fire simultaneously.
 - c. Light ships that are sunk are immediately removed.
 - d. Cruisers that are damaged are immediately screened.
 - i. Cruisers only damaged by this fire do *not* prevent attacks against Screened ships.
7. Light ships pair off. 22.54D
 - a. If a side has more than a 3:1 advantage, it has surplus light ships.
 - b. Surplus light ships may . . . 22.54E
 - i. Join in firing at opposing light ships.
 - ii. Fire on one or more opposing capital ships.
 - a) Any number of surplus light ships may attack a single capital ship.
 - b) When attacking more than one capital ship, you must attack all but one of them with at least an equal number of factors.
 - iii. Hold their fire in hopes of engaging Screened ships.
8. Resolve light ship attacks. 22.54F, 22.55, 20.5
9. Screened ships may be attacked if all unscreened enemy capital and light ships have been sunk. 22.54G
 - a. Named ships are targeted individually.
 - b. Light ships are attacked as a group.
10. Resolve attacks against screened ships. 22.54G, 22.55, 20.5
 - a. Capital ships fire first.
 - b. After seeing the results, Light ships select their targets and fire.

J. Submarines attack.[†] 22.41I, 22.94, 22.54H

K. Ships may withdraw. 22.411A, 22.6

II. If both sides have ships remaining, initiate another round of naval combat.[†] 22.411B, 22.7

III. Naval forces either continue with their mission (if victorious) or return to base (if victorious or defeated). 22.8

[†] - Skipped during Raider combat in the SW box. 22.35

* - Convert AAF to AAS. 23.13

Naval Interception SoP 2017a

22.1-22.2

- A. The moving player designates missions and accompanying naval forces and cargo.** 22.15
- B. The defender requests the exact routes of naval forces, as desired.** 22.12
- C. The defender selects a single interception hex for each naval force.** 22.13
 - Additional hexes may be chosen . . .*
 - 1. By submarines. 22.13E
 - 2. After the naval force completes--or aborts--its naval activity. 22.13F
 - 3. After the naval force passes through straits. 22.13A
 - 4. After a naval force combines with/separates from another naval force. 22.141, 22.13B, C, D
- D. Separate TFs and naval units from different ports roll for interception separately.** 22.14B
 - 1. See the *Naval Interception Table*. 22.21
 - 2. Halve results in the Pacific (round up). 22.21
- E. Naval Combat happens if . . .** 22.23
 - 1. At least one non-submarine naval interception dice roll against that naval force is high enough to reach the interception hex. 22.24
 - 2. TFs that roll too low will arrive later, by one combat round for every multiple of 4 (2, in the Pacific) by which they failed the roll. 22.24B
- F. Once all initial interception attempts are rolled for all interception hexes, counter-interception attempts may occur.** 22.25
 - 1. Counter-interception takes place before naval combat arising from interceptions. 22.161
 - 2. If the counter-interception hex is the same hex as the interception hex, all involved naval units take part in a combined naval combat. 22.161A
 - a. Patrols may only "counter-intercept" at interception hexes. 22.163
- G. Counter-interception attempts follow steps "B" through "E" above.** 22.164
 - 1. Counter-counter-interceptions are then permitted. 22.164C
- H. All interceptions and counter-interceptions, etc., are then resolved in reverse order.** 22.161, 22.164
 - 1. Following the "last to intercept--first to sail" order: 22.19
 - a. The "intercepting" naval force sails to the interception hex (subject to air attacks en route). 22.19A, 23.752A
 - b. The "intercepted" naval force sails to the interception hex (subject to air attacks en route). 22.19B, 23.752A
 - 2. After every round of naval combat, failed interception attempts may arrive late. 22.24B
- I. If victorious in naval combat, naval forces may continue on with their indicated purpose.** 22.81
- J. If defeated in naval combat or if aborting, naval forces return to base, subject to air and naval interception along the way.** 22.81A, 22.281
- K. After returning to port, naval units are inverted if they engaged in naval combat.** 22.26
 - 1. Exception: naval units that were withheld. 22.26D
 - 2. If the interception attempt failed, naval units are not inverted, but may not attempt further interceptions until a subsequent phase. 22.27, 22.24A

Patrol SoP 2017a

A. Announce all patrol mission hexes and pay BRPs (subs are free). 21.416A, 21.411, 21.414A

Conduct patrols one at a time: 21.416M

B. Move the naval force toward its patrol hex. 21.416B

1. In each new hex . . .
 - a. Resolve any naval interception in that hex. 21.416C, D
 1. If the patrol wins the naval combat, it may continue or abort. 21.416E
 2. If interceptor wins, it may remain as a defensive patrol. 21.416F, 21.4191
 - b. If no interception occurs . . . 21.416G
 1. CV-NAS may fly one round of counterair from this hex. 18.52
 2. Land-based air units may attack the patrol in its hex. 23.75
 - c. Resolve any submarine attacks occur in this hex. 21.416G, 22.921

C. The patrol reaches its patrol hex.

The patrol may follow this sequence as long as it wishes:

1. Resolve naval interception of the Patrol (if no previous attempts were made). 21.416J
2. Patrol conducts one round of counterair/air strikes against enemy bases. 21.416I
3. Enemy air and naval units may flee. 23.46

D. When done, the patrol decides whether to stay in the patrol hex or return to port. 21.416K

1. If the patrol returns to port, it may be intercepted on the way back. 22.18
 - a. Just before it leaves the patrol hex, the defender may fly one land-based air sortie against it (if no naval combat has occurred in that hex). 23.752A, C
2. If the patrol stays, it may be intercepted if no earlier attempts were made. 21.416L, 21.417B, 21.4171
 - a. If no naval interception occurs, the defender may fly one land-based sortie against the patrol. 23.752A, C

E. If unopposed, it--or if it is intercepted, then the victor--has the option of staying in the patrol hex through most of the ensuing combat phase. 21.4191, 21.416K

Offensive patrols:

1. May do any one of the following with their surviving NAS: 21.4181C
 - a. Ground support for movement-phase overruns *or* combat-phase combat.
 - b. Intercept DAS provided against movement-phase overruns *or* combat-phase combat.
 - c. Attack an enemy base in the combat phase.
2. All or part may counter-intercept in support of intercepted force(s). 22.163, 21.4182A, D
 - a. If successful, the ships join the friendly force and adopt its mission. 21.4182B
 - b. If defeated, the ships that left the patrol hex return to base. 21.4182B, 22.81A
 - c. If unable to intercept, the naval units return to their patrol hex and may not attempt another interception until a later phase. 21.4182C, 22.163E
3. Return to base prior to exploitation. 21.4183

Submarine patrols: 21.4184

4. Patrol independently. 21.4184A
5. May return to base when other patrols do, or stay where they are until the end of the opposing player turn. 21.4184B
6. Remain in their hex only until they attack or enter naval combat. 21.4184B, D, 21.4195
7. Are subject to a single-sortie air attack during the enemy's movement phase. 21.4184C

Defensive patrols: (victorious interceptors and second-turn submarine patrols) 21.419

8. May, during the *movement phase*, intercept sea supply, sea transport, or displaced naval units, or they may counter-intercept. 22.14F, 21.4192
9. May, during the *combat phase*, intercept naval missions, lingering patrols, or displaced naval units. 21.4192
10. Return to base prior to exploitation. 21.4191