















# A World at War

Summary of Roles and Rules for Naval Units v17

		Naval Units																	
								Named Ship											
								Capital Ship				Fast Carrier							
																			
		Transport	ASW	Sub	CVE	DD	CA	BB2 BC2 PB2	BB3 BC3	BB4	BB5	CVL	CV	CVB	Damaged Ship				
Type	Fleet					Fleet	Fleet	Fleet								20.111			
Type	Size	Light			Light	Light	Light	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		
Salvageable if Sunk in Port							Yes							Yes		27.7262			
Combat	Automatically screened	Screened				Cargo									Screened	Screened	22.531C		
	NNDRM			+1 Grmy	-2										+1	-2/-1	-2	-1	22.552A
	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 Mission			A	P	P	P	P							M		21.55		
	Seaborne Invasion	M		A	M	M, P	P	P							P (M - ground support)			21.51	
	Shore Bombardment			A		M	M	M									21.52		
	Sea Escort	M		A	P	M, P	P	P							P		21.6		
	Raid						M	M (if not slow)							M		21.53		
Naval Interception			M	P	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 AD		+1 AD	Repair delay		

\* - except when carrying cargo, 20.164, 21.35

† - only in SW Combat, 24.631

‡ - construction also limited by naval air training rate, 27.7223

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

20.253

20.36

27.7266