

22. NAVAL INTERCEPTION AND COMBAT

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22.1 NAVAL INTERCEPTION:

22.11 GENERAL: When a player undertakes any naval activity, the opposing player may intercept with any of his own uncommitted, uninverted naval units within interception range. A naval unit is considered to be uncommitted if it is not engaged in another naval activity already announced during the same segment of the player turn. Interception is subject to the qualifications set out below:

A. IMMUNITY FROM INTERCEPTION: The following naval units may not be intercepted:

- Raiders raiding from or returning to Bergen or Scapa Flow (21.533D, 21.538B).
- Raiders returning after starting the game at sea (21.538B).
- Naval units moving to an SW box to engage raiders (21.5342F).
- ASW deploying to or from an SW box.
- Western Allied transports deploying to or from an SW box (20.622C).
- Axis naval units changing base or NRing between Bergen and Oslo or Kiel, while in Norwegian North Sea coastal hexes.
- Submarines.

B. PROHIBITED FROM INTERCEPTING: Naval units based in the following locations may not intercept:

- Naval units in the U.S., South Africa and SW boxes.
- Naval units in non-operational ports (EXCEPTION: Submarines in fortified ports - 32.248).

C. RAIDERS: Raiders may be intercepted on the mapboard while moving to the Atlantic, Pacific or Indian Ocean SW boxes (21.533D); raiders which reach a SW box may be opposed in accordance with 21.534.

D. OFFENSIVE PATROLS: Naval units on offensive patrol may not counter-intercept, but may support intercepted friendly naval units (21.4182).

22.111 NO BRP EXPENDITURE REQUIRED: Interceptions and counter-interceptions do not require any expenditure of BRPs.

22.112 Interceptions may not be attempted unless the countries involved are already at war; a player may not declare war during his opponent's turn in order to intercept.

22.113 If the Western Allies and Russia both wish to intercept the same enemy naval activity, the Western Allies prevail.

22.114 Each submarine intercepts separately (22.915).

22.115 Naval units may be intercepted as they return to port.

22.116 Naval units which unsuccessfully attempted interceptions during a phase may not attempt to intercept returning naval units during that same phase (22.27).

22.12 SELECTING AN INTERCEPTION HEX: Once a player (the "attacker") indicates a naval activity, the opposing player (the "defender") may require the attacker to indicate the exact path of hexes taken by his naval units. The defender then may select one hex in which he will intercept the attacker's naval activity.

A. If the attacker's naval units begin their activity in port, the defender may select the hex in which the attacker's naval units are based (since they enter the water portion of that hex as soon as they leave port), the destination hex or any hex in between.

B. If the attacker's naval units are already at sea (moving from their patrol hex or returning to base), the defender may select any new hex the attacker's naval units enter, including the destination hex. The defender may not select the hex in which the naval units begin their new activity, as the defender has already had a chance to intercept in that hex.

22.13 ONLY ONE INTERCEPTION HEX PERMITTED: A naval force may be intercepted in only one hex along its route, subject to the following exceptions:

A. STRAITS: Naval activities which pass through straits (21.211) and the Kiel canal are treated as distinct naval activities for interception purposes on each side of the strait, and are thus subject to a single interception in different hexes on each side of the strait.

B. DIFFERENT NAVAL ACTIVITIES: Each time a naval force attempts to carry out a distinct naval activity, it may be intercepted, even if some or all of that force has been intercepted earlier in the same turn while carrying out a different naval activity.

C. COMBINING NAVAL FORCES:

- A naval force which joins with other naval units in the course of a single naval activity creates a new naval force, which is subject to naval interception even if some or all of its components were intercepted before they combined.
- When a naval force sails to a base containing a second naval force in order to combine into a new naval force in that base hex, the naval force which remained in its base until the first naval force arrived may not be intercepted separately. Naval forces may thus be picked up without being subject to interception until they have joined the combined force.

D. SPLITTING NAVAL FORCES: A naval force which splits from another naval force during the course of an activity is subject to naval interception even if the combined naval force was intercepted, provided the new naval force enters a different sea hex from its parent naval force.

E. SUBMARINES: Submarines may intercept in a different hex from other naval units (22.915).

F. RETURNING NAVAL FORCES: A naval force may be intercepted a second time once it has completed or aborted its naval activity.

G. DISPLACED NAVAL UNITS: A displaced (21.23) or escaping (23.462) naval force may be intercepted.

EXAMPLE: Japanese TFs sail independently from Manila, Okinawa and Tokyo, rendezvous south of Okinawa and proceed on their mission. The Americans could intercept each of the three groups prior to their rendezvous, and intercept once afterwards. Had the Japanese combined their TFs by sailing the Manila TF to Okinawa, then both TFs to Tokyo, then all three TFs on their mission, the Americans could have intercepted the Manila TF, the combined Manila and Okinawa TFs, and all three TFs, but the Okinawa and Tokyo TFs could not have been intercepted separately.

22.131 INTERCEPTION IN THE ACTIVITY HEX: If interception occurs in an activity hex, the interception is resolved before the naval force completes its activity.

22.132 AIR ATTACKS:

A. Air attacks on naval activities are distinct from naval interceptions and may be made in any hex or hexes along the route of the naval activity (23.7), including a hex where naval interception occurs and hexes along the path taken by naval units returning to port.

B. If air attacks and naval interception occur in the same hex, the attacking air units participate in the resulting naval combat and may not attack the intercepted activity outside of naval combat.

22.14 INTERCEPTION MECHANICS:

A. INTERCEPTIONS OF DIFFERENT ENEMY ACTIVITIES PERMITTED: Naval units based in the same port may intercept different

enemy naval targets, whether or not they are part of a TF, although each naval unit may intercept only one enemy naval target per phase.

B. TFs INTERCEPT SEPARATELY: Each TF, including those in the same port, intercepts separately, even against the same enemy target. TFs may be reconstituted immediately before intercepting and counter-intercepting. This may result in the formation of new TFs so that more TFs intercept the same enemy target.

C. NAVAL UNITS WHICH ARE NOT IN A TF: Up to nine non-TF naval factors in a given port may intercept each enemy target, regardless of the size of the enemy target. A TF and naval units which are not in a TF may both intercept from the same port.

D. HOLDING BACK NAVAL UNITS: Naval units may be held back from interception for any purpose.

E. ONE INTERCEPTION HEX ONLY: If naval units from more than one base intercept the same enemy target, they must select a common interception hex (22.13).

F. INTERCEPTION BY DEFENSIVE PATROLS: Naval units on defensive patrol intercept in the same manner as naval units in port.

22.141 Successful naval interception results in naval combat between the intercepting naval force and the intercepted naval force, as well as all other enemy naval units passing through the interception hex, including submarines, subject to the following exceptions:

A. NAVAL ACTIVITIES WITH DISTINCT PATHS: Naval activities which cross paths in a single hex, other than a common hex of origin or a common destination hex, are considered to have passed through the hex at different times and are intercepted separately.

B. SEA SUPPLY: Sea supply lines to different supply zones are intercepted separately.

C. RAIDERS: Raiding groups moving to or from an SW box are intercepted separately.

D. SEA ESCORTS AND NRs: All sea escorts and NRs are intercepted separately unless the moving player has elected to combine sea escorts (28.32A) or NRs (28.32B) to the same destination. Combined sea escorts and NRs are intercepted together.

E. NON-COOPERATION: British and French naval forces while Anglo-French cooperation restrictions are in effect (53.253).

While sea supply and NRs to different destinations may not support one another (22.141B, C), because their range is unlimited (21.3612), sea transports and seaborne invasions may support one another except in their target hex, as 21.321 prohibits naval forces conducting a sea transport or seaborne invasion from entering the target hex of another sea transport or seaborne invasion.

22.15 CONTEMPORANEOUS NAVAL ACTIVITIES: The moving player must, at each stage of his player turn, announce all the contemporaneous naval activities he wishes to conduct before the defender decides whether and where to intercept:

A. During the movement phase the moving player must indicate all patrols, naval base changes and SW box redeployments before the defender makes any interception decisions; during the combat phase the moving player must announce all naval missions he will undertake, including the destination of each mission and which ground units, if any, are aboard his fleets, before the defender makes any interception decisions.

B. Sea supply, raiders and NRs are contemporaneous and are announced by the moving player simultaneously, although they may be made separately and carried out sequentially.

C. Naval units return to base contemporaneously once all contemporaneous activities are completed (EXCEPTION: Patrolling naval units may remain in their patrol hex until other friendly naval forces have returned to port, in order to assist those naval forces if they are intercepted).

D. Naval units which abort an activity, withdraw from naval combat or are displaced during the opposing turn return to base immediately.

22.16 COUNTER-INTERCEPTIONS: The attacker may counter-intercept the defender's intercepting naval units in the same manner as interceptions.

22.161 MECHANICS: Counter-interception takes place before naval combat arising out of the defender's original interceptions is resolved. Counter-interceptions are carried out in the same manner as interceptions. The manner in which naval combat is resolved depends on the location of the counter-interception hex:

A. INTERCEPTION HEXES: If an intercepting force is counter-intercepted in the same hex as it intercepted the moving player's naval activity, a single naval battle is resolved in the interception hex between all naval forces in that hex. Other intercepting and counter-intercepting naval forces which did not reach the interception hex in their first attempt may also join in subsequent rounds of the naval combat (22.24B).

B. NON-INTERCEPTION HEXES: If an intercepting naval force is counter-intercepted in a hex other than its interception hex, naval combat between the intercepting and counter-intercepting naval forces is first resolved in the counter-interception hex, without the participation of the naval force which was originally intercepted, to determine whether the intercepting naval force is able to complete its interception. If the intercepting naval force defeats the counter-intercepting naval force, it may either continue to the interception hex and engage in naval combat with the intercepted naval force or abort the interception and return to port, at the owning player's option.

22.162 COUNTER-INTERCEPTION OF MORE THAN ONE INTERCEPTING TF: If two or more intercepting TFs traveling along the same path, whether or not they started from the same port, are counter-intercepted together (22.141) before the interception hex (22.161B), a single naval battle is resolved as set out in 22.252.

22.163 OFFENSIVE PATROL SUPPORT FOR FRIENDLY NAVAL ACTIVITIES: Naval units on offensive patrols, including submarines, do not roll dice to counter-intercept. Instead:

A. Patrolling naval forces may only counter-intercept in the hex in which the intercepting enemy naval forces intercepted the original naval activity.

B. If the interception hex is within three hexes of its patrol hex, the patrolling naval force moves to the interception hex and participates in the first round of naval combat.

C. If the patrol hex is more than three hexes from the interception hex, the patrolling force does not participate in the first round of naval combat; its participation is deferred by one round for every additional four (European) or two (Pacific) hexes it is from the interception hex. In Europe: patrol hex within 3 hexes: round one; 4-7 hexes: round two; 8-11 hexes: round three, and so on; in the Pacific: patrol hex within 3 hexes: round one; 4-5 hexes: round two; 6-7 hexes: round three, and so on.

D. Patrolling naval forces which participate in the naval combat between a friendly naval force and an intercepting naval force adopt its mission once any naval combat is resolved, provided they are permitted to do so (21.4182B).

E. If naval combat ends before a patrolling force enters naval combat between a friendly naval force and an intercepting naval force, the patrolling force returns to its patrol hex and may be used later in the player turn (21.4182C).

22.164 SEQUENCE OF INTERCEPTION AND COUNTER-INTERCEPTION ATTEMPTS: Where both players are intercepting and counter-intercepting naval forces, this sequence is followed:

A. INTERCEPTIONS: The defender announces all naval interception attempts (EXCEPTIONS: Interceptions of patrols, which may occur while a patrol is en route to its patrol hex - 21.416; interceptions of returning naval units, which occur once the activity is completed - 22.18), then makes his naval interception dice rolls.

B. COUNTER-INTERCEPTIONS: All naval counter-interceptions of interception attempts are then announced and resolved, before any naval combat resulting from successful interceptions is resolved.

C. COUNTER-COUNTER-INTERCEPTIONS: All naval counter-counter-interceptions are then announced and resolved, before any naval combat resulting from successful counter-interceptions is resolved.

22.17 COUNTER-COUNTER-INTERCEPTIONS: No further levels of interceptions beyond counter-counter-interceptions are permitted.

All good things must come to an end. The moving player may conduct naval activities and counter-intercept; the defender may intercept the moving player's naval activities and (in rare cases) counter-counter-intercept the moving player's counter-interceptions. Counter-counter-counter-interceptions are prohibited, both because they almost never arise and because the word is too hard to say.

22.18 INTERCEPTION OF RETURNING NAVAL UNITS: Naval forces may be intercepted as they return to port.

A. Interceptions of returning naval units are not announced until the naval units in question attempt to return to port.

B. Naval forces returning to port may first be intercepted when they enter a sea hex adjacent to their activity hex.

C. Naval units returning to port may, subject to range restrictions (21.33), combine with other friendly naval units for mutual protection, in the same manner as naval units engaged in a naval activity (22.141).

D. If a naval force divides into two or more naval forces as it returns to port, the newly created naval forces are subject to interception even if the original force was also intercepted.

E. Patrolling naval units may defer their return to port in order to protect naval forces which performed missions as they return to port.

F. The interception modifiers for naval units returning to port are recalculated. No additional dice are rolled to intercept a returning naval force which was spotted by air units while moving to its activity hex

22.19 COMBINED AIR AND NAVAL INTERCEPTION: The moving player dictates the order in which air attacks and naval interceptions of concurrent naval activities are resolved, the intercepting player dictates the order in which air attacks and naval counter-interceptions of concurrent naval interceptions are resolved, and so on.

A. When naval interception occurs, the intercepting force first sails to the interception hex, possibly undergoing air attack en route.

B. The intercepted force then moves to the interception hex, and is also subject to air attacks en route.

C. Once both forces have reached the interception hex, naval combat, including air attacks in the interception hex itself, is resolved.

22.2 RESOLVING NAVAL INTERCEPTIONS:

22.21 DICE ROLLS USED: Naval interceptions are resolved by rolling one or more dice for each intercepting naval force, calculating the total, and comparing that total to the distance to the interception hex to determine whether the intercepting naval force arrives in time for the first round of naval combat or later joins the naval battle in a subsequent round (22.23).

Naval Interception Table - 22.21	
Dice	Relevant Factors
2	Activities carrying cargo (sea supply, sea transports, seaborne invasions, sea escort), shore bombardment and fast carrier missions.
2	Patrols which attempt to remain in their patrol hex for the combat phase.
2	Counter-interception in an interception hex.
1	Each TF in the intercepted force.
1	Each ground factor defending against a seaborne invasion in the interception hex. Maximum +3.
1	Each air squadron which spots the naval activity. Maximum +3.
1	Each submarine that is on patrol or uninverted in a base within three hexes of the interception hex; surface forces only. Maximum +3.
1	Codebreaking. Maximum +1.
-1	The intercepting force contains slow ships or is a submarine.
Explanation: The number of dice rolled for naval interception is determined by the total for the applicable relevant factors. If none of the factors apply, no interception may take place. In the Pacific theater, the interception result is halved (round up).	
Patrols: Naval units on offensive patrol, including patrolling submarines, do not roll dice to counter-intercept. Instead they immediately support a friendly naval force within three hexes of their patrol hex; their support is deferred by one combat round for every additional four (European) or two (Pacific) hexes to the interception hex (22.163).	
Counter-interceptions: Counter-interceptions and counter-counter-interceptions are resolved in the same manner as interceptions.	
Maximum range: The maximum range for naval interception is 40 (European) or 20 (Pacific) hexes.	

22.22 NUMBER OF DICE ROLLED: The number of dice rolled is determined by the Naval Interception Table. The cumulative total is used. There is no limit to the number of dice that may be rolled, although maximum range for naval interception is 40 (European) or 20 (Pacific) hexes.

A. CARGO, SHORE BOMBARDMENT AND FAST CARRIER MISSIONS: Two dice are rolled if the intercepted naval force is carrying cargo (sea supply, sea transports, seaborne invasions, sea escort) and for shore bombardment and fast carrier missions. The cargo modifier also applies to the naval force's return trip to port.

B. PATROLS: Two dice are rolled if the intercepted naval force is a patrol attempting to remain in its patrol hex for the combat phase.

C. COUNTER-INTERCEPTIONS: Two dice are rolled if the intercepted naval force is counter-intercepted or counter-counter-intercepted in the interception or counter-interception hex.

D: SIZE OF THE INTERCEPTED FORCE: One die is rolled for each TF in the intercepted naval force.

E. CONTESTED INVASIONS: One die is rolled for each ground factor defending against a seaborne invasion in the interception hex, up to a maximum of three dice.

F. AIR: One die is rolled for each land-based search AAS or NAS which spots the enemy naval force en route to or in the interception hex, up to a maximum of three dice.

- A naval force may only be spotted by uninverted air units in operational bases within range of the interception hex or any hex along the route to the interception hex. Search AAS and NAS are equivalent for this purpose.
- Air units which spot an enemy naval activity are not inverted as a result and are not obliged to attack the enemy naval activity. A given air unit may simultaneously influence any number of interception attempts. An air unit which is already committed to another activity, such as ground support or defensive air support, is not eligible to assist naval interceptions.
- Air units attacked by an enemy patrol en route to its patrol hex are considered to have spotted the patrolling force, even if they are eliminated by the patrol.
- Anglo-French cooperation restrictions do not prohibit either nation's air units from assisting in the other's interceptions; Russo-Allied cooperation restrictions do prohibit such cooperation.

G. SUBMARINE ASSISTANCE: One die is rolled by surface forces for each friendly submarine that is on patrol or uninverted in a base within three hexes of the interception hex, up to a maximum of three dice. A submarine assists interceptions by surface forces, but not submarines.

H. CODEBREAKING: One die is rolled for all naval interceptions for that player turn if the intercepting player plays more strategic cards than his opponent with respect to naval interceptions.

- The play of two or more strategic cards than his opponent does not allow a player to roll two or more additional dice. The maximum effect of a strategic codebreaking advantage is one additional die roll for interceptions.
- Strategic cards may not reduce the number of dice rolled for naval interceptions.

I. SLOW SHIPS AND SUBMARINES: One fewer die is rolled if the intercepting naval force contains slow ships or is a submarine.



22.23 SUCCESSFUL NAVAL INTERCEPTIONS: If the interception dice roll is equal to or greater than the distance in hexes from that naval force's base to the interception hex along its previously announced path (which will usually, but not always, be the shortest distance), the interception succeeds, subject to counter-interception, and the intercepting naval force engages the intercepted naval force in the first round of naval combat.

22.24 FAILED NAVAL INTERCEPTIONS:

A. COMPLETE FAILURE: If all initial interception attempts of a particular naval activity fail, all naval forces which attempted interception of that naval activity are considered to have remained in port, and play continues as though no naval interceptions had been attempted. The unsuccessful intercepting naval units are not subject to counter-interception or air attack.

B. PARTIAL FAILURE: If the interception dice roll is less than the distance in hexes from that naval force's base to the interception hex along its previously announced path, the intercepting naval force is not considered to have arrived at the interception hex in time for the first round of naval combat. The intercepting force may join in a later round of naval combat if at least one naval interception of that activity succeeded and the naval battle continues long enough; its participation in the naval battle is deferred by one round for every additional four (European) or two (Pacific) hexes it is from the interception hex:

- **Europe:** If the interception force gets to within 4 hexes of the interception hex: round two; 5-8 hexes: round three; 9-12 hexes: round four; and so on.
- **Pacific:** If the interception force gets to within 2 hexes of the interception hex: round two; 3-4 hexes: round three; 5-6 hexes: round four; and so on.
- Interception of an enemy naval force by submarines or attacks on an enemy naval force by air units alone are not sufficient to allow failed interceptions to join in a naval battle.

C. IF NO DICE ROLLED: Naval forces may not intercept if the number of dice they are entitled to roll for their initial interception is zero or less.

22.25 COUNTER-INTERCEPTIONS: Once all naval interception rolls have been made, the moving player may attempt to counter-intercept any interceptions, including those which did not reach the naval interception hex in time for the first round (EXCEPTION: If no interceptions succeeded (22.24A), those interceptions are considered not to have taken place and may not be counter-intercepted).

22.251 SEPARATE INTERCEPTIONS: Intercepting naval forces which sailed along different paths (22.141A) are counter-intercepted separately and may not assist another intercepting naval force which is counter-intercepted.

22.252 COMBINED INTERCEPTIONS: The counter-interception of two or more intercepting TFs traveling along the same path (22.162) is resolved as follows:

A. In the first round of naval combat, the counter-intercepting naval forces engage all the intercepting TFs that have reached the counter-interception hex. This is determined by the distance each intercepting TF must travel to the counter-interception hex along their interception route and their interception die rolls.

B. Intercepting TFs which didn't reach the counter-interception hex join in subsequent rounds of naval combat as per 22.24B.

C. All the intercepting TFs traveling along the same path are considered to be involved in the counter-interception naval combat, even if it is resolved prior to the round in which they actually participate.

D. If the counter-intercepting force wins the naval combat, all intercepting TFs, including those which were to have joined in later rounds of naval combat, are considered to be defeated and return to port without completing their initial interception.

E. If the intercepting forces wins the naval combat, they complete their interception or return to port, at the intercepting player's option.

F. Other intercepting naval forces traveling along different paths than the counter-intercepted naval forces (22.251) may not support the counter-intercepted naval forces and do not participate in the ensuing naval combat.

22.253 COUNTER-COUNTER INTERCEPTIONS: Counter-counter-interceptions (interceptions of counter-interceptions) are treated as counter-interceptions.

22.26 INVERSION OF INTERCEPTING NAVAL UNITS:

Intercepting naval units are inverted when they return to base if they engage in naval combat with the intercepted naval force. Intercepting naval units are not inverted when they return to port if:

A. All interception attempts fail and there is no naval combat with the enemy naval force sought to be intercepted (22.24A).

B. The naval force they intercept is eliminated or aborts its activity before it reaches the interception hex because of another interception, air or submarine attack.

C. Other friendly naval forces intercept the enemy naval force, but the naval force in question fails in its initial interception attempt and never completes its interception attempt because the naval battle ends before the naval force in question may participate.

D. The naval force is counter-intercepted, but elects to withhold some or all of its naval units from counter-interception naval combat. The withheld units are not inverted.

- The decision to withhold naval units from counter-interception naval combat is made on a round-by-round basis. Naval units which are withheld from counter-interception naval combat may be committed to combat in subsequent rounds.
- Naval forces which are withheld from counter-interception naval combat remain part of the intercepting naval force, are considered to be screened (22.53), and are vulnerable to and contribute to defense against air and submarine attacks. Intercepting naval units which are screened during all rounds of counter-interception naval combat are not inverted unless they are damaged by enemy attack.
- Fast carriers which launch air strikes and fleet units which fire are considered to have engaged in naval combat.
- An intercepting naval force which engages in naval combat with an intercepted enemy naval force may not withhold naval units from interception naval combat and is therefore inverted when it returns to base.

This rule is required to eliminate a trick on the part of the opponent: if a player attempts to invert a large intercepting naval force which fails to reach its target in its initial attempt by counter-intercepting it with a token force, the intercepting player may choose to use only one or two named ships to eliminate the harassing force, so his remaining forces are eligible to intercept other enemy activities later in that player turn.

22.27 Naval units which do not take part in naval combat, either in the interception hex or from counter-interception en route to the interception hex, return to their original base, are subject to attack or counter-interception by enemy air or naval units en route, and are not inverted once they reach their base unless they participate in naval combat while returning to base. They may not attempt additional interceptions until a subsequent phase.

22.28 ABORTING NAVAL ACTIVITIES: A naval force may abort its naval activity only if:

A. It is attacked by enemy air units or submarines or is engaged in naval combat by intercepting enemy naval units.

B. A friendly naval force with which it was to combine to carry out its naval activity aborted or was eliminated after being attacked by enemy air units or submarines or after engaging in naval combat with intercepting enemy naval units. A naval force is not compelled to abort its activity if a friendly force with which it was to combine aborted or was eliminated.

22.281 Naval forces which abort and return to base may be attacked by enemy air units or submarines or intercepted by uncommitted enemy naval forces which did not previously attempt interceptions during that phase. Naval forces which abort are inverted once they reach their base.

22.282 If a naval force containing transports aborts its naval activity, contemporaneous naval operations involving transports to the destination supply zone are unaffected, but no transports may be used for naval operations relating to the destination supply zone for the remainder of the player turn (21.315).

22.3 NAVAL COMBAT:

22.31 OVERVIEW: Once all naval forces engaged in a naval battle are placed in the interception hex, naval combat is resolved in a series of combat rounds, each of which may consist of one or more of the following, depending on whether the naval forces involved contain fast carriers and submarines:

- A. Carrier-based air strikes against land-based air units.
- B. Carrier- and land-based air strikes against enemy naval forces.
- C. Fleet combat.
- D. Submarine attacks.

22.311 This sequence of air strikes, fleet combat and submarine attacks is repeated until one side or the other entirely withdraws or is completely eliminated.

22.32 NAVAL COMBAT ROUNDS: Each round of naval combat consists of air attacks, followed by fleet combat and submarine attacks. In any given naval combat round, all, some or none of these may occur.

22.33 COUNTER-INTERCEPTIONS: If the moving player counter-intercepts an intercepting naval force, the intercepting and the counter-intercepting naval force are placed in the counter-interception hex and the procedure outlined above is followed. The naval force originally intercepted does not participate in this naval battle unless the counter-interception occurs in the interception hex (22.161).

22.34 LAND-BASED AIR:

22.341 Eligible land-based air units (22.433) within range of a naval battle may participate by:

- A. Being attacked by carrier-based naval air units (all air units).
- B. Providing air cover for a friendly naval force (cover AAS and NAS).
- C. Searching (search AAS and NAS).
- D. Attacking an enemy naval force (attack AAS and NAS).

22.342 Land-based air units may not attack enemy air or naval bases in the course of naval combat.

22.343 Army air units participate in naval combat as squadrons (23.13).

22.35 RAIDERS: Naval combat involving raiders in an SW box is resolved without the need for combat groups, search and possible surprise, as follows:

- A. Each force forms a single combat group, regardless of size.
- B. Each combat group is deemed to have found the other. Neither combat group is surprised.
- C. Any carrier air strikes are resolved.
- D. A single round of fleet combat is resolved.
- E. If all the unscreened defending naval units which engaged a raiding group are sunk in naval combat (21.5361B), attacks against transports by raiders which did not engage in naval combat are resolved.
- F. Any reinforcing naval units are added to the Western Allied combat group and a second round of air strikes and fleet combat is resolved.



22.4 NAVAL COMBAT SEGMENTS:

22.41 NAVAL COMBAT SEGMENTS: Each naval combat round is divided into the following segments, not all of which will necessarily occur in each naval battle:

A. FORMATION OF COMBAT GROUPS:

- Each player secretly assigns combat group numbers to his participating TFs (22.423). Naval forces which were not part of a TF form a single combat group (22.421).

B. ATTACKS AGAINST ENEMY AIR BASES:

- Each player allocates some, all or none of his carrier-based naval air units to counterair enemy land-based air units (23.61C).
- Each player then announces and carries out a single round of counterair attacks.
- Land-based air units which are not eliminated or aborted by the counterair combat result may participate in the ensuing round of naval combat.

C. ALLOCATION OF CARRIER-BASED AIR UNITS:

- Each player secretly assigns his unused carrier-based naval air units to offensive (air strikes) and defensive (combat air patrol) operations for that combat round (22.44).

D. ALLOCATION OF LAND-BASED AIR UNITS TO AIR COVER:

- Each side announces air cover by land-based air units within range of the naval combat by secretly assigning them to a specific combat group.
 - Air units assigned to provide air cover may be used to defend that combat group against attacks by enemy air units.
 - Land-based NAS committed to air cover may not be used to search or to attack enemy naval units in that combat round.
 - Search and attack AAS may not be used to fly air cover.

E. SEARCH: Each player rolls dice to determine his success in searching for his opponent's combat groups (22.45).

F. REVEALING COMBAT GROUPS: For each found combat group, the owning player reveals:

- whether the combat group consists of less than ten naval factors.
- how many fast carriers it contains.
- whether it is fast or slow.
- whether it is carrying cargo.

G. AIR STRIKES AND ATTACKS: Found enemy combat groups may be attacked by land-based and carrier-based air units, in the following order:

- One surprise carrier-based air strike per naval combat round.
- Non-surprise air strikes.

H. FLEET COMBAT: Fleet combat is resolved (22.54).

I. SUBMARINE ATTACKS: Submarine attacks are resolved (22.9).

22.411 BETWEEN ROUNDS OF NAVAL COMBAT:

A. WITHDRAWAL: Each side may withdraw some, all or none of its naval units (22.6).

B. REINFORCEMENT AND ADDITIONAL ROUNDS OF NAVAL COMBAT: If both sides still have naval forces engaged in combat, naval forces which failed to reach the interception hex for the initial round of naval combat (22.24B) or which had to wait until another friendly combat group leaves the naval battle before participating (22.421C) may join in, then another round of naval combat is resolved.



22.42 COMBAT GROUPS:



22.421 FORMATION: Naval forces seeking to engage in naval combat secretly deploy into combat groups as follows:

- A. Prior to the first round of naval combat:

- Each TF unencumbered by cargo forms a separate combat group. Unencumbered TFs may not be broken down and may not combine with other unencumbered TFs to form combat groups.
- Intercepting naval forces containing less than ten naval factors unencumbered by cargo combine to form a single combat group.
- A naval force carrying cargo, including an unprotected sea supply line and transports carrying cargo, may be strengthened by combining with an unencumbered combat group.
- Combat groups formed by combining small naval forces or the combination of encumbered and unencumbered naval forces:
 - May not contain more than 25 naval factors; any surplus forms a second, separate combat group, and so on. If a naval force carrying cargo combines with an unencumbered combat group, any surplus must come from the unencumbered combat group. Transports are not counted in determining the size of combat groups.
 - Must contain at least one fast fleet factor for each fast carrier factor. Surplus carriers may not voluntarily join in naval combat and must return to port.

B. Each TF which enters an ongoing naval battle after one or more rounds of naval combat have been completed forms a new combat group. Smaller forces which are not part of a TF which enter an ongoing naval battle in the same round combine to form a separate combat group, as set out in 22.421A.

C. No more than six friendly combat groups may take part in any one round of naval combat.

- If a naval force consisting of more than six combat groups engages in naval combat, surplus combat groups do not take part in the first round of naval combat, but remain on the periphery of the naval battle and are not subject to attack by enemy air or naval units.
- Combat groups to which cargo (21.35) has been assigned must participate in naval combat. Otherwise the owning player decides which combat groups engage in naval combat and which are surplus.
- After the first round of naval combat is resolved, surplus combat groups may participate in the second round of naval combat only if one or more friendly combat groups withdraw or were eliminated, so that no more than six combat groups participate in the second round of naval combat. Combat groups may not rotate in and out of naval combat. This procedure is repeated until the naval battle is resolved.

22.422 SPEED: Combat groups are either “fast” or “slow”. A combat group is fast unless it:

- Contains a slow ship, including damaged ships (20.121).
- Is carrying cargo (22.427).

22.423 NUMBERING:

A. ASSIGNING COMBAT GROUP NUMBERS: Each player assigns a unique combat group number to his participating naval forces by placing a numbered combat group counter by each TF on his Naval Status Board. Each combat group may be assigned any combat group number between “1” and “6”, subject only to the restriction that no two combat groups may have the same combat group number.

B. SECRECY: Each player reveals his combat group numbers to the opposing player by placing duplicate combat group markers on the Naval Combat Chart. The composition of each combat group remains hidden on each player’s Naval Status Board until that combat group is attacked.

22.424 RENUMBERING: Once a combat group number has been assigned, this number may only be changed if the combat group evades fleet combat (22.523).

22.425 STATUS: At any given point in a naval battle, each combat group has one of the following statuses:

- ACTIVE:** If a combat group’s number is equal to or less than the number of the current combat round, that combat group is “active”.
- DISTANT:** If a combat group’s number is greater than the number of the current combat round, that combat group is “distant”.
- PENDING:** Combat groups that have not yet joined in naval combat are “pending”. This occurs when a combat group:
 - Did not reach the interception hex for the first round of naval combat (22.24B); or

- Has to wait until another friendly combat group leaves the naval battle before participating (22.421C).

D. EFFECTS:

- **Active** combat groups:
 - Contribute to search; and
 - May initiate fleet combat.
- **Distant** combat groups:
 - Contribute to search only if they contain a fully operational fast carrier; and
 - Only engage in fleet combat if attacked by an active enemy combat group.
- **Pending** combat groups:
 - Take no part in naval combat until they join in a naval battle.
 - Are assigned any unused combat group number when they join a naval battle.

22.426 COMBINING PROHIBITED: Combat groups fight separately and may never combine with other combat groups.

22.427 CARGO: Cargo remains with the combat group to which it was originally assigned prior to the first round of naval combat (21.35). A combat group which is carrying cargo or protecting sea supply is considered to be slow (22.422) and, if engaged in fleet combat, incurs a -1 modifier to its fleet combat dice roll, while the opposing force receives a +1 modifier to its fleet combat dice roll (22.552B).

22.428 EFFECT OF COMBAT GROUPS ON SEARCH:

A. One search die is rolled for each friendly active combat group consisting of at least ten undamaged naval factors (22.451D).

B. One search die is rolled for each distant combat group containing at least one fully operational fast carrier. No additional modifier is received for having more than one fully operational fast carrier in a combat group (22.451D).

C. Pending combat groups never contribute to search.



22.43 ATTACKS AGAINST ENEMY BASES:

22.431 COUNTERAIR RESOLVED BEFORE SEARCH: Once each naval force has been divided into combat groups as required, each player decides whether and which of his carrier-based naval air units will counterair enemy land-based air units within range of his naval force. Each player then announces the number of NAS counterairing each enemy base and resolves one round of counterair combat for each enemy air base, in whatever order he wishes.

22.432 SURVIVING CARRIER-BASED AIR UNITS: Naval air units which counterair enemy land-based air units may not conduct other air operations during that combat round, return to their carriers at the same time as carrier-based air units that conducted air strikes and flew CAP (22.463), and may be used in subsequent rounds of the naval combat.

22.433 SURVIVING LAND-BASED AIR UNITS: Land-based air units which are not eliminated or forced to abort by the counterair combat result may participate in the round of naval combat in which they were counteraired by providing air cover, searching or later attacking enemy naval units. Surviving land-based air units, including those forced to abort in previous rounds of counterair combat, may be used in subsequent rounds of the naval combat.

22.434 THE FINAL ROUND OF COUNTERAIR COMBAT: After the naval combat is concluded, the status of defending land-based air units for the remainder of the player turn is determined by the attacker's final counterair combat result during naval combat (18.526A).

The combined effect of these rules is that the effect of counterair attacks by carrier-based naval air units is determined each round. All surviving land-based air is eligible for use in each subsequent round of naval combat, even if previously subject to an "abort" result, and must therefore be counterair each round to be neutralized. Land-based air units subject to an "abort" result may participate in subsequent rounds of naval combat, even though they will be inverted at the end of the naval battle because of the earlier "abort" result.

22.44 ALLOCATION OF AVAILABLE AIR UNITS:

22.441 CARRIER-BASED NAVAL AIR UNITS: After counterair attacks are resolved, each player secretly allocates his remaining available carrier-based naval air units to either:

- A. Air strikes against enemy naval units; or
- B. Combat air patrol over their combat group.

22.442 ELIGIBLE LAND-BASED AIR: Land-based air units are eligible to participate in a naval battle if they:

- A. Are uninverted in an operational base within range of the hex in which naval combat is taking place.
- B. Have not already been committed to ground support, defensive air support, the interception of defensive air support or the interception or counter-interception of air transport missions.
- C. Have not been forced to abort by a counterair attack by enemy carrier-based naval air units in the current round of naval combat (22.433).

22.4421 AIR COVER:

- A. Land-based air units which fly air cover are secretly assigned to a specific friendly combat group.
- B. The commitment of land-based air units to air cover is announced when made, although the combat group to which they are assigned is not revealed until an air strike against that combat group is made.
- C. Land-based air units which provide air cover may defend against both surprise air strikes and non-surprise air strikes (22.461) in the current combat round and participate in subsequent rounds of naval combat in the same naval battle unless eliminated in air combat with enemy air units.

22.4422 AIR SEARCH:

- A. Eligible search AAS and land-based NAS which were not committed to air cover against enemy carrier attacks may help search for enemy naval forces (23.11B).
- B. NAS used to search may not attack enemy naval forces later in the same combat round.
- C. For each air squadron allocated to search, one additional die is rolled for search, up to a maximum of three additional dice (22.451A).



22.45 SEARCH:

22.451 SEARCH ROLLS: After carrier-based air units have been assigned to offensive or defensive tasks, and land-based air units have been assigned to air cover, each player determines how many search die rolls, if any, he may make to search for his opponent's combat groups. The number of search rolls made is determined as follows:

A. AIR: One die for each land-based air squadron assigned to search (22.4422). (Maximum: +3).

B. CODEBREAKING: If either player obtained a search advantage from playing tactical codebreaking cards (48.32B) or from the tactical advantage associated with a Magic interception (48.62), that player rolls one additional search die and his opponent rolls one fewer search die. (Maximum: +/-1).

C. ADDITIONAL COMBAT ROUNDS: One additional die is rolled for each round of naval combat that has been resolved in a naval battle (one die in the second round; two dice in the third round; and so on. There is no maximum).

D. COMBAT GROUPS:

- One die for each friendly active combat group consisting of at least ten undamaged naval factors (22.428). This modifier applies only to active combat groups; this modifier does not apply to distant combat groups. (Maximum: +6).
- One die for each distant combat group containing at least one fully operational fast carrier at the start of the combat round. Active combat groups do not receive an additional modifier for containing fast carriers, and no additional modifier is received by distant combat groups for having more than one fully operational fast carrier in a combat group (Maximum: +5).
- Pending combat groups never contribute to search.

Search Table - 22.45	
Number of search die rolls	
+1	Each land-based air squadron assigned to search (22.451A). (Maximum: +3).
+/-1	Codebreaking advantage (48.51A, 48.62).
+1	Each previous round of naval combat. (No maximum).
+1	Each friendly active combat group consisting of at least ten undamaged naval factors (22.451D). (Maximum: +6).
+1	Each friendly distant combat group containing at least one fully operational fast carrier (22.451D). (Maximum: +5).
Search results	
No search result	The enemy combat group remains hidden and may not be attacked.
One or more search results	The enemy combat group is found and is eligible to be attacked. The owning player must reveal whether the combat group consists of less than ten naval factors, how many fast carriers it contains, its speed and whether it is carrying cargo.

22.452 SEARCH RESULTS: If at least one search die roll matches the number of an enemy combat group, a search result is achieved against that combat group.

A. NO SEARCH RESULT: If no search result is achieved, the enemy combat group remains hidden.

B. ONE SEARCH RESULT: If a search result is achieved, the enemy combat group is found and the owning player must reveal:

- whether it consists of less than ten naval factors.
- how many fast carriers, if any, it contains.
- whether it is fast or slow.
- whether it is carrying cargo.

C. MULTIPLE SEARCH RESULTS: If more than one search result against the same combat group is achieved, that enemy combat group may be attacked more than once:

- **Air Strikes:** For each search result against an active or distant enemy combat group, one air strike may be made against that combat group (23.72).
- **Fleet Combat:** For each search result against a distant enemy combat group, one active unpaired combat group may initiate fleet combat against that combat group (22.52). No search results are required for fleet combat between active combat groups and such fleet combat does not count against the limit on the number of air strikes.
- **Effects Cumulative:** The effects of search results are cumulative: two search results would allow any one of the following:

- Two air strikes against any combat group;
- Two fleet combats against a distant combat group; or
- One air strike and one fleet combat against a distant combat group.
- **Submarine Attacks:** Submarine attacks do not count against the limit on the number of times a found combat group may be attacked.

22.46 AIR STRIKES: Once all search die rolls are made, air strikes are resolved at set out below. Naval air units allocated to air strikes against enemy naval units are not compelled to attack.



22.461 AIR STRIKES SEQUENCE: Air strikes are resolved in the following sequence:

- A.** One surprise air strike by carrier-based naval air units (only if no friendly combat groups were found).
- B.** Non-surprise air strikes by carrier-based and land-based air units, with the player with the greater number of search results (the intercepting player, if tied) launching his air strikes first. The first player decides on the target of his second air strike after resolving his first air strike, and so on, until he has resolved all his air strikes; his opponent then resolves his air strikes. Carrier-based and land-based air units may combine to make an air strike.

22.462 RESTRICTIONS:

- A.** Air strikes may only be launched against found enemy combat groups.
- B.** One air strike may be launched for each search result achieved against the enemy combat group.
- C.** The number of attacking air squadrons in each air strike is limited by the Air Nationality DRM of the attacking air squadrons (23.73).
- D.** If no friendly combat groups were found, a single surprise air strike by carrier based naval air units against one found enemy combat group may be launched (23.741).
- E.** If one or more friendly combat groups were found, only non-surprise air strikes may be launched.
- F.** See 23 for the details of air strikes.

22.463 RETURNING NAS AND MISSING CARRIERS: Once all air strikes are resolved, all surviving land-based air units return to land bases and all surviving naval air returns to their carriers.

A. TIMING: All naval air units return to their carriers before fleet combat is resolved.

B. NAVAL AIR UNITS FLYING COMBAT AIR PATROL: Naval air units flying combat air patrol may land on:

- any undamaged carrier in any combat group in their naval force, including carriers in another combat group.
- at any air base, subject to stacking limits, within three hexes of the hex in which the naval battle is being fought, but are inverted for the remainder of their player turn if they do so.

C. NAVAL AIR UNITS RETURNING FROM ATTACKS: Naval air units returning from counterair attacks against land-based air and air strikes against naval units may land on:

- any undamaged carrier in any combat group in their naval force, including carriers in another combat group.
- If there are not enough undamaged carriers to accommodate the returning naval air units, any surplus naval air units are eliminated.



22.5 FLEET COMBAT:

22.51 FLEET COMBAT: Fleet combat is resolved after all air strikes are resolved.

22.52 RULES OF ENGAGEMENT: Fleet combat must involve at least one active combat group, and may only be avoided if one side evades fleet combat (22.523).

22.521 MECHANICS: The following steps are followed in the indicated sequence:

- A.** Active combat groups with the same combat group number pair off in fleet combat.
- B.** Starting with the lowest numbered unpaired combat group, each active unpaired combat group then pairs off with the next highest unpaired opposing active combat group, until one side has all its active combat groups paired.
- C.** Fleet combat is then resolved for these engagements.
- D.** Each active combat group which either did not engage in fleet combat with an opposing active combat group or which sank all the naval units in an opposing active combat group it engaged in fleet combat may then engage in fleet combat with:

- An opposing active combat group (both fast and slow unpaired active combat groups); or
- An opposing distant combat group found by a search roll (fast unpaired active combat groups only).

E. Fleet combat is then resolved for these engagements.

22.522 LIMITS ON FLEET ENGAGEMENTS: Subject to 22.521, in each combat round:

A. ACTIVE COMBAT GROUPS: There is no limit on the number of combat groups that may engage opposing active combat groups in fleet combat.

B. DISTANT COMBAT GROUPS: Each fast, active combat group that engages a found distant combat group in fleet combat counts towards the limit on the number of times that combat group may be attacked in that combat round (22.452C).

A combat group with a number higher than the current combat round (a "distant" combat group) may only be involved in fleet combat if it is found by the opponent's search rolls and if the opponent has a fast combat group with a number equal to or lower than the current combat round (an "active" combat group) that did not pair off against an opposing active combat group.

This doesn't mean higher numbered combat groups are completely safe (if found, they may be subject to an air attack or fleet combat; if found twice, they may be subject to both), but they are safer for longer than they would be if they had a lower combat group number.

22.523 EVADING FLEET COMBAT: Combat groups may evade fleet combat as follows:

A. DISTANT COMBAT GROUPS ONLY: Only distant combat groups may evade fleet combat; active combat groups must fight.

B. SPEED: Only fast distant combat groups may evade fleet combat. A slow distant combat group must fight.

C. MANEUVERING ROOM: A fast distant combat group may only evade fleet combat if a higher combat group number is available. If no such number is available, the combat group may not evade fleet combat.

D. MECHANICS: The decision whether to evade fleet combat is made after the composition of the fast, unpaired, active combat group seeking fleet combat is revealed.

E. EFFECTS: When a fast distant combat group evades fleet combat:

- Its combat group number is increased to the next highest available combat group number. The new number must not be in use by another friendly combat group.
- The opponent may not again initiate fleet combat against the evading distant combat group in that combat round.

22.524 WITHDRAWAL OF DAMAGED NAVAL UNITS: At any time between fleet combat engagements, damaged ships may be withdrawn from a combat group that wishes to initiate or evade fleet combat so that the combat group doesn't have its speed reduced by the presence of those damaged ships (20.121A).

A. Damaged ships that withdraw from a combat group that initiates fleet combat withdraw from naval combat at the end of the combat round.

B. Damaged ships that withdraw from a combat group that evades fleet combat are eliminated as having been abandoned.

C. Undamaged naval units may not withdraw from naval combat during a combat round to avoid fleet combat; withdrawal from naval combat is permitted only at the end of a combat round (22.61).

EXAMPLE: A naval battle occurs in which Japan and the U.S. each have three combat groups. All are fast except for one American combat group, which is carrying an invasion force.

At the start of the battle, both sides number their combat groups as follows: Japan: CG1, CG2, CG4; U.S.: CG1, CG3, CG5. Japanese CG4 and American CG3 contain fast carriers; American CG5 is carrying cargo.

Neither side has land-based air within range of the naval combat and there is no codebreaking.

Round 1: The search modifiers (22.451) are:

Japan: Zero for the combat round, one for active CG1 and one for the fast carrier(s) in CG4 = 2 dice. Japan rolls 3 and 6.

U.S.: Zero for the combat round, one for active CG1 and one for the fast carrier(s) in CG3 = 2 dice. The U.S. rolls 1 and 2.

The search results for Round 1 are:

Naval Combat Chart - Round 1				
Japan		Combat Groups	Allies	
Hidden	Found		Found	Hidden
		1		
		2		
		3		
		4		
		5		
		6		

In Round 1, neither side may launch a surprise air strike (both sides had combat groups found by the opponent - 23.7411B). The Japanese may launch a non-surprise air strike against American CG3 (the only American combat group found by the Japanese); the U.S. may launch non-surprise air strikes against either or both of Japanese CG1 and CG2, as the U.S. found both of these Japanese combat groups.

After these air strikes are resolved, the opposing CG1s engage in fleet combat (22.521A).

Round 2: The search modifiers are:

Japan: One for the combat round, two for active CG1 and CG2 and one for the fast carrier(s) in CG4 = 4 dice. Japan rolls 1, 4, 5 and 5.

U.S.: One for the combat round, one for active CG1 and one for the fast carrier(s) in CG3 = 3 dice. The U.S. rolls 2, 4 and 6.

The search results for Round 2 are:

Naval Combat Chart - Round 2				
Japan		Combat Groups	Allies	
Hidden	Found		Found	Hidden
		1		
		2		

		3		
		4		
		5		
		6		

In Round 2, the Japanese may launch a non-surprise air strike against American CG1 or CG5; the U.S. may launch a non-surprise air strike against Japanese CG2 or CG4.

After these air strikes are resolved, the opposing CG1s engage in fleet combat (22.521A).

Japanese CG2, as an unpaired active combat group (22.521D) now has two options. It can engage in fleet combat with American CG1 (an opposing active combat group) or American CG5 (an opposing distant combat group found by a search roll). This second option would be available even if Japan launched an air strike against American CG5 because Japan had two search results for American CG5 (22.452).

If American CG5 were fast, it could evade, and would be renumbered as CG6. However, it is slow, so it has to accept fleet combat.

22.53 RESOLVING FLEET COMBAT: When fleet combat occurs, all the naval units in the two opposing combat groups engage in the fleet combat. A player may not commit only part of a combat group to fleet combat, although naval units may be screened from combat (22.531C).

22.531 SHIP CATEGORIES IN FLEET COMBAT: When fleet combat occurs, the fleet units of each side are divided into three categories:

A. CAPITAL SHIPS: Named capital ships;

B. LIGHT SHIPS: Cruisers, destroyers which are not carrying cargo, and CVEs;

C. SCREENED SHIPS:

- **Automatic:** Damaged ships, fast carriers, destroyers carrying cargo and transports are automatically screened.
- **Voluntary:** A player may elect to screen any other ships in a naval force. The decision to screen is made before naval units are revealed.
- **Effects:** Naval units which are screened from enemy attack:
 - may not fire at enemy naval units; and
 - may only be fired upon by enemy heavy or light ships which have targeted them if all other friendly, unscreened naval units involved in the fleet combat have first been sunk in that or a previous naval combat round (EXCEPTION: Undamaged cruisers that are damaged by heavy fire are screened and need not be sunk in order to attack screened naval units - 22.54G).

22.54 FLEET COMBAT SEQUENCE: Each round of fleet combat follows the sequence set out below:

A. CAPITAL SHIPS PAIR OFF: The opposing capital ships pair off:

- Both sides rank their capital ships as follows:
 - larger ships are ranked higher than smaller ships;
 - for ships of the same size, faster ships are ranked higher than slower ships;
 - for ships of the same size and speed, ships with fewer accumulated hits are ranked higher than ships with more hits;
 - for ships of the same size, speed and number of accumulated hits, ships with a higher Naval Nationality DRM are ranked higher than ships with a lower Naval Nationality DRM.
- The capital ships then pair off on a one-to-one basis: largest to largest, second largest to second largest, and so on.
- If one side has more capital ships than the other, that side is considered to have "surplus capital ships".

B. SURPLUS CAPITAL SHIPS SELECT TARGETS: Surplus capital ships may then either:

- Join with a friendly capital ship in firing at an opposing capital ship; or
- Fire on the opposing light ships; or
- Hold their fire in the hope of firing on opposing screened ships.

C. RESOLVE CAPITAL SHIP FIRE: Once all capital ships have selected targets, capital ship fire is resolved, using the Naval Attack Table (22.55).

- A capital ship which is targeted by one or more opposing capital

ships must fire against one of the capital ships firing at it.

- All enemy light ships are treated as a single target.
- Light ships which are sunk by capital ship fire are removed from the board.
- Cruisers which are damaged from capital ship fire are automatically screened and need not be sunk to permit fire on other screened ships (22.54G).

D. LIGHT SHIPS PAIR OFF: Once capital ship fire is resolved, the surviving, undamaged opposing light ships pair off:

- The opposing light ships pair off at a ratio of up to a 3:1 of light ship factors.
- If one side has more than three times as many light ship factors as the other, that side is considered to have "surplus light ships".

E. SURPLUS LIGHT SHIPS SELECT TARGETS: Surplus light ships may then either:

- Join with friendly light ships in firing at the opposing light ships; or
- Fire on one or more opposing capital ships, including those that have already been subject to capital ship fire.
 - A single capital ship may be attacked by any number of surplus light ships;
 - A second capital ship may only be attacked if the first capital ship is attacked by at least an equal number of surplus light ship factors (so seven surplus light ship factors could attack an opposing four-factor battleship with four, five, six or all seven factors; or up to three surplus light ship factors could instead attack a second opposing four-factor battleship).
- Hold their fire in the hope of firing on opposing screened ships.

F. RESOLVE LIGHT SHIP FIRE: Once all light ships have selected targets, light ship fire is resolved, using the Naval Attack Table (22.55).

G. RESOLVING FIRE AGAINST SCREENED SHIPS: Fire is then resolved against any screened ships selected as targets by capital and light ships that have withheld their fire.

- Fire against screened ships is permitted only if all other enemy capital and light ships, other than cruisers damaged by capital ship fire earlier in the round (22.54C), have been sunk by capital ship and light fire.
- Screened named ships are targeted individually; screened light ships are targeted as a group.
- Capital ships fire first, then the light ships. Capital and light ships which target the same screened ship or group of screened light ships fire in sequence. Light ships select their targets after capital ship fire is resolved.
- Screened ships do not fire back (22.531C).

H. AFTER FLEET COMBAT: After any fleet combat is resolved for the round:

- Submarines may attack (22.9).
- Each side may withdraw some, all or none of its naval units from combat (22.6).



22.55 NAVAL ATTACK TABLE: Fleet combat effects are determined by rolling two dice and consulting the Naval Attack Table. Fire against a single target is combined and resolved by a single fleet combat dice roll for that target. A dice roll of less than two is treated as a two.

22.551 Each side's fleet combat dice roll may be modified by the nationality and activity of the naval forces engaged. A favorable modifier for one side results in an equally unfavorable modifier for the other.

Naval Attack Table - 20.51, 22.55, 23.44												
AS	FF	Dice Roll										
		2	3	4	5	6	7	8	9	10	11	12+
	1	0	0	0	0	0	0	1	1	1	1	1
	2	0	0	0	0	0	1	1	1	1	1	2
1	3	0	0	0	0	1	1	1	1	1	2	2
	4	0	0	0	1	1	1	1	2	2	3	
2	5-6	0	0	1	1	1	1	2	2	2	3	3
3	7-9	1	1	1	1	2	2	2	3	3	3	4
4	10-12	1	1	2	2	2	3	3	3	4	4	5
5	13-15	2	2	2	3	3	3	4	4	5	5	6
6	16-18	2	2	3	3	3	4	4	5	5	6	6
7	19-21	2	3	3	3	4	4	5	5	6	6	7
8	22-24	3	3	3	4	4	5	5	6	6	7	7
9	25-27	3	3	4	4	5	5	6	6	7	7	8
10	28-30	3	4	4	5	5	6	6	7	7	8	8
11	31-33	4	4	5	5	6	6	7	7	8	8	9
12	34-36	4	5	5	6	6	7	7	8	8	9	9
13	37-39	5	5	6	6	7	7	8	8	9	9	10
14	40-42	5	6	6	7	7	8	8	9	9	10	10
15	43-45	6	6	7	7	8	8	9	9	10	10	11
16	46-48	6	7	7	8	8	9	9	10	10	11	11
17	49-51	7	7	8	8	9	9	10	10	11	11	12
18	52-54	7	8	8	9	9	10	10	11	11	12	12
19	55-57	8	8	9	9	10	10	11	11	12	12	13
20	58-60	8	9	9	10	10	11	11	12	12	13	13
Modifiers - Air Attacks on Naval Units												
+#	attacker's Air Nationality DRM											
-#	defender's Naval Nationality DRM											
+1	naval air units attacking ships at sea											
+1	if the attacker achieves a surprise level of 3 or greater											
Modifiers - Fleet Attacks on Naval Units												
+/#	Naval Nationality DRMs (22.552A)											
+/-1	If one of the combat groups involved is carrying out a naval activity which reduces its effectiveness (22.552B)											
If more than 20 air squadrons engage in combat, the result is determined by consulting the "20" row and whatever other row is required to equal the total number of air squadrons engaged. If more than 60 fleet factors engage in combat, the result is determined by consulting the "58-60" row and whatever other row is required to equal the total number of fleet factors engaged.												
Results												
Named ships and cruisers: A named ship or cruiser is damaged if it incurs naval attack effects one less than its size in factors and is sunk if it incurs naval attack effects equal to or greater than its size in factors.												
Cruiser groups: If a group of light ships consisting only of cruisers incurs an odd number of hits, the odd hit damages one cruiser.												
One-factor naval units: If a group of ships consists only of destroyers, CVEs, transports or a combination of the three, each hit sinks a destroyer, CVE, or transport factor.												
Mixed light forces: Naval attack effects incurred by a light force consisting of both cruisers and one-factor naval units are distributed evenly between the cruisers and one-factor naval units, subject to the proviso that the number of one-factor ship factors sunk may not exceed the number of cruiser factors sunk until all the cruisers in the force are sunk (20.551).												

22.552 MODIFIERS: Fleet combat dice rolls are subject to the following modifiers:

A. NAVAL NATIONALITY DRMs: DRMs are applied to fleet combat according to the nationality of the respective combatants, as modified by any tactical codebreaking advantage (48.51B).

- If several ships fire together at the same target, the Naval Nationality DRM used is that of the participating nationality with the lowest Naval Nationality DRM.
- If a capital ship is the target of enemy fire, its Naval Nationality DRM is used, regardless of what other ships are in its naval force.
- If a group of light ships is the target of enemy fire, the group's Naval Nationality DRM is that of the participating nationality with the lowest Naval Nationality DRM.
- CVEs are counted as destroyer factors, with a lower Naval Nationality DRM (22.552A), when determining the strength of forces engaged in fleet combat.
- For specific ships:
 - Five-factor battleships receive a +1 Naval Nationality DRM;
 - the Naval Nationality DRM of carriers is reduced.

Naval Nationality Chart - 22.552A, 23.441B	
DRM	Nationality
3	Japan
2	Germany, Britain, United States, Sweden, Australia
1	Italy, France
0	Russia, Greece, Rumania, Spain, Turkey, Dutch East Indies
Modifiers	
+1	Five-factor battleships
+1	German submarines
-2	Japanese and American CVLs; all CVs and CVEs
-1	German, Italian and British CVLs; all CVBs
-1	Naval units in partial supply or subject to naval oil effects.
<p>Explanation: When fleets with different DRMs engage in fleet combat, the two DRMs are compared. The higher ranking side adds the difference to its fleet combat dice roll, and the lower ranked side subtracts the difference from its fleet combat dice roll. Air attack dice rolls against naval units are reduced by the DRM of the attacked naval units.</p>	

B. NAVAL ACTIVITIES: DRMs are applied to fleet combat according to the activity being carried out by the respective combatants.

- If a combat group involved in fleet combat:
 - is protecting sea supply; or
 - contains destroyers or transports which are conducting sea transport, seaborne invasion or sea escort;
 ships in that combat group receive a -1 DRM on their fleet combat dice rolls and the opposing force receives a +1 DRM on fleet combat dice rolls directed against ships in that combat group.
- Ships in combat groups which meet more than one of the above criteria still only receive a maximum +/-1 DRM.
- This modifier applies even if the mission is intercepted before it has reached the base of embarkation or if it is intercepted while returning to port after it completes its mission.
- This modifier applies in the first engagement between raiders and the defending naval units which are stopping the raiders from attacking the defender's transports, and when raiding naval units attack transports (21.5362C).
- The presence of fast carriers or damaged ships does not modify fleet combat dice rolls.

22.56 FLEET COMBAT EFFECTS: For the effects of fleet combat, see 20.5.

22.6 WITHDRAWAL FROM NAVAL COMBAT:

22.61 WITHDRAWAL ALWAYS PERMITTED: Either side may withdraw some or all of its naval forces from a naval battle at the end of any round of naval combat, whether or not there was naval combat in that round.

A. The loser of the previous round of naval combat announces his intention first (the loser is the player who lost more naval factors in the previous round of naval combat; if tied, the player who had more naval factors damaged; if still tied, the intercepting player).

B. Damaged naval units may withdraw without additional protection, or together with undamaged naval units to increase their defense against enemy attack.

C. Naval units which voluntarily withdraw from naval combat are considered to have been "defeated" and abort their mission, regardless of the ultimate outcome of the naval combat in which they participated.

D. Naval units in a combat group that was not attacked in a combat round may only withdraw if their entire combat group withdraws.

22.62 INTERCEPTION OF WITHDRAWING NAVAL UNITS: Withdrawing naval units may be attacked by enemy air units or intercepted by enemy naval units in any hex along their route back to base (22.18).

22.63 RETURN TO BASE: At the conclusion of naval combat, naval units may, subject to stacking limits, return to their base of origin or any base within 20 (Europe) or 10 (Pacific) hexes from the hex in which naval combat occurred, subject to the following exceptions:

A. Naval units defeated in naval combat while attempting a base change or NR return to their original base (21.33).

B. Destroyers carrying units being sea transported, conducting a seaborne invasion or being sea escorted must return to their base of origin; the units they were carrying must return to their base of origin.

C. During the combat phase, naval units may not return to a base which is the target of a seaborne invasion unless it is the only base available.

D. If overstacking of any type of unit results from a return to base, that overstacking must be remedied by the end of the player's movement or redeployment phase, whichever occurs first. If the player is unable to remedy the overstacking, excess units of his choice are eliminated (12.15, 18.15).

E. Overstacking of naval units resulting from a failed NR results in the elimination of the excess naval units, as they may not attempt a second NR during that redeployment phase (21.112, 21.222, 28.523).

22.7 ADDITIONAL ROUNDS OF NAVAL COMBAT:

22.71 WHEN NAVAL BATTLES END: A naval battle ends when, at the end of a combat round, any of the following situations exist. Additional naval forces that haven't yet entered the naval battle are not taken into account:

A. One side withdraws all its combat groups from combat.

B. One side has no operational carriers in the naval battle and evaded fleet combat with all its combat groups.

C. One or both sides have no undamaged naval units left in the battle (EXCEPTION: If one side is tracing sea supply, it may opt to continue the battle until the sea supply line is disrupted).

22.72 VICTORY AND DEFEAT: The victor in a naval battle is determined by how the naval battle ended (22.71):

A. The side that withdraws is considered to have lost the naval battle.

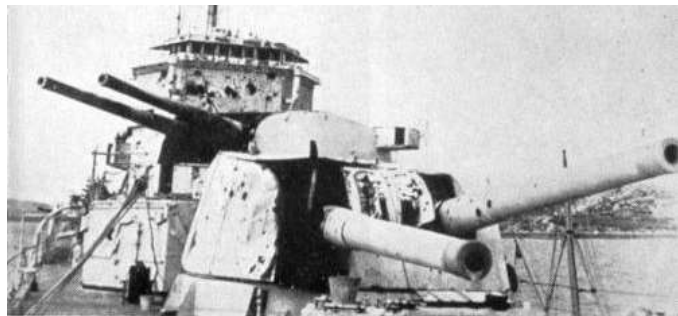
B. The side that evaded fleet combat is considered to have lost the naval battle.

C. The side with no undamaged naval units is considered to have lost the naval battle.

22.73 MULTIPLE ROUNDS OF NAVAL COMBAT: If a naval battle continues past the first combat round, a second round of combat takes place, and so on, unless the naval battle ends.

22.74 CARRIER-BASED NAVAL AIR UNITS: Carrier-based naval air units may be used repeatedly during each round of carrier combat, as well as for subsequent offensive missions, and may always be used against intercepting enemy air and naval units.

EXAMPLE: Three Japanese fleet carriers, with their complement of nine NAS, set sail to bomb an American naval base. They are intercepted and win the ensuing naval combat. The surviving naval air units complete their mission. The carriers, now inverted, are then NRed and subsequently intercepted by other American forces. The Japanese naval air units may participate in the ensuing naval combat (assuming there are any left).



22.8 EFFECTS OF NAVAL COMBAT:

22.81 After naval combat is resolved:

A. NAVAL FORCES CONDUCTING AN ACTIVITY:

- A victorious force may continue its naval activity or choose to abort that activity and return to its base(s).
- A defeated naval force must abort its activity, return to port as per 22.63 and is inverted for the remainder of the player turn (EXCEPTION: Naval units in an SW box - 25.36).

B. INTERCEPTING NAVAL FORCES: After the resolution of naval combat, surviving intercepting naval forces return to base and are inverted for the remainder of the player turn (EXCEPTION: Patrols).

C. COUNTER-INTERCEPTING NAVAL FORCES: Counter-intercepting naval forces which supported the victorious intercepted force adopt the mission of that force, if otherwise permitted to do so.

D. Counter-counter-intercepting forces which supported a victorious intercepting force adopt the interception mission.

22.82 EFFECTS ON CARGO:

A. If combat losses reduce the number of destroyer factors or transports involved in sea transport, seaborne invasion or the sea escort of units, oil counters or BRP grants below the number required, the excess units, oil counters or BRPs are immediately eliminated, as necessary, to reflect the naval force's reduced carrying capacity.

- Cargo may not be saved by aborting the activity after the naval losses have been incurred;
- Cargo is lost even if the naval losses occurred in a port of embarkation or a destination hex.
- Air units may be broken down to accept losses.

B. If the carrying capacity of a TF or combat group is reduced below the minimum requirement, cargo assigned to that TF or combat group is lost, even if the carrying capacity of a naval force as a whole is sufficient.

C. Surviving destroyers freed from cargo duty by the sinking of their cargo are eligible to provide shore bombardment in conjunction with the same mission.



22.9 SUBMARINE ATTACKS:

22.91 INTERCEPTION BY SUBMARINES:

22.911 Submarines based on the board intercept enemy naval activities and enemy naval units returning to base in the same manner as other naval units (22.2). Submarines in an SW box may not intercept. For restrictions on the ability to conduct submarine warfare against enemy transports, see 25.7, 25.8 and 25.9.

22.912 On-board submarine attacks are resolved using the Submarine Attack Table (22.94). Submarines operating against enemy transports in an SW box resolve their attacks using the SW Combat Table (24.62).

22.913 SUBMARINE PATROLS: Submarines may patrol in the same manner as other naval units (21.41), subject to the same restrictions as other patrols. Submarines patrol independent of other naval forces. Submarine patrols may remain at sea throughout the opposing turn, but are subject to air attack by enemy land-based air units if they do so (21.4184C).

22.914 SUBMARINES ATTACKS DURING NAVAL COMBAT: Submarines accompanying a naval force which was intercepted by enemy naval units, or which intercept enemy naval units in a hex in which naval combat occurs, may attack the enemy naval units, provided the enemy naval units were found during that round of naval combat or which revealed their location by engaging in fleet combat.

22.915 SUBMARINE INTERCEPTION INDEPENDENT OF OTHER NAVAL UNITS: Each submarine factor rolls for interception separately, independent of interception by other naval units, including other submarines. Submarines may intercept eligible enemy naval forces in a different hex from other intercepting naval units, including other intercepting submarines.

22.916 RESOLVING SUBMARINE INTERCEPTIONS:

A. SUBMARINES IN PORT AND ON DEFENSIVE PATROLS: Submarines based in port and on defensive patrols intercept in the same manner as other naval units, although they roll one fewer die than fast ships (22.221).

B. OFFENSIVE PATROLS: Submarines on offensive patrols may support friendly naval forces which are intercepted (22.163).

22.917 ATTACKS AGAINST INTERCEPTING SUBMARINES PROHIBITED: Intercepting submarines are not subject to counter-interception by enemy naval units or attack by enemy air units as they leave port or move to their interception hex.

22.918 MURMANSK CONVOYS: For submarine attacks against Murmansk convoys, see 40.45 and 40.46.

22.92 EFFECT OF INTERCEPTION ATTEMPTS: Submarines which succeed in their interception attempts must attack the enemy naval force they intercepted if able to do so. Surviving submarines return to base after attacking and are inverted for the remainder of the current player turn, in the same manner as other intercepting naval units. If the enemy naval force is sunk by prior air, fleet or submarine attack, or the naval battle in which they are participating ends, before the intercepting submarines have the opportunity to attack, the submarines return to the hex from which they intercepted, are not inverted, and may attempt interceptions in subsequent phases of the current player turn.

22.921 TIMING OF SUBMARINE ATTACKS: Submarine attacks are resolved after air attacks and fleet combat are resolved, at the option of the attacker. If no naval combat occurs in relation to a naval activity, submarine attacks are resolved immediately upon interception, after the resolution of any air attacks on the intercepted naval force.

22.93 SUBMARINE TARGETS:

A. AGAINST SINGLE ENEMY COMBAT GROUPS: Whenever submarines attack a naval force, that force deploys into combat groups, following the procedure set out in 22.42 (EXCEPTION: A naval force attacked by submarines outside of naval combat may contain more than six combat groups). Submarine attacks are made against single enemy combat groups, whether the enemy naval units are engaged in naval combat or not. Submarines never attack a multi-TF naval force as a whole.

B. ONLY REVEALED COMBAT GROUPS MAY BE ATTACKED: Submarines attacking during naval combat may only attack found enemy combat groups and hidden enemy combat groups which revealed their location by engaging in fleet combat.

C. SUBMARINES ATTACK ALONE: Submarines may not attack in conjunction with other naval units.

D. ATTACKS RESOLVED SEPARATELY: After all submarine attacks have been announced, each attack is resolved separately.

E. SELECTING TARGETS: Each attacking submarine targets a category of defending naval units: fast carriers; capital ships (non-carrier named ships); or light ships.

- If there is a single category of defending ships, that category is attacked.
- If there are two categories of defending ships, the target category is determined by rolling one die: 1-3: the higher category (fast carriers or capital ships); 4-6: the lower category (capital ships or light ships).
- If there are three categories of defending ships, the target category is determined by rolling one die: 1-2: fast carriers; 3-4: capital ships; 5-6: light ships.
- Within each category, the attacker chooses his specific target; light ships are attacked as a group.

22.94 RESOLVING SUBMARINE ATTACKS: Once the target of an attacking submarine is determined, the attack is resolved by rolling two dice on the Submarine Attack Table. Each submarine factor attacks separately and may attack only once per player turn.

Submarine Attack Table - 22.94									
DR	2	3	4	5	6	7	8	9	10+
Sub	*	0	0	1	1	2	2	3	3
Modifiers									
+/-#	Naval Nationality DRM (22.552A, 22.9411)								
+/-#	<i>Relative torpedo and ASW research levels (22.9412)</i>								
+/-#	<i>Every three land-based air squadrons used for search in the submarine attack hex, fully operational fast carriers and CVEs in the attacked naval force (round down) (22.9413)</i>								
-#	<i>Every three destroyer factors in the attacked naval force, including destroyers which are carrying units (round down) (22.9414)</i>								
-#	<i>Every three ASW factors in the relevant SW box in excess of the corresponding number of enemy submarines (round down) (22.9415)</i>								
-1	For each previous submarine attack made against the defending naval force in that naval combat round (22.9416)								
+1	If the attacked naval unit is damaged or involved in carrying out a naval activity which reduces its effectiveness (22.9417)								
+/-1	Submarine or ASW codebreaking advantage (22.9418)								
One dice roll is made for each attack. On a “*” result, the attacking submarine factor is eliminated.									
Determine the net modifier for each category, then determine the overall net modifier. <i>The maximum effect from each modifier in italics is +/-2.</i>									
The maximum overall modifier for a submarine attack cannot exceed +/-4.									
Advanced submarines always attack at net +1.									
One die is rolled to determine the target of each submarine attack (22.93E).									

22.941 SUBMARINE ATTACK MODIFIERS: The overall net modifier for each submarine attack dice roll may never be greater than +/-4. This net modifier is determined as follows (EXCEPTION: Advanced submarines always attack at a net +1 modifier):

22.9411 NAVAL NATIONALITY DRMs: The submarine attack dice roll is increased or decreased by the difference between the attacker’s and the defender’s Naval Nationality DRMs, as modified by any tactical codebreaking advantage (48.51B).

22.9412 TORPEDO AND ASW RESEARCH RESULTS:

A. The submarine attack dice roll is increased or decreased by the difference between the attacker’s torpedo and the defender’s ASW research results.

B. The maximum effect of this modifier for each submarine attack is +/-2.

22.9413 SEARCHING LAND-BASED AIR AND CARRIERS:

A. The submarine attack dice roll is:

- Increased by one for every three attacking land-based air squadrons used for search (23.11B) in the submarine attack hex (round down).
- Reduced by one for every three defending land-based air squadrons used for search (23.11B) in the submarine attack hex, fully operational fast carriers (regardless of their size) and CVEs in the attacked naval force (round down). Land-based air and carriers are combined, so one searching land-based air squadron, one fully operational fast carrier and one CVE would reduce the submarine attack dice roll by one.

B. Air units which participated in naval combat by searching during a naval combat round also modify submarine attacks against naval forces during that naval combat round.

C. The attacker assigns air squadrons to search, then the defender assigns air squadrons to search, then the net modifier is determined.

D. Air units in non-operational bases have no effect on submarine attacks.

E. The maximum net increase or reduction from this modifier for each submarine attack is +/-2.

22.9414 DESTROYERS:

A. The submarine attack dice roll is reduced by one for every three destroyer factors in the attacked naval force, including destroyers which are carrying units (round down).

B. The maximum reduction from this modifier for each submarine attack is -2.

22.9415 EXCESS ASW:

A. The submarine attack dice roll is reduced by one for every three ASW factors (round down) in the relevant SW box in excess of the number of enemy submarines eligible to conduct submarine warfare in that SW box (25.4).

B. Submarines are considered to be “eligible to conduct submarine warfare” for the purposes of this rule during either player’s turn. All ASW factors in the relevant SW box are counted. The modifier for ASW applies to all enemy submarine attacks for the turn in question, subject to the following restrictions:

- **ATLANTIC SW BOX:** Excess Western Allied ASW in the Atlantic SW box only modify Axis submarine attacks in western front hexes. Excess Atlantic ASW have no effect on German submarine attacks on Murmansk convoys.
- **PACIFIC AND INDIAN OCEAN SW BOXES (Western Allies):** Excess Western Allied ASW in the Pacific and Indian Ocean SW boxes are combined and modify Japanese submarine attacks anywhere on the Pacific mapboard.
- **PACIFIC SW BOX (Japan):** Excess Japanese ASW in the Pacific SW box modify American submarine attacks anywhere on the Pacific mapboard.

C. The maximum reduction from excess ASW for each submarine attack is -2.

22.9416 MULTIPLE ATTACKS:

A. The attacker incurs a -1 modifier on his submarine attack dice roll for each previous submarine attack made against the defending combat group in that naval combat round.

B. This modifier applies when submarines attack different targets (such as different named ships) in the same TF or combat group.

C. For the purpose of this modifier, submarine attacks independent of naval combat are considered to take place in the same round of naval combat if they occur in the same hex.

D. The first submarine factor which attacks does not incur this modifier; the second incurs a -1 modifier; the third incurs a -2 modifier; and so on.

E. There is no limit to this modifier other than the number of submarines attacking.

22.9417 ADDITIONAL MODIFIERS:

A. DAMAGED SHIPS: The attacker receives a +1 modifier on his submarine attack dice roll when attacking a damaged named ship or a group of light ships containing a damaged cruiser. The damage may have been caused by previous submarine attacks in that combat round.

B. NAVAL ACTIVITIES: The attacker receives a +1 modifier on his submarine attack dice roll when attacking any naval unit in a TF or combat group containing destroyers or transports conducting sea transport, seaborne invasion, sea supply or the sea escort of units, oil counters or BRPs; or when attacking an undefended sea supply line. This modifier applies even if the mission is intercepted before it has reached the base of embarkation or if it is intercepted while returning to port after it completes its mission.

C. The modifiers for damage and naval activities are not cumulative; a submarine attack on a damaged naval unit in a naval force which is protecting sea supply or carrying cargo receives a +1, not a +2, modifier, in addition to whatever other modifiers may apply.

22.9418 CODEBREAKING: If the attacker achieves a submarine warfare codebreaking advantage for on-board submarine attacks, a +1 modifier is applied to the submarine attack; if the defender achieves an ASW codebreaking advantage for on-board submarine attacks, a -1 modifier is applied (48.41B).

22.9419 COMPOSITION OF TARGETS: Each TF or combat group in a naval force defends against submarine attacks separately.

22.942 Cruisers, named heavy ships, fast carriers which do not have their full complement of naval air, damaged fast carriers and undefended sea supply lines have no submarine defense value.



22.943 EFFECTS OF SUBMARINE ATTACKS:

22.9431 GENERAL: For the effects of submarine attacks, see 20.5.

22.9432 DESTROYER LOSSES: If an attacked TF or combat group contains destroyers, all, some or none of the losses inflicted by submarines on those destroyers may, at the defender's option, be taken from uninverted destroyers in the base of origin of the defending TF or combat group, a port through which a sea supply line passed (sea supply only), or from uncommitted destroyers in the SW box through which the naval activity passed.

22.9433 OTHER LOSSES: Losses inflicted by submarines on CVEs, cruisers and named ships must be taken from the attacked naval force and may not be taken by naval units in an SW box.

22.9434 SEA SUPPLY LINES: Undefended sea supply lines are disrupted if attacked by submarines (30.381). If one or more destroyer factors are assigned to the protection of a sea supply line, submarine losses to the protecting destroyers may be taken from uncommitted destroyers as per 22.9432.

22.9435 DESTROYERS AND TRANSPORTS CARRYING CARGO: For the effect of submarine attacks on destroyers and transports carrying cargo, see 20.58B and 20.59.