

## Accumulated damage:

**20.51 AIR ATTACK AND FLEET COMBAT TABLES:** Air attacks and fleet combat effects against naval units are resolved using the Naval Attack Table. A dice roll of less than two is treated as a two.

**20.511 TREATMENT OF DIFFERENT NAVAL UNITS:** Named ships are damaged or sunk as complete units. Cruisers are damaged or sunk in two-factor increments. Destroyers, CVEs, submarines and ASW are sunk as individual factors and may not be damaged. Transports are damaged (during SW only) or sunk as individual factors.

### 20.512 ACCUMULATING HITS:

**A. DURING NAVAL COMBAT:** During naval combat, combat effects on named ships accumulate during and between rounds. Combat results which are insufficient to damage or sink a named ship are repaired at sea after all naval combat in the hex has been resolved, before the named ship leaves the hex in which the naval combat took place.

**B. OUTSIDE NAVAL COMBAT:** Outside naval combat, combat effects from air and submarine attacks on named ships which are insufficient to damage or sink a named ship are repaired at sea after all air and submarine attacks in a hex have been resolved, before the named ship leaves the hex in which the air and submarine attacks took place.

**C. RAIDERS:** Combat effects on named ships accumulate during the first and second raider engagements (21.5341, 21.538), but do not carry over from the first engagement to the second. Combat results which are insufficient to damage or sink a named ship are repaired at sea as soon as each engagement ends.

**D. MURMANSK CONVOYS:** Combat effects accumulate when Murmansk convoys are resolved as naval combat (20.512A); but otherwise are repaired at sea after each round of air or submarine attacks (20.512B).

**E. SHIPS IN PORT:** Combat effects from air and harbor attacks against named ships in port which are insufficient to damage or sink a named ship are repaired immediately and have no effect.

### 20.513 DAMAGE:

**A. NAMED SHIPS:** A named ship is damaged if it incurs a naval attack effect one less than its size in factors.

**B. CRUISERS:** A two-factor cruiser unit is damaged if it incurs one hit.

**C. SUBSEQUENT DAMAGE:** A damaged naval unit which is damaged again is sunk (EXCEPTION: While combat effects are being accumulated, only one additional hit is required to sink a damaged ship).

### 20.52 NAMED SHIPS:

**20.521 ACCUMULATING HITS:** Hits on named ships accumulate as set out in 20.512. Unless a heavy ship is damaged or sunk, the only effect of such hits is to make the ship easier to damage or sink should it incur additional hits while results are being accumulated; the named ship's speed, firepower, or air carrying capability are unaffected.

**20.522 DAMAGE:** A named ship is damaged if it incurs a naval attack effect one less than its size in factors. A damaged named ship which is damaged again is sunk (EXCEPTION: While combat effects are being accumulated, only one additional hit is required to sink a damaged ship).

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### 20.53 CRUISERS:

**20.531 TREATED AS TWO-FACTOR NAMED SHIPS:** Each cruiser is treated as a two-factor named ship for the purpose of determining the effects of enemy air and fleet attacks (EXCEPTION: Critical hit rolls are never made for cruisers).

**20.532 FORCES CONSISTING ONLY OF CRUISERS:** Every two hits sinks a two-factor cruiser. If an odd number of hits is incurred, an additional cruiser is damaged. An odd hit sinks a damaged cruiser only if the naval force in question contains no undamaged cruisers.

**20.533 DAMAGE:** A two-factor cruiser unit is damaged if it incurs one hit. A damaged cruiser which is damaged again is sunk.

**20.534 CONSOLIDATING DAMAGE:** Once all air-naval interaction for a player turn is completed, each nationality combines all damaged two-factor cruiser units in each theater to create one undamaged two-factor cruiser unit and one sunk two-factor cruiser unit. When two damaged two-factor cruiser units are in different ports, the owning player decides which survives and which is sunk. Odd remnants remain damaged and may be repaired.

**20.58 ATTACKS ON DESTROYERS AND TRANSPORTS CARRYING CARGO:** Destroyers and transports which are carrying ground units, air units, oil or BRPs during sea transport, seaborne invasion or sea escort may be eliminated by enemy combat results as follows:

**A. FLEET COMBAT:** Destroyers and transports carrying cargo are automatically screened, and may only be fired upon if all screening ships in their naval force or combat group are eliminated (EXCEPTION: Undamaged cruisers that are damaged by heavy fire are screened and need not be sunk in order to attack screened naval units - 22.54D). Screened light ships are attacked as a group and take losses according to 20.57.

**B. AIR AND SUBMARINE ATTACKS:** Destroyers and transports carrying cargo may not be screened against air or submarine attacks. They, along with all other light ships in their naval force or combat group, are attacked as a group and take losses according to 20.57.

Consistency (June 30, 2008)

**21.537 RETURNING TO PORT:**

A. Once the first round of naval combat between each raider group and any defending naval units which engaged them and raider attacks against enemy transports are both resolved, hits to named ships which did not damage or sink them are automatically repaired at sea. All raiding groups must then attempt to return to port. Raiders may not remain at sea.

Consistency (June 30, 2008)

**21.5362 RAIDER GROUPS FIRE SEPARATELY:** Combat by raiders which are eligible to attack the defender's transports is resolved as follows:

**A. CARRIERS:** Any fast carrier in a raiding group resolves a single air strike, using the Naval Attack Table (22.55). If more than one raider group contains a fast carrier, more than one air strike is resolved. No air defense roll is made by the transports

Consistency (June 30, 2008)

**22.372 RAIDERS:** Naval combat involving raiders in an SW box is resolved as follows:

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**F.** Slow ships which engaged the raiders in the first round of combat return to port. Hits to named ships which did not damage or sink them are automatically repaired at sea.

**22.26 WHEN INTERCEPTING NAVAL UNITS INVERTED:** 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:

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**D.** The naval force in question succeeds in its interception attempt and is counter-intercepted, but elects to withhold some or all of its naval units from counter-interception naval combat.

- 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.

Substantive change to sequence of submarine attacks during naval combat (June 30, 2008)

**22.41 NAVAL COMBAT SEGMENTS:** Naval combat consists of one or more combat rounds, each of which is divided into a number of segments:

**A. FORMATION OF COMBAT GROUPS:**

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

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**J. SUBMARINE ATTACKS:** Submarine attacks are resolved (22.9).

**K. WITHDRAWAL:** If some form of naval combat occurred, naval forces which wish to withdraw may do so (22.6).

**22.421 FORMATION:** Naval forces engaged in naval combat secretly deploy into combat groups as follows:

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**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 naval combat 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, were eliminated, or combine after fleet combat into a single combat group, 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.

Substantive change – delete deferred air strikes (June 30, 2008)

## 22.471 AIR UNITS MUST COMPLETE AIR STRIKES:

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**C. PARTICIPATION OF NAVAL AIR UNITS IN FLEET COMBAT:** Naval air units which made an air strike against a naval force which will engage in fleet combat against their own naval force ("naval force" will normally mean "combat group", other than in raider combat or small-scale engagements) may elect to participate in the ensuing fleet combat rather than resolving their air attacks normally as follows:

- The attacking naval air units decide whether or not to participate in fleet combat after resolving air combat with any defending air units and after the air defense dice roll of the defending ships is resolved.
- Each surviving NAS which participates in fleet combat may be used to increase the number of heavy ship factors firing at an enemy target by three (1 NAS = 3 FF). In effect, each NAS is considered to be a three-factor heavy ship with the same Naval Nationality DRM as fast three-factor heavy ships of their nationality.
- NAS which participate in fleet combat attack enemy naval units in conjunction with friendly heavy ships (22.54). If all friendly heavy ships in their naval force are sunk or damaged by enemy land-based air attacks before fleet combat is resolved, the NAS attack on their own, resolving their attacks as normal air strikes.

**22.52 RESOLVING FLEET COMBAT:** When fleet combat occurs, each player commits all the naval units in the combat groups involved to 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 (22.53).

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

**A. HEAVY:** Named capital ships;

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

**C. SCREENED:**

- **Automatic screening:** Damaged ships, fast carriers, destroyers carrying cargo and transports are automatically screened.
- **Voluntary screening:** A player may elect to screen any other ships in a naval force. The decision to screen is made before naval units are revealed.

**Effect:** 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 - 22.54D).

Substantive change – delete references to deferred air strikes, lights firing as heavies and submarine attacks on withdrawing naval units (June 30, 2008)

**22.54 FLEET COMBAT SEQUENCE:** Each round of fleet combat follows the sequence set out below. The "attacker" is considered to be the side with more unscreened capital ships (screened capital ships and fast carriers are not counted). If both sides have the same number of such ships, the attacker is the side with more such ship factors. If both sides have the same number of such ship factors, the attacker is the side with more unscreened light ship factors (the intercepting player, if tied). The "defender" is the other side:

**A. THE DEFENDER RANKS HIS SHIPS:** The defender ranks his naval force in the following order:

- heavy ships in order of size, from largest to smallest (five-factor battleships, four-factor battleships, three-factor battleships and battlecruisers, two-factor battlecruisers and pocket battleships), Heavy ships with hits which are not screened are ranked within their size group as the defender wishes;
- light ships;
- screened ships.

**B. ATTACKER'S HEAVY SHIP TARGETS:** The attacker selects targets for his heavy ships.

- The attacker must target the first ranked (largest) unscreened enemy heavy ship with at least as many factors of his own heavy ships, if possible, before targeting the second (next largest) unscreened enemy ship, and so on.
- Subject to this restriction, the attacker may concentrate his fire against enemy targets of his choice by assigning additional heavy ships to any enemy heavy ship already selected as a target.
  - The attacker may thus concentrate all his heavy fire on the largest enemy ship, or target the largest enemy ship with a number of heavy ship factors equal to the size of that ship, then concentrate all his remaining heavy fire on the second largest enemy ship, and so on.
  - Enemy light ships and screened enemy ships may only be targeted if all unscreened enemy heavy ships are targeted by an equal number of attacker heavy ship factors.

**C. DEFENDER'S HEAVY SHIP TARGETS** The defender selects targets for his heavy ships.

- A defending heavy ship which is targeted by one or more of the attacker's heavy ships must target one of the heavy ships which is firing at it.
- Defending heavy ships which are not being fired upon may select their targets freely, without restriction, targeting any attacking heavy ship, the attacker's light ships or screened enemy ships.

**D. HEAVY SHIP FIRE:** All fire by heavy ships against unscreened enemy ships is resolved simultaneously.

- One fleet combat dice roll is made for each target and the results implemented.
- All enemy light ships are treated as a single target. Light ships which are sunk by heavy fire are removed from the board. Cruisers which are damaged by heavy fire are automatically screened and need not be sunk to permit fire on other screened ships (22.54F). Other than cruisers damaged by heavy fire, no other additional ships may be screened during fleet combat.
- Excess hits inflicted by heavy ships after they have sunk their initial targets are disregarded.

**D. HEAVY SHIPS FIRE AGAINST LIGHT SHIPS:** Heavy ship fire against light ships (22.54B) is resolved.

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

**E. LIGHT SHIP FIRE:** All remaining light ships for both sides automatically target each other, except as set out below. Opposing enemy light ships are treated as a single target. All fire by light ships against unscreened enemy ships is resolved simultaneously.

- If one side has more than three times as many light ship factors as the other, "surplus" light ships may select enemy heavy ships as targets.
- "Surplus" light ships may also withhold their fire in the hope of attacking screened enemy ships (22.54F).

**F. RESOLVING FIRE AGAINST HEAVY SHIPS:** All fire against opposing heavy ships is resolved simultaneously. One fleet combat dice roll is made for each target and the results implemented. Excess hits inflicted by heavy ships after they have sunk their initial targets are disregarded.

**G. RESOLVING FIRE AGAINST LIGHT SHIPS:** All fire against opposing light ships is resolved simultaneously. Opposing enemy light ships are treated as a single target.

**F. RESOLVING FIRE AGAINST SCREENED SHIPS:** Fire is then resolved against any screened ships selected as targets by heavy and light ships.

- Fire against screened ships is permitted only if all other enemy heavy and light units, other than cruisers damaged by heavy fire earlier in the round (22.54D), have been sunk by heavy and light fire.
- Screened heavy ships are targeted individually; screened light ships are targeted as a group.
- Heavy and light ships firing at the same screened ship or group of screened light ships combine their fire.
- Screened ships do not fire back (22.53C).

**G. AFTER FLEET COMBAT:** After fleet combat is resolved for the round:

- Submarines may attack.
- Each side may withdraw some, all or none of its naval units from combat (22.6).
- Naval units in combat groups which engaged the same enemy combat group in fleet combat may be recombined into new combat groups (22.423B).
- Players may renumber their combat groups between combat rounds (22.423A).

Consistency (June 30, 2008)

**22.56 FLEET COMBAT EFFECTS:** For the effects of fleet combat, see 20.5. Fleet combat effects are combined with the effects of air attacks earlier in the same naval combat round (22.41G, H) and with the effects of submarine attacks later in the same naval combat round (22.41J).

Consistency (June 30, 2008)

**22.66 SUBMARINE ATTACKS:** Submarine attacks are carried out after fleet combat is resolved, before naval units withdraw from combat (22.41J, 22.9).

Consistency (June 30, 2008)

**22.914 SUBMARINE 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 naval combat or revealed their location by engaging in fleet combat with a friendly naval force (22.932).

Consistency (June 30, 2008)

#### **22.92 EFFECT OF INTERCEPTION ATTEMPTS:**

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**C. TIMING OF SUBMARINE ATTACKS:** Submarine attacks are resolved after fleet combat during any round of naval combat, 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.

Consistency (June 30, 2008)

**22.9418 COMPOSITION OF TARGETS:** Each TF or combat group in a naval force defends against submarine attacks separately.

Cross-reference (June 30, 2008)

**23.443 EFFECT ON NAVAL UNITS:** Eliminated naval units are immediately removed from the board. Damaged naval units are inverted and, if at sea, may, at the owning player's option, remain with their naval force or return to any eligible base at the end of the naval combat round (22.41K), with or without the protection of accompanying undamaged naval units, subject to interception by enemy naval units and attack by uncommitted air units. Naval factors which abort their activity similarly return to their base of origin, subject to the risk of interception by enemy naval units and attack by uncommitted air units.

Consistency (June 30, 2008)

**23.444 AIR ATTACK EFFECTS COMBINE:** Air attack effects **which do not damage naval units** are combined with the effects of previous air attacks and subsequent fleet combat (22.41I) and submarine attacks (22.41J), **provided they all occur** in the same hex.

Consistency (June 30, 2008)

**23.75 TARGETING:** After naval air defense dice rolls are made, the attacker decides how to carry out his air attacks. Only enemy naval units in the attacked combat group may be targeted for air attack. Each named ship in an attacked combat group is a potential target, as are any enemy light ships, which must be attacked as a group. The attacker must announce how many of his air squadrons are attacking each enemy target. Once the attacker has announced his attacks he may not change his mind and switch targets, nor may any attacking air squadron be used against more than one target.

Consistency (June 30, 2008)

**27.7262 SHIPS SUNK IN PORT:** Named ships which are sunk in port may be repaired by first expending one shipbuilding point and three BRPs during a unit construction phase to raise them to damaged status, after which they may be transferred to a shipyard for repairs in the normal manner. Otherwise ships sunk in port may not move. Repairs may not be started on a ship in the same player turn in which it is raised to damaged status. Cruisers, destroyers and CVEs which are sunk in port are permanently eliminated.

Consistency (June 30, 2008)

**40.451 SEQUENCE:** Murmansk convoys may be attacked by German air and naval units based in the Murmansk box. The sequence is as follows:

**A.** The German player indicates which air and naval units in the Murmansk box will intercept the Allied convoy (40.452). All air units are considered to be within range of the Allied convoy and naval interception is automatic.

**B.** Air attacks are resolved. **Combat results which are insufficient to damage or sink a named ship are repaired at sea** between air sorties. If naval combat also occurs, the German player has the option of resolving air attacks as part of naval combat.

**C.** Naval combat is resolved (40.454). **Combat results which are insufficient to damage or sink a named ship are repaired at sea** at the end of naval combat.

**D.** The effect of German submarines on the convoy is determined once all air attacks and naval combat have been resolved. The German player indicates how many submarines will attack the Allied convoy, then resolves the submarine attacks (40.46). Hits against named ships from submarine attacks accumulate, because the submarines are deemed to all attack in the same hex; **combat results which are insufficient to damage or sink a named ship are repaired at sea** after all submarine attacks have been resolved.

#### 17.475 TARGET SELECTION:

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**F. SELECTING TARGETS:** The precise target of each kamikaze is determined as follows:

- The Allied player reveals the contents of his attacked combat group and arranges his naval units in the following order: his fast carriers, largest to smallest; his capital ships, largest to smallest (slower ships first for ships of the same size); and lastly his light ships (as a group). Damaged ships are ranked before undamaged ships of the same type and speed.

#### 22.93 SUBMARINE TARGETS:

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**E. SELECTING TARGETS:** The precise target of each submarine is determined as follows:

- The defender reveals the contents of his attacked combat group and arranges his naval units in the following order: his fast carriers, largest to smallest; his capital ships, largest to smallest (slower ships first for ships of the same size); and lastly his light ships (as a group). Damaged ships are ranked before undamaged ships of the same type and speed.

**22.54 FLEET COMBAT SEQUENCE:** Each round of fleet combat follows the sequence set out below. The “attacker” is considered to be the side with more unscreened capital ships (screened capital ships and fast carriers are not counted). If both sides have the same number of such ships, the attacker is the side with more such ship factors. If both sides have the same number of such ship factors, the attacker is the side with more unscreened light ship factors (the intercepting player, if tied). The “defender” is the other side:

**A. THE DEFENDER RANKS HIS SHIPS:** The defender ranks his naval force in the following order:

- heavy ships in order of size, from largest to smallest (five-factor battleships, four-factor battleships, three-factor battleships and battlecruisers, two-factor battlecruisers and pocket battleships);
- light ships;
- screened ships.