Combining Attacks Example:

Example : Two torpedo squadrons attack a Shokaku class CV, and score 3 torpedo hits, one dive-bomber squadron attacks the same ship and scores 3 bomb hits, and the Shokaku is then attacked by an enemy Cruiser's main battery (all in the same turn):
Let us assume the base torpedo damage was 3, the bomb damage was 4, and the Cruiser battery was 5 damage (and a 2 penetration.)

A) The adjusted damage for the torpedo is 3 + 2 + 2 = 7, the bomb damage is 4 + 1 + 1 = 6, and the gun battery is 5.
B) The bomb and gun battery damage would first be adjusted for the Shokaku's armor:
The base bomb damage would be reduced by 1 for the Shokuku's "2" armor, to 3.
The gun battery attack would remain a "5" attack, since its pen equals or exceeds the armor.
C) The adjusted damage values are now 7 for the torpedo hits, 5 for the bomb hits, and 5 for the cruiser gun battery.
D) Using the *Multiple Unit Attack Table* , the base damage would be 7, the first 5 would add 2, and the second 5 would add 1 to the damage, for a total of 7 + 2 + 1 = 10 total damage.
E) The Shokaku has a Defense of 7, and gets its +1 TPS since torpedoes are involved. This is an 8 total defense.
The final result would be the attacker rolls 1d6 and adds 10, and the defender rolls 1d6 and adds 8.
Since torpedoes did the most damage of all the attacks, use the *Torpedo Damage Results* table to resolve the damage.

Anti-Aircraft Combat Example

A USN division, consisting of one North Carolina BB (AA 9-5), one Atlanta CL (AA 8-3), and two Fletcher DDs (AA 5-2 each) is attacked by a 20-plane squadron of IJN Val dive bombers, and a 10-plane half-squadron of Kate torpedo bombers in a scenario. The players are using the Basic Game rules, but are using all the advanced and optional modifiers for AA combat.

One-half of the Vals (10 planes) attack the North Carolina from Medium altitude, 5 planes attack the Atlanta from Low altitude, and the other 5 planes attack the first Fletcher from Low altitude. All 10 of the Kates attack the North Carolina (at Low altitude, since torpedoes can only be dropped from that altitude). The USN player first allocates his Area AA among the attacking planes. Area AA can be used to defend any target in the division, and the USN player decides to allocate his Area AA points as follows: 5 Area AA points from the North Carolina against the 10 Vals attacking it, and the remaining 4 points against the Kates; 8 points from the Atlanta against the Vals attacking it; 5 points from the first Fletcher at the Vals attacking it; and 5 points from the second Fletcher at the Vals attacking the North Carolina [since the Vals are attacking from Medium altitude, the North Carolina's Light AA will not be as effective, and the USN player figures the BB needs all the help it can get].

The net totals for Area AA fire are as follows: against the 10 Vals attacking the North Carolina, the 5 from the BB and the 5 from the second Fletcher are modified to a 4 and a 4 respectively (-1 to each for planes at Medium altitude), so the net AA value is 4 + 2 (a 4 factor for a second unit adds 2, as shown on the Multiple Unit Attack Chart), or 6 against the Vals defense of 5. Against the Kates attacking the North Carolina it is 4 AA against the Kates defense of 5. Against the Vals attacking the Atlanta it is an 8 AA versus their 4 defense [those Vals are in trouble]. Against the Vals attacking the first Fletcher it is a 5 AA against their 4 defense.

After all of the above Area AA attacks are completed, each ship gets its Light AA against each squadron that is attacking it. The North Carolina gets a 5 – 3 = 2 Light AA factor against the Val squadron (-3 for Medium altitude) and a full 5 against the Kate squadron (or rather, the survivors of each) that are attacking it; the Atlanta gets its 3 Light AA against the Vals attacking it; and the first Fletcher gets its 2 Light AA against the Vals that are attacking it – the second Fletcher can not use it's Light AA factor, as it was not attacked. After the Light AA fire is resolved, the IJN player can then make his attacks with his aircraft, remembering that he still gets to attack with one-half of the planes that were shot down by any Light AA.

Some notes for the AA system used in the NWS:NW-WW2,

Area AA fire can fire at aircraft at quite long range (10,000 yards or more), so Area AA can defend against planes attacking any ship in its own division. Light AA is much shorter range, perhaps 2000 yards or less, so it generally is only able to protect the ship it is carried on. The values for Area AA were calculated against an aircraft flying in from its maximum range, hence each point of Area AA fire can only be used once in a single turn.
Light AA can be used against each separate squadron or group of planes that attack the ship, because only a few planes can accurately attack a ship simultaneously, so a large number of aircraft would attack in several waves in a turn. The rule about one-half of the aircraft that were shot down by Light AA being allowed to still attack is based on the fact that some planes would be shot down after they attacked, and that some planes may be hit but could still drop their ordnance before going down.

NWS: NW-WW2

Surface Combat Example: Battle of River Plate

Background: German raider Graf Spee (a "pocket battleship") is caught by a small RN cruiser force.
Forces:

Blue:	Division 1:	1 x York/Exeter CA
	Division 2:	2 x Leander CL
Red:	Division 1:	1 x Deutschland CA

Map: Tactical Map 1 *Game Type:* Interception
Starting Positions: Blue: Div 1 hex M12 heading 1, Div 2 hex N11 heading 2
Red: Div 1 hex I07 heading 3
Environment: Day, Fair Weather *Intelligence:* Blue= Fair, Red = Fair
Special Rules: None
Victory Conditions: Standard Victory Conditions Apply – the Red side receives 4 bonus VP if it successfully disengages with no or Light Damage, 2 VP if Moderate Damage.
Historic Outcome: Draw (tactically). The Graf Spee suffered moderate damage; the Exeter was seriously damaged, while the two CLs suffered moderate damage. The Graf Spee was later scuttled.

Divisions had their movement secretly plotted each turn. This scenario was played using the Advanced Game Rules, updated with the game errata as of 10-14-2002. Optional Rules used were: Movement and Turning, Column firing arc rules, and some new rules shown below.

Turn 1: Step 1: Since this is a day battle in fair weather, no variable spotting rolls are needed.
Step 2: The Red player designated the Main Battery on the Deutschland as firing at York/Exeter, with his Secondary Battery fired at the #1 Leander.
The Blue player simply designated all ships as firing all batteries at the Deutschland.
Step 3: Movement: The Deutschland made a 2 hex-side turn to starboard and moved ahead 2 hexes to hex G08. The Exeter turned 1 hex-side to port, and moved 2 hexes ahead to hex K11, closing on the KM ship. The Leanders moved ahead 1 hex, then make a 1 hex-side turn to port, then moved one more hex forward to hex M10.
Step 4: Combat:
Deutschland firing main battery at Exeter:
Attack roll was 5, + 5 FirePower, -1 OverPenetration: equals total of 9. Defense roll was 3, +4 Defense, +1 Size: Equals total of 7. A 9 net attack minus 7 defense is a +2 difference, so Exeter takes two damage levels (Moderate). The Deutschland's secondary battery cannot fire at the Leander as the range was 6 hexes.
Exeter and Leanders firing at Deutschland:
Combining Main Battery FirePower for the ships firing: Exeter has a FirePower of 3, -1 for target in bow arc = 2 net. Each Leander has a 4 base FirePower, -2 for Long Range = 2 net. Adding these together on the Multiple Unit attack table we get a 2+1+1 = 4 attack. Attack 1d6 roll was a 3, for a 7 net attack roll. The Deutschland has a Defense of 5, + Size of 1, + the a defense roll of 2 equals 8 net defense roll. 7 - 8 is -1, so the RN player rolled 1d6 to see if he could obtain a 5 or 6 to get 1DL -- he rolled a 3, and did no damage.
(Neither side was in range for torpedo attacks, so the Combat step is over.)
Step 5: The Exeter has taken Moderate damage this turn, and had no prior damage, so an Orange Damage clip was placed on top of its data card.
Step 6: No ships were detached this turn.
Step 7: Neither side decided to make smoke this turn.
Step 8: End of turn.

Turn 2: Step 1: Again, no variable spotting rolls.
Step 2: The Red player decides to keep his main battery on the Exeter and secondary on Leander #1.
The Blue player again decides all guns will fire on the Deutschland.
Step 3: Movement: Deutschland moves straight 2 hexes ending in hex E09. Blue player declares Exeter as evading, places an Evasion Marker on the Division card. Exeter turns 2 hex-sides to port, moves 2 hex-sides straight and ends in hex K13 (her speed is now a 3 from the damage received, so on even turns she moves 2 hexes). Leanders move 2 hexes straight, turn 1 hex-0side to port, and move 1 hex ahead ending in hex J09.
Step 4: Combat:

Deutschland firing main battery at Exeter:

Attack roll was 2, +5 FirePower, -2 Long Range (Exeter at 7 hexes), total net attack roll of 2+5-2= 7. Exeter's defense roll was a 4, + Defense of 4, + Size of 1, Evading +1 = 10 net defense roll. 7 - 11 equals a net -4, so no damage to the Exeter.

Exeter and Leanders firing at Deutschland:

Exeter's base FirePower is now a 2 because of the damage, -2 for long range, -1 for evading = net -1 FirePower. Each Leander has a 4 base FirePower, -2 for Long Range, -1 for bow arc = net FP of 1 each. The Exeter's Firepower adds nothing to the net 1 + 1 = 2 net attack the Leanders can make. The RN Player rolled a 6 attack, for a total of 8. The Deutschland rolled a 2 defense (uh oh), + 5 Defense, +1 Size = 8. 8 - 8 = zero, so the RN player must roll a 4,5, or 6 to do 1 DL to the Deutschland: RN player rolls a 5, and the Deutschland indeed receives 1 DL (Light).

The Deutschland fires her secondary battery at Leander #1: KM player rolls a 5, + 3 FirePower, -2 Long Range equals a 6 attack. The RN player rolls a 2, + 4 Defense, +1 Size for a net of 7. 6 - 7 = -1 net, so the KM player needs to roll 5 or 6 on 1d6 to damage the Leander -- the roll is a 3, so Leander takes no damage.

(Again ranges are too far for torpedo combat)

Step 5: A Yellow Damage clip is placed on top of the Deutschland to show it now has Light Damage.
Step 6: No ships were detached this turn.
Step 7: Neither side decided to have ships make smoke.
Step 8: End of Turn.

Turn 3: Step 1: Skipped, no variable spotting rolls.
Step 2: The Red player decided to shift his main battery to #1 Leander, and his secondary battery onto #2 Leander. All RN ship again will fire at the Deutschland.
Step 3: Movement: Deutschland moves straight 1 hex ending in hex E10. Exeter moves 1 hex fwd to K14, and stops evading. Leanders straight 1 hex, turns 1 hex-side to port, and moves 1 hex straight ending in hex I11.
Step 4: Combat:

Deutschland firing main battery at Leander #1:

(Range is 4 hexes). Attack roll was 6, + 4 FirePower = net total of 10. Leander rolls a 4, +4 Defense, +1 size = net total of 9. 10-9 = +1, so Leander takes 1DL (Light). Deutschland's secondary battery at Leander #2 -- attack roll of 4, + 2 FirePower, -2 Range = 4 net attack. Leander #2 defense roll is 2, +4 defense, +1 size = net defense of 7. 4 - 7 = -3, so no damage.

Exeter and Leanders firing at Deutschland:

Exeter has a 2 FirePower, -2 Long Range = 0 net. Each Leander has a 4 FirePower, no modifiers. The net combined FirePower is 4 + 2 = 6, plus attack roll of 3 = 9 total. Deutschland defense roll is a 5, + 5 Defense, +1 Size equals a net 11. 9 - 11 = -2, so RN player must roll a 6 to cause 1 DL -- the roll is a 5...close, but no damage! Both Leanders fire their secondary guns at Deutschland: each has a 2FP, -2 for Long range = 0. So a net FP of 1 (updated errata: 0 + 0 FP = 1FP on Multiple Unit Attack Table). The attack roll is 4 for a total of 5. The Deutschland rolls a 2 defense, +5 Defense +1 size = 8 total. 5-8= -3, so no damage.

Step 5: No damage was incured so no change in Damage clips equired this turn.
Step 6: The RN player decides to detach Leander #1 since it now has a speed of 4.
Step 7: The KM player has the Deutschland make smoke, fearing a torpedo attack from the RN light cruisers next turn.
Step 8: End of turn.

Turn 4: Step 1: Skipped.
Step 2: Both sides keep their targeting the same (assuming the smoke does not block their LOS).
Step 3: Movement: Deutschland moves 1 hex straight, turns 2 hex-sides to starboard, then moves 1 hex forward, ending in hex D11. Smoke markers were placed in hexes E10,E11,and E12. Exeter turned 1 hex-side to starboard, moved 3 hexes straight, ending up in hex H15. Leander #1 (Now detached) turned 2 hex-sides starboard, went straight 2 hexes, ending in hex G10. Leander #2 turned starboard 1 hexside, went straight 3 hexes, ending in hex F12.
Step 4: Combat:
Deutschland cannot fire at Leander #1 since the Line-of-Sight passes through a smoke hex. Neither of the Leanders can fire at the Deutschland for the same reason. The Exeter fires its main battery at the Deutschland at a range of 6 hexes: it rolls a 6, + 2 FirePower, -2 Long Range = 6 total attack. The Deutschland rolls a 3 defense, + 5 Defense, +1 size = 9 defense. 6-9 = -3, so no damage.
Step 5: No additional damage was done, so no change in Damage clips.
Step 6: No ships were detached.
Step 7: Deutschland declares will continue making smoke.
Step 8: End of turn.

Turn 5: Step 1: Skipped.
Step 2: Deutschland will fire at the Exeter as it is the only visible target. The Exeter will fire at the Deutschland and the Leanders must hold fire as no target is visible.
Step 3: Movement: Deutschland moved 1 hex straight, ending in hex C11. The Exeter turned one hex-side

to starboard, then moved 1 hex straight, ending in hex G15. Leander #1 moved 2 hexes straight, ending in hex E09. Leander #2 turned 1 hex-side to starboard, moved 1 hex straight, turned 1 hex-side to port, and moved 2 hexside straight, ending up in hex C13.

Step 4: Combat:

Deutschland fired at Exeter w/main battery: attack roll 2, + 4 FirePower, -2 Long Range, -1 aft arc = 3 net attack. Exeter rolls 3 defense, +4 Defense +1 Size = 8 net. 3-8 = -5, no damage. Deutschland can fire at either Leander #1 or #2 with its secondary battery as both ships came into view during movement: KM player decides to fire at Leander #2 since it is closer (2 hexes). Attack roll is 6, + 2 FirePower, -1 for Opportunity Fire = 7 attack total. Leander #2 defense roll is a 6, + 4 defense, +1 size = 11 defense total. 7-11 = -4, no damage.

All 3 RN ships can fire at the Deutschland, but the Leanders both will take an Opportunity Fire penalty as they did not have the target in sight at the beginning of the turn:

The Exeter has a 2 FirePower, -2 Long Range = 0 net, Leander #1 has a 4 Firepower, +1 Short Range, -1 Op Fire for a 4 net, Leander #1 has a 3 FirePower, -1 Op Fire for a 2 net. Using Multiple Unit Attack Table, a 4 + 1 = 5 net attack. RN rolls a 5 attack roll + 5 = 10 total. KM roll a 3 defense roll, + 5 defense + 1 Size = 9 total. 10-9 = +1, so the Deutschland takes 1 additional DL.

The Deutschland and both Leanders all decide to fire torpedoes, as they all are within range:

The Deutschland fires one salvo of 4 torpedoes at Leander #1 (at 2 hexes range is Medium Range): the to-hit roll was 4, +4 for # torps in the mount, -1 Medium Range, -1 Op Fire = 6 net total.

Leander #2 main battery rolled 4, + 5 Speed, +1 Size = 10. 6-10 = -4, no hits.

Leander #2 fires one salvo of 4 torps at the Deutschland: to-hit roll 4, +4 torps, -1 OpFire equals total of 7. Deutschland rolls 2 defense, + 3 speed +1 size = 6 total. 7-6 = +1, or 1 hit.

Leander #2 fires one salvo of 4 torps: to-hit roll 5, +4 torps, -2 Long Range, -1 OpFire equals total of 5. Deutschland rolls 1 Defense (ouch!), +3 speed, +1 size = 5 total. 5-5 = 0, RN side rolls 1d6 to see if it can get a 4,5, or 6 for a hit: it rolled a 6, for 1 hit (ouch).

That is 2 torpedo hits on the Deutschland: base damage is 5, + 2 for the second hit for a net damage of 7. RN rolls 4 on the damage roll + 7 = 11 final damage total. Deutschland rolls a 4 on the defense roll, +5 Defense and TPS = 9 total. 11-9 = +2, for 3 additonal DL!

Step 5: The Deutschland has sunk, since it ended up with a total of 5 Damage Levels (4 DL = Sunk)!

END OF GAME

Net Results: Exeter Moderate Damage, Leander #1 Light Damage, Deutschland Sunk.

Note: Op-Fire rule: If no targets are visible at the beginning of the turn, you may still fire at targets that become visible during the turn -- ships with a 4 or less current FirePower have a -1 gunnery a penalty, ships with a 5 or more current FirePower have a -2 penalty. Firing Torpedoes during Op-Fire also incurs a -1 penalty to the to-hit roll.