

+++ ADVANCED RULES +++

On the second and later consecutive turns of bombardment against the same land unit/target, add a +1 bonus to the ship's base *FirePower* rating (*this is a +1 total bonus, not +1 per turn after the first turn*). This represents a level of cumulative damage the target sustains by virtue of being immobile and the increased accuracy of the ship's gunfire after time to adjust the fire.

ANTI-SUBMARINE WARFARE

--- BASIC RULES ---

ASW attacks may only be made against submarines in the same hex. Resolution of ASW attacks versus submerged submarines is as follows:

- 1) The attacker rolls 1d6 and adds the unit's *Anti-Submarine Warfare Rating* to the result.
- 2) The defender rolls 1d6 and adds the submarine's second *Defense Rating* value to the result.
- 3) Subtract the defender's total from the attacker's total.
- 4) If the net result is -3 or less, then the submarine was not detected. If it is a -2, -1, or 0, the submarine was detected, but no damage was done to it. If the result is 1, then 1 *Damage Level* was done, if the result is 2 then 2 *Damage Levels*, if the result is 3 then 3 *Damage Levels*, and 4 + is 4 *Damage Levels*.

Notes – If a submerged submarine takes Heavy damage, roll 1d6: on a 1-4 it immediately surfaces, on a 5-6 it sinks. A sub may not submerge when it has taken Heavy Damage.

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Subs only be damaged by attacks from the same hex, but subs may be *Detected* at 1 hex: roll an ASW attack as normal (with the -2 for 1 hex range), if the result is anything but "Sub Not Detected" then the sub has been detected, but is not damaged.

The **attacker** rolls 1d6, adds his *ASW Rating*, and the following modifiers:

- 1 if Poor Weather scenario
- 1 if Night

-2 submarine at 1 hex Range (only *Detection*, no damage possible)

The **defender** rolls 1d6 and adds the submarine's second *Defense Rating* value to the roll.

Subtract the defenders total from the attacker's total, and consult the following table to determine the damage done:

Result	Damage Level
-3 or less	Sub Not Detected
-2	Sub Detected: Attacked, No Damage
-1	Sub Detected: Attacked, No Damage
0	Sub Detected: Attacked, No Damage
1	Detected + 1 DL
2	Detected + 2 DL
3	Detected + 3 DL
4+	Detected + 4 DL

(Note that DL in this table means *Damage Level*)

SUBMARINES – SPECIAL RULES

Submarines may be *Submerged* or *Surfaced*. To designate a submarine as surfaced, place a *Surfaced* card on it – if there is no such card; the submarine is assumed to be submerged. Submarines can move submerged for at 36 turns (6 hours), after which they must surface to recharge their batteries. Recharging batteries takes 12 turns (2 hours)...or, if you rather, for every turn a sub is surfaced it gains back 3 turns of "submerge time". *If a submarine does not move while submerged then count every hour as a single turn for purposes of remaining submerged.*

The winner of the Campaign can be determined by comparing the point totals of each side. Divide the VP total of Player One by the VP total of Player Two to determine a ratio, and consult the table below:

<u>Ratio</u>	<u>Win/Loss Level</u>
<= 0.33	Player Two: Decisive Victory
0.34-0.67	Player Two: Substantial Victory
0.67-0.8	Player Two: Moderate Victory
0.81-0.9	Player Two: Slight Victory
0.91-1.1	DRAW
1.11-1.23	Player One: Slight Victory
1.24-1.5	Player One: Moderate Victory
1.51-2.99	Player One: Substantial Victory
3.0 +	Player One: Decisive Victory

STRATEGIC SCALE COMBAT RULES

--- BASIC GAME TURN SEQUENCE ---

The Basic Game uses abstractions for strategic combat: Each turn is approximately 6 hours of time (or enough time for a typical air strike to take-off, attack, and return. Set up all ships/units under their proper Division/Unit Card, and place the counters for each Division/Unit for each side in their respective *Long Range* boxes on the *Basic Game Combat Matrix* chart.

The Turn Sequence and Rules for *Basic Game Strategic Combat* is:

- 1) Each player assigns any aircraft squadron cards they wish to use to *Search* for enemy divisions by setting them off to the right of the player. Partial squadrons may be used for this purpose.
- 2) Each player sets any aircraft squadrons next to any of their divisions they wish to protect by *Combat Air Patrols* (CAP).
- 3) Air strikes can now be launched against any enemy ships/units located the previous turn, or ones in which the scenario specifies as already located. Each player sets each aircraft squadron card next to the division/unit it will attack. Players may also assign a *Fighter Escort* for the attacking planes, which simply means adding a Fighter Squadron card to force. If a CAP squadron is protecting that division, one turn of *Air-to-Air Combat* is played out between the attacker and the CAP squadron(s). If the attacking squadron(s) have a *Fighter Escort*, then the CAP must engage the escort in one turn of *Air-to-Air Combat* first, then any surviving CAP can engage the attacking force. Next, resolve each surviving squadron's attack one at a time, the attacking player choosing which ships in the division will be attacked – first, the defending player rolls his *Area AA* and then *Light AA* attacks, then the surviving aircraft get their *Air-to-Surface Attacks* against their targets. After this, move **all** surviving aircraft from both sides back to their bases/carriers (they are assumed to have landed, refueling, etc).
- 4) Search missions are now resolved – for each 3 aircraft searching on each side (round nearest), choose an enemy division as it's "target", and roll 1d6 to determine if that division has been spotted: *Fighter Squadron/Dive Bomber/Torpedo/Light Bomber* Squadron aircraft = A roll of a 1-2 spots the enemy division. *Medium Bomber/Heavy Bomber/Recon/Scout/Patrol* Squadron aircraft = A roll of 1-3 spots the enemy division. Any enemy division that has been *Spotted* will have a *Spotted Card* placed on it.
- 5) Each player may now move any division(s) one range band closer if they wish.
- 6) Opening the Range: To simulate one side attempting to move away from the other side, the following rule is used: If a side wishes to *Open the Range*, roll 1d6 for each spotted enemy division: if the roll is \geq the speed of the slowest ship in the division, then that Division is moved up one range box (farther away).
- 7) If any division on either side reaches the *Short Range* band, it may attempt surface combat against any enemy division that has been spotted. However, the side being attacked may attempt to *Intercept* the attacker with any of its divisions that are at Short Range: roll 1d6 for each division you wish to attempt interception – a roll of a 1 to 3 means it were successful. If any divisions successfully intercept the attacker, then the attacker must engage those divisions **instead of** his original target. Resolve the **entire** surface battle by the *Tactical Combat* rules before continuing with the Strategic turn.
- 8) End of the strategic combat turn. Any planes used for searching are now returned to their bases/carriers. For each division that is *Spotted*, roll 1d6: a roll of a 1, 2, or 3 means it is now **not** spotted – remove the *Spotted* card from it. Play now proceeds to the next turn. Every other two pairs of Turns are Night Turns (i.e. 3, 4, 7, 8, 11, 12, 15, 16, etc), with some additional conditions: (a) Spotting during this turn only occurs on a roll of a 1 (b) All attack rolls have a -2 added to them, and (c) At launch, roll 1d6 for each Squadron: a roll of 1-3 means part of the squadron is lost, and takes 1 Damage Level. (If the squadron has any Radar, it gets lost only on a roll of 1). Note

that only the USN made any significant use of massed air attacks at night, and usually these were by radar-equipped aircraft.

+++ ADVANCED GAME TURN SEQUENCE +++

In the *Advanced Rules Strategic Game* play is on the strategic maps – the scale is 20nm per hex, and 1 hour per turn. The turn sequence for advanced play is:

- 1) Spotting – resolve all possible *Spottings* by the Advanced Spotting Rules as the units are moved. For aircraft units sent to spot enemy divisions, use the *Aircraft Search Table* to preserve the fog of war.
- 2) Combat – all units in the same hex as an enemy unit may now enter combat:
If the units are ships, resolve the combat via *Advanced Rules Tactical Scale* combat – play **six turns** of *Tactical* combat before returning to the *Strategic* combat turn. If the units are aircraft squadrons and or land units, resolve the attacks via the appropriate *Advanced Rules* section. If both aircraft and ships are involved together (i.e. both enemy and friendly ships plus aircraft in the same hex) then resolve all air squadron combats, **then** play six turns of *Tactical* Combat.
- 3) Movement – launch all armed aircraft (place the squadron marker one hex from the launching unit), move all divisions and squadrons according to the Advanced Movement Rules.
- 4) Air Squadron Arming – you may arm and prepare to launch any air squadrons from bases or carriers. Place ordnance markers on all planes that are to be launched. All planes armed this turn are launched in the Movement Phase **next turn**.
- 5) Aircraft Recovery – all friendly aircraft squadrons in the same hex as a base/carrier may land.
Note that the base/carrier may not exceed its *Air Group Rating* in the number of squadrons it operates, but airbases/airfields/airstrips may land up to two squadrons more than they have listed in an emergency – these “extra” squadrons may not be used, but can be damaged by attacks on the base. (*These squadrons receive a -1 to the roll to determine if they are damaged when the base is damaged*)
All ordnance markers are removed from landing planes.
- 6) End of Strategic Combat Turn. The game ends when all divisions are destroyed, no divisions have been spotted for two turns in a row, or an agreed upon number of turns has passed.

MOVEMENT AND SPOTTING

+++ ADVANCED RULES +++

Movement: Ship divisions can move at a rate based on the speed of the slowest ship in the division:

Speed Rating 1-3 = 1 hex every odd numbered turn (turns 1, 3, 5, etc)

Speed Rating 4+ = 1 hex per turn.

Aircraft Squadrons move at a rate according to type:

Fighter/Recon = 12 hexes/turn.

Dive Bomber/Torpedo Bomber/Light Bomber/Scout/Patrol = 9 hexes/turn

Medium Bomber/Heavy Bomber = 10 hexes/turn

Spotting: Ship Divisions may visually spot other ship divisions at a range of 1 hex during the day: roll 1d6, if the roll is 1-2, the division is spotted. Ship divisions in the same hex *automatically* spot each other during the day. At night however, ships can only spot other divisions in the same hex - a roll of 1 to 4 on 1d6 will spot the division. Any division that is spotted, but has not spotted the division that spotted it, is considered *Surprised*. A *Surprised* division has penalties when it is set up on the map for *Tactical Combat*.

Aircraft Squadrons may spot one another at ranges of up to 2 hexes: At 2 hex range, a roll of a 1 spots the squadron (Heavy Bombers are spotted on a 1 to 2). At 1 hex, Medium and Heavy bombers are spotted on a 1-3 roll, and all other types are spotted on a roll of 1-4. All aircraft are automatically spotted at 0 hex range. During night, squadrons have a 1-2 chance on a 1d6 roll of being spotted if they are in the same hex only. (*That's why radar night fighters existed!*)

Aircraft Squadrons may spot ship divisions and land units at the following ranges during the day:

Ship Divisions may be spotted at 2 hexes on a roll of 1-2, 1 hex on a roll of 1-3, and are automatically spotted at 0 hex range. In Poor Weather or at Night, Ship divisions are visually spotted on a roll of a 1 at one hex range, and a roll of a 1-4 at zero hex range. Land units may be automatically spotted at 2 hexes for Ports and Airbase targets, 1 hex for Airfields and Airstrips, and 0 hexes for all other land targets.