ANTI-SUBMARINE WARFARE

--- BASIC RULES ---

<mark>ASW attacks or detections may only be attempted against submarines in the same hex.</mark>
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*.

Note – 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.

+++ ADVANCED RULES +++

The **attacker** rolls 1d6, adds his *ASW Rating*, and the following modifiers:
+1if enemy submarine fires torpedoes this turn.
-1 if Poor Weather scenario
-1 if Night
The **defender** rolls 1d6 and adds the submarines 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	1 DL
2	2 DL
3	3 DL
4+	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 12 turns (2 hours), after which they must surface to recharge their batteries. Recharging batteries takes 24 turns (4 hours)…or, if you rather, for every 2 turns a sub is surfaced it gains back 1 turn of "submerge time". *If a submarine does not move while submerged then count every hour as a **single turn** for purposes of remaining submerged.*

Damage to Submerged Submarines: 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.

Spotting: *Surfaced* subs are spotted 1 hex away on a 1-3 roll on 1d6 during the day (at night on a 1), while in the same hex are spotted on a roll of 1-5 during the day and a 1-3 during the night. ***Submerged*** subs can only be spotted by a unit making a successful ASW attack roll on them (and only in the same hex). It is recommended that submarine movement either: be plotted on a sheet of paper to add to the Fog of War element of the game (see page 26), or that the "Double-Blind" system be employed (see page 27).

Fighter/Scout/TorpedoBomber aircraft = A roll of a 1-2 spots the enemy division.
Medium Bomber/Recon/Patrol 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 > = 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 pair of Turns (3,4,7,8,11,12,etc) are Night Turns, 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) Aircraft may not operate during Night Turns.

+++ 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 units 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 unit combats, ***then*** play six turns of Tactical Combat.
3) Movement – launch all armed aircraft (place the unit marker one hex from the launching unit), move all divisions and units according to the Advanced Movement Rules.
4) Air Unit Arming – you may arm and prepare to launch any air units 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 units in the same hex as a base/carrier may land.
   Note that the base/carrier may not exceed its *Air Rating* in the number of aircraft it operates, but airfields/airstrips may land up to 8 more aircraft than they have listed in an emergency – these "extra" aircraft may not be used, but can be damaged by attacks on the base. (*These units 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 +++

<u>Movement</u>: *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 Units move at a rate according to type:
Fighter/Scout = 4 hexes/turn
Dive Bomber/Torpedo Bomber/Light Bomber/Patrol = 3 hexes/turn
Bomber = 3 hexes/turn

<u>Spotting</u>: *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