

The World War II Naval Miniatures Game

By H.J. Seijmonsbergen

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TABLE OF CONTENTS

Introduction 1
What you need for play 1
The Data cards 2
The Ship data card 2
Aircraft data card 2
Officer data card 3
The Fleet 3
Squadrons 3
The game sequence 4
The Structure of a Turn 4
The initiative Phase 4
Initiative Roll 4
The preparation phase 5
Rally ships 5
Check for support arriving 5
Call in off-table air support 5
Launch carrier aircraft 5
Generate order and disruption tokens 5
The activation phase 6
Basic activations 6
1. Maneuver activation 6
2. Attack activation 6
3. Submarine search activation 6
4. Merge air group activation 6
Advanced activation orders 6
The end phase 7
Orders from the command station 7
Landing flights 7
Resolve torpedo damage 7
Damage control 7
Apply damage effects 7
Remove smoke markers 7
Clean up the battlefield for the next turn 7
The Command Station 7
The command station 8
Orders 8
Types of orders 8
Executing Orders 8
Disruption 9
Failing an order 9
Maneuver activations 9
Movement distances 9
Determining speed and heading 9
Minimum distance & Collisions 10
Attack activations 10
1. Determine the target 10
Firing arcs 10
2. Shoot at the target 12
3. Hit location 12
4. Armor & Damage effects 12
Armor roll 12
Damage and Effects 13
System status 13
Damage to components 14
Torpedoes 14
Who can launch? 14
Delayed effects 14
Resolving torpedo hits 14
Anti-submarine weapons 14
Officers 17
Tactical orders 17
Command 17
Taking a command check 17
Breaking off 17
Rallying 17
Aircraft 18
Flights and Air Groups 18
Forming air groups 18
Endurance and Mission limits 18
Deploying Flights 18
Air movement 18
Interception & Dogfighting 18
Attack – Aircraft 19
AA fire 19
Attack - Fighter sweep 19
Returning flights 19
Carriers 21
Deployment & movement 21
Launch/land Capacity & Flight Capacity 21
Seaplane Tenders 21
Deployment & movement 21
Submarine operations 22
Deployment 22
Moving the submarine 22
Revealing the submarine's position 22
Terrain, weather and smoke 23
Rough weather 23
Nighttime 23
Special rules 24
Special rules 24
Special weapon rules 25
General Scenarios 26
Fleet Types 26
Building a fleet 26
The Scenario Generator Matrix 27
Scenario special rules 28
Hidden deployment 28
Reinforcement Entry 29
Islands and Squalls 29
Battle Royale 31
Carrier Clash 32
Weathering the storm 33
Surprise encounter 34
Buying time 35
Standoff 36

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INTRODUCTION

Naval War is a fast-paced and engaging tabletop miniatures game that brings World War II naval combat to life. Designed for enthusiasts who enjoy commanding their fleets of miniature ships in action-packed, historically inspired battles, Naval War offers an accessible yet immersive gaming experience.

So what kind of game is it?
Naval War is a tabletop miniatures game where players recreate naval engagements using 3D miniature ships on a battlefield typically the size of a standard table (100cm x 180cm). The game captures the drama and excitement of famous naval clashes, such as the Battle of the Coral Sea or the Battle of the Denmark Strait, focusing on the strategic decisions and thrilling maneuvers that define naval warfare.

At the heart of the game is the Command Station, a unique game mechanic that enables your fleet to execute special actions and influence the tide of battle. Your opponent, however, will be equally equipped to disrupt your plans and seize opportunities, ensuring every turn is dynamic and competitive. Both players remain deeply engaged in the action, creating a shared sense of tension and triumph.

What About Scale and Timescale?
Naval War does not use a fixed time or distance scale. A turn does not represent a set number of minutes, and the table does not represent a set number of nautical miles. Instead, weapon ranges, movement speeds, and turn length are calibrated internally: they are consistent relative to each other, but not tied to any real-world unit.

This abstraction is what allows the game to represent both a 20-minute close-range action like the Denmark Strait and a multi-hour carrier strike exchange like Midway within the same system, without either becoming unplayable. It also mirrors the way historical battle reports shift their focus across an engagement, capturing the most critical and exciting moments as they happen. On one side of the table, your ships might be fending off torpedoes and targeting destroyers, while on the other, your aircraft are locked in dogfights with enemy bombers, all within the same turn.

Miniature scale
Whether you prefer the detailed grandeur of 1:1200 miniatures or the broader perspective of 1:6000, Naval War works with any scale. Just ensure that you and your opponent use the same scale to avoid complications.

With its out-of-sequence activation system and innovative Command Station mechanics, Naval War delivers an unparalleled naval gaming experience that feels as vivid and dynamic as a historical battle report.

So, if you're ready to dive into World War II naval combat, read on and prepare to command the seas!

WHAT YOU NEED FOR PLAY

To get started with a basic game of Naval War you will need:

- The Naval War Companion App
- Miniature ships or substitutes
- The ship data cards (Available in the app)
- A tape-measure (the game uses centimeters)
- About 10-15 6-sided dice, with at least one die in a different color for hit location throws.
- A playing surface measuring at least 100cm x 180cm for the standard engagements.
- Counters (PDF available on the website).
  - Order- and disruption tokens
  - Lettered Fire- and splash tokens
  - Fire- and flooding tokens
  - Torpedo template and spread tokens
  - Broken off and Rendezvous point tokens



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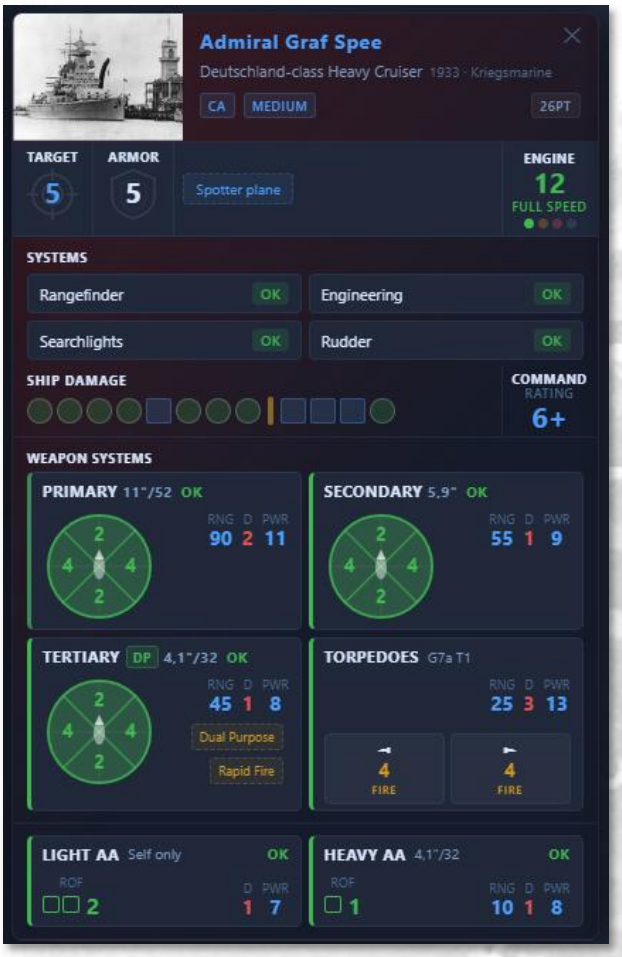
THE DATA CARDS

In *Naval War*, every ship, plane, and officer is represented by a **data card** that provides all the information needed for gameplay. These cards can be found in the **Naval War Companion App**, either digitally and interactive or printed out, making it easy to assemble and manage your fleet.

The Ship data card



1. **Identification header**: Displays the ship's name, class, classification, size and point value.
2. **Primary ship stats**
   - **Target score** (how hard is it to hit this ship?)
   - **Armor score** (how tough are its defenses?)
   - **Special Rules**
   - **Engine/Speed indicator** (in cm)
3. **Component Status**: Tracks the condition of ship systems. Boxes can be toggled to show OK/Damaged/Knocked Out status. When the rudder is damaged it becomes stuck in a random direction.
4. **Ship damage**: Shows the ship's durability. Mark off boxes as damage accumulates.
5. **Command rating**: this is tied to your officer and shows how likely it is your ship is staying in the battle.
6. **Weapon systems**: Details the ship's weapon systems. Each different weapon system has the following info:
   - Primary/Secondary/Tertiary gun systems:
   The compass shows the Rate of Fire (Rof) in each firing arc.
   - Torpedo systems: Arrows indicate torpedo bank firing arc and number of torpedo tubes for each bank.
   - AA systems. Ships can have Light- and Heavy AA. Heavy AA is tied to the DP gun systems.
7. **Weapon Stats**: Each weapon system has these characteristics:
   - **RoF (Rate of Fire):** This shows the amount of dice the player can use when firing the weapon system.
   - **RNG (Range)**: Maximum firing distance (cm).
   - **D (Damage rating)**: Armor saves the enemy must take per hit.
   - **Pwr (Power)**: Weapon's penetration capability.
   - **Special box**: Lists any unique rules or effect

Aircraft data card



1. **Identification header**: Displays the aircrafts' name, type, fleet, number of flights and point value.
2. **Primary aircraft stats**
   - **Target score:** The target score is used when resolving ground-to-air encounters like AA fire.
   - **Dodge score:** The dodge score determines if an aircraft survives an encounter.
   - **Dogfight:** The dogfight bonus and power is used for air-to-air combat.
3. **Special rules**: In this box any special rules may be listed that apply to the aircraft.
4. **Armament**: The armament table shows the layout and stats of the ships weaponry.
   - **ATT (Attacks)**: Number of dice rolled when firing
   - **D (Damage rating)**: Armor saves the enemy must take per hit.
   - **PWR (Power)**: Weapon's penetration capability.
   - **Special box**: Lists any unique rules or effects.

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Officer data card

1. **Identification**: The name, rank, fleet and points value of the officer.
2. **Bonus tokens:** These symbols show how many bonus order- and disruption tokens the officer generates each turn.
3. **Tactical orders**: These one-use orders can become really important for any strategy.
4. **Command ratings:** These values are important when resolving command checks for your ships.
5. **Special rules**: In this box any special rules may be listed that apply to the officer.

For more info on the abilities of officers please refer to the officers section on page 17



THE FLEET

In Naval War, players command fleets made up of miniature ships. A fleet can consist of squadrons—groups of ships moving together—or single ships operating independently.

Squadrons

A **squadron** is a cohesive unit of two or more ships within a specified distance, called **cohesion distance**. Squadrons provide a tactical advantage, as all ships in a squadron can activate together, making coordinated maneuvers and attacks more efficient.

- **Cohesion Distance:** Ships must remain within **10 cm** of another ship in the squadron to stay part of it. If a ship moves beyond this distance at the end of a maneuver, it leaves the squadron and becomes a **single ship** until cohesion is reestablished.
- **Reestablishing Cohesion:** When a squadron is disrupted—such as through ship losses or separations—its next maneuver must aim to restore cohesion. If this isn't possible, the isolated ships form new **ad-hoc squadrons** or continue as single ships.

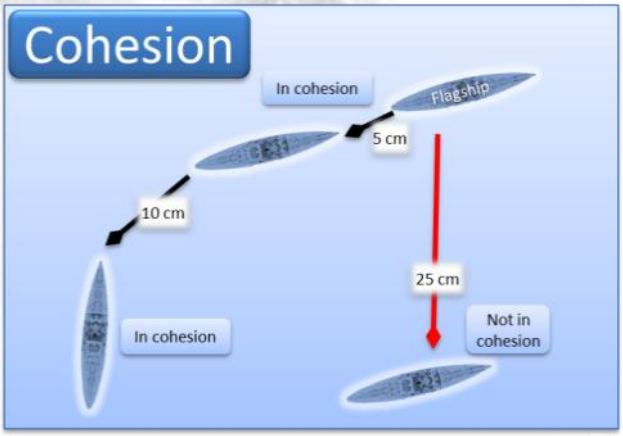
Single Ships

A **single ship** is any vessel not part of a squadron. This includes ships that have left a squadron or vessels that were never part of one.

- Single ships can still perform all standard actions and activations independently, but managing them individually is typically less efficient than keeping ships in squadrons.
- If the only remaining ship from a squadron is one vessel, it is treated as a single ship.

Ad-hoc Squadrons

Two or more single ships can form a new squadron at any time by maintaining cohesion distance during a maneuver. This allows flexibility in reorganizing your fleet during the battle. Maintaining cohesive squadrons is key to effective fleet management, ensuring smooth activations and stronger coordinated efforts on the battlefield.



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THE GAME SEQUENCE

Contact is made. The alarm sounds—General Quarters! Shell splashes erupt near the ships as their massive guns elevate and release deadly volleys. Overhead, the roar of incoming aircraft fills the air, while frantic bursts of anti-aircraft fire create puffs of smoke in the sky. Amid this chaos, commanders must bring structure to the battle.

To manage the ebb and flow of combat, the game is divided into **turns**, with each turn representing a critical segment of the battle. Depending on the scenario, a game may consist of several turns, each offering opportunities for strategic maneuvers and decisive strikes.

The Structure of a Turn

Each turn allows both players to engage their fleets in a variety of actions: maneuvering ships, launching aircraft, firing weapons, and more. To maintain order, turns are divided into phases, each focusing on a specific aspect of gameplay.

During every phase, both players act in sequence. The player who won the initiative roll goes first, completing all their actions before the opposing player takes their turn. However, the Activations Phase operates differently. In this phase, players alternate activating squadrons one at a time, allowing for a more dynamic back-and-forth. This unique mechanic will be detailed further in the Activations Phase chapter.

TURN SEQUENCE

1. **The initiative phase**
   At the start of each turn, both sides roll off to see which side has the initiative
2. **The preparation phase**
   In this phase, both sides check for incoming support, launch aircraft and rally ships, etc. They then generate their order- and disruption tokens.
3. **The activations phase**
   Now, both players alternate in playing activations until both players have ran out of activations
4. **The end phase**
   Aircraft are landed and torpedo hits are resolved. Damage control checks are made, damage effects like fire and flooding are handled, smoke counters are removed and any stray tokens and dice are removed before the start of the next turn.

THE INITIATIVE PHASE

The Initiative Phase determines which player will act first in subsequent phases of the turn. This decision can present both strategic advantages and disadvantages, so players should consider it carefully.

Initiative Roll

Both players roll a D6. The player with the higher result gains the initiative for the turn and may choose to activate first or second in each subsequent phase.

Tied Rolls

If both players roll the same total, the initiative passes to the player who did not have it in the previous turn. For the first turn of the game, reroll in the event of a tie until a winner is determined.

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THE PREPARATION PHASE

In the preparation phase some things are handled that will decide the course of the rest of the turn. Reinforcements can enter the battle zone and ships that have fallen out of formation may be rallied to rejoin the battle.

The preparation phase is played in the following order:

- Rally friendly ships that have *broken off*
- Check for support arriving at the battle zone
- Call in off-table air support
- Launch any carrier aircraft
- Generate order and disruption tokens
- Play any relevant orders from the command station

Both players take turns performing each step starting with the player that has the initiative.

Rally ships

Any ships that have broken off are allowed to try to rejoin the battle. Check the command section on page 17 for more details.

Check for support arriving

Many scenarios require that parts of your fleet start the game off-table. At this point you can roll for support if the scenario requires it.

Support arriving on the table is placed as described under Reinforcement Entry (page 29) and makes one free maneuver activation during the Activations Phase.

Call in off-table air support

At this point of the phase it is possible to call in your off-table air assets. More detailed info can be found in the aircraft section on page 18.

Launch carrier aircraft

Flights may now be launched from carriers and seaplane tenders. You cannot launch more flights than the launch capacity of the ship. Flights that landed during the End Phase of the previous turn are rearmed and refueled and may launch normally. Landing is handled during the End Phase.

Generate order and disruption tokens

Both players now check how many order tokens their fleets generate. Note that off-table assets do not generate order tokens. Your officer is always considered to be contributing to the battle, so he will generate order tokens even when considered off-table. Every ship in your fleet generates one order token. Small ships are the exception: count all small ships in your fleet together and generate one order token for every two of them, rounding up. The following table shows how many tokens are generated:

ORDER TOKEN GENERATION

Each 'medium' or 'large' ship	+1 order token
Every 2 'small' ships (round up)	+1 order token
Airborne air groups that contain at least 3 flights	+1 order token
Battle stations!	+1 order token
Generate disruption tokens	
Any officer generated tokens	+Order- & disruption tokens

Note that Carrier fleets only generate half the amount of tokens for their escorts and convoy transports do not generate any order tokens.

Battle stations!
After the first attack activation capable of scoring hits on its target, both fleets receive one additional order token each subsequent turn.

Order token pool
After generating the order tokens they are placed in your order token pool. This pool is shared by your entire fleet.

Generate disruption tokens & Officer tokens
Once both players have generated the order tokens for their fleet, each player takes one disruption token for every order token the opponent has. Only then do both players add the order and disruption tokens generated by their officer. Tactical orders never count towards the opponent's disruption tokens.



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THE ACTIVATION PHASE

The Activation Phase is where key decisions are made. Players issue direct orders to their squadrons, aiming to outmaneuver their opponent. Timing is critical and can be the difference between victory and failure. However, resources are limited—communications may fail, and commands can be lost in the chaos of battle.

Who goes first?
The player with initiative decides who makes the first activation. Afterward, players alternate activating a ship or squadron. If a player wishes to skip an activation without ending their phase, they can spend an order token to do so.

How to activate a ship or squadron
Players can use order tokens to issue basic activation orders:

- Players alternate activations until neither wishes to activate further.
- The same ship or squadron can be activated multiple times for different orders within the same phase.

Running out of activations
Players alternate until neither wishes to activate further. A player who has passed cannot activate later unless he is using a tactical order token (see officers on page 17). Once both players pass consecutively, the phase is over. **A player cannot pass while he still has ships that are able to move and have not yet done so; he must first give them a Hold Course activation.**

Basic activations
The following basic activation orders can be issued:

1. *Maneuver activation*
Ships can move in two ways:

Maneuver Activation:
- Costs an order token
- Allows ships to change speed and heading freely. (see page 9)

'Hold course!' Movement:
- No order token costs
- The ship moves at least half speed in a straight line.
- Course changes are only allowed to avoid collisions, and must be minimal to achieve their purpose.
- A ship may be given a Hold Course activation at any point during the Activations Phase, and doing so passes the activation to your opponent as normal.

Air movement
Aircraft move differently than ships:
- No order token cost
- An air group of three or more flights moves in its own air activation.
- All single flights and air groups of fewer than three flights move together in a single air activation. This combined activation may be declared only once per turn.
- Air movement passes the activation to your opponent, just like any other activation.
- Aircraft always move in a straight line toward their destination.

2. *Attack activation*
There are three types of attack activations, each requiring a separate order token:
- Gunnery/ASW Attack (page 10)
- Torpedo Attack (page 10)
- Air Attack/Fighter sweep (page 19)

Multiple Attacks
A single ship or squadron can perform different types of attacks (e.g., gunnery and torpedo) within the same turn, provided each activation is paid for separately and the correct weapon type is present on its profile.

Air groups
A flight or air group that has moved this turn may still be activated for an attack run in the same turn.

3. *Submarine search activation*
ASW-equipped squadrons or ships can attempt to reveal an enemy submarine within range. See the Submarines Section on page 22 for details.

4. *Merge air group activation*
Flights that join up in the air need an activation to represent the difficulty of coordinating in transit. See the Aircraft Section on page 18 for more details.

Advanced activation orders
As you will discover in the command station section, basic activation orders may be enhanced or even replaced by orders from your command station. You will read more about that in the Command Station section on page 7.

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THE END PHASE

When all activations have been executed, the end of turn phase starts. Both players check if any actions have to be taken during this phase. If at some point the order of things is important, the player who has initiative takes his actions first.

Orders from the command station

Timed orders may augment actions taken during the End Phase, and reaction orders may be played in response to your opponent's actions. These orders cost order tokens as normal and can be disrupted as normal.

Landing flights

Flights that are within 20cm of a carrier or seaplane tender, may now land. Seaplanes cannot land on a carrier, and non-seaplanes cannot land at a seaplane tender. You cannot land more flights than the landing capacity of the ship. Land-based flights that have reached their table edge of entry now leave the table.

Resolve torpedo damage

Place the torpedo spread template at the end of the torpedo markers that have been placed this turn one at a time. Each time resolve the complete torpedo attack before moving on to the next. Check page 14 for more info on how to handle torpedo hits.

Damage control

A ship can attempt to repair damage each turn. For every fire or flooding marker, roll a D6:

- On a 4+, remove one marker.
- On a roll of a natural 1, add another marker of the same type.
- After putting out fires and plugging holes (regardless of outcome) you may also attempt to **repair one damaged system per turn**. Roll a D6:
- On a 4+, repair the system. If a system has multiple levels of damage (like the engine), restore one level.

Modifiers apply:

- Damaged Engineering: Subtract 1 from all rolls.
- Command Orders: May provide additional bonuses or penalties.

Apply damage effects

Each fire and flooding token on a ship causes it to lose 1 hull point.

Remove smoke markers

Remove any smoke markers that have been placed during the previous turn.

Clean up the battlefield for the next turn

Any remaining order- and disruption tokens are discarded (except the officers' tactical orders). Remove any table clutter, collect scattered dice and prepare yourself for the next turn!



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The Command Station is the strategic heart of Naval War, where players issue orders to influence every aspect of gameplay. From basic maneuvers to bold tactical gambits, every action depends on your ability to effectively manage and execute orders using order tokens. However, the chaos of naval combat is ever-present, as opponents can counter your efforts with disruption tokens, making it harder to execute critical commands.

The command station

The Command Station consists of two parts:

Fleet Special Rule
This outlines a unique rule or ability for your entire fleet, tied to the nationality of your commanding officer. These rules may trigger automatically under certain conditions or require the expenditure of an order token to activate.

> ***Note from the designer:***
> *At its core, Naval War is designed to emphasize player interaction. The system for representing battlefield friction—those unexpected mishaps or moments of fortune caused by mechanical failures or miscommunications—isn't dictated by random tables or automated events. Instead, it places the power in the hands of your opponent.*
>
> *No one understands the worst possible timing for an engine failure or a misinterpreted order better than the adversary facing you across the table. By giving opponents the ability to influence these moments through the use of disruption tokens, the game introduces a human element that counters the cold predictability of purely random events.*
>
> *While such events in real-world naval warfare weren't something an enemy could control, this mechanic enhances the tension and strategy of gameplay. It brings a dynamic layer of interaction, forcing players to anticipate and outwit their opponent, rather than simply reacting to chance. This blend of calculated risk and human unpredictability ensures that every battle feels unique and intensely personal.*

Command station order cards
Players build their Command Station by selecting 9 Order Cards. Some order cards are fleet-specific, reflecting the unique tactics and capabilities of different navies.

Orders

As you have read earlier, the backbone of the game sequence centers around your activation orders. Your selected command station orders will enable you to enhance or replace those activation orders with powerful command station orders. They even allow you to interrupt the activation of your opponent by playing a reaction order.

Types of orders

There are three types of orders:

- **Advanced Activation Orders**
  Advanced orders are enhanced versions of basic activations, enabling special maneuvers or abilities. **They may be played instead of basic activation orders** during the Activations Phase and cost one order token, even when the basic activation would be free otherwise (like hold course or a free activation when arriving on the table). Unlike basic orders, they are susceptible to disruption.
- **Timed Orders**
  Issued in addition to an activation, timed orders (e.g., "Sustained Fire Training") apply during specific phases or actions. These also cost one order token, allowing multiple tokens to be spent during a single activation.
- **Reaction Orders**
  Played in response to an enemy action, these orders let you interrupt or counter your opponent's moves. Reaction orders cost one token each and cannot be chained; you may not react to your opponents' reaction order.

Executing Orders

Each non-basic order has a base difficulty printed on its card, representing the complexity of execution. To issue such an order, roll a D6:

1. If the result meets or exceeds the base difficulty, the order **succeeds.**
2. If the result is below the base difficulty, a **critical failure happens.**

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Disruption

Naval warfare is fraught with uncertainty. To simulate this, players use disruption tokens to hinder their opponent's orders.

Before an opponent rolls for an order, you can play up to 2 disruption tokens. Each token increases the difficulty by 1. For example, if an order has a base difficulty of 3+, one disruption token raises it to 4+, and two tokens raise it to 5+.

Disruption changes what a roll can result in. If your roll meets the base difficulty but falls short of the disrupted difficulty, the order does not critically fail, it simply fails. In other words, disruption is what makes a plain "failure" possible in the first place. Without disruption, an order either succeeds or critically fails; there is no in-between.

Failing an order

When an order fails, the outcome can range from minor setbacks to catastrophic errors, depending on which of the two failure types occurred:

- **Failure**
  If your roll met the base difficulty but not the disrupted difficulty, check the **"On Failure"** section of the order card. Sometimes the order still partially succeeds but with penalties; other times it's canceled outright.
- **Critical Failure**
  If your roll did not meet the base difficulty, regardless of disruption, consult the **"On Critical Failure"** section. These outcomes represent severe miscommunications or tactical blunders, often with in-game consequences.

MANEUVER ACTIVATIONS

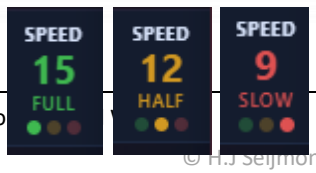


Movement distances

Movement in Naval War is measured in centimeters and is listed on the data card for each ship. Ships are allowed to move less than their full movement distance during a turn. Players can use a measuring stick, tape measure, or other tools to track movement.

Determining speed and heading

When a ship or squadron is ordered to perform a maneuver, all ships in the squadron may move up to their maximum movement distance. This value is indicated in the "Speed" box on the data card. The full speed value represents the ship's maximum speed (in cm) when the engines are undamaged. If the engines are damaged, the speed is reduced accordingly. If knocked out, the ship is dead in the water. Note that unlike other knocked out systems, an engine can always be repaired back to the previous state of damage.



In addition to moving, a ship can change its heading by up to 45 degrees each time it has moved 5 cm. A ship with a maximum speed of 5 cm or less (due to engine damage or being a very slow ship) can turn without needing to move first. A ship turns by pivoting around its stern, with the bow moving to the new heading. Multiple course changes can be made during a single movement, as long as each change follows the above rules.

If a ship moves 3cm or less during a turn, it is considered stationary for targeting purposes.

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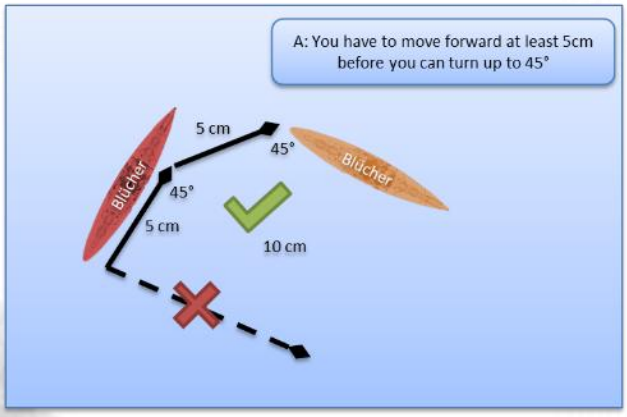
Minimum distance & Collisions

While ship-on-ship collisions are generally not realistic to model on a board of this scale, some basic rules still apply:

- Ships must end their movement at least 5 cm away from one another whenever possible.
- A ship cannot end its movement on top of another ship. If a ship does not have enough movement to avoid another, it must halt in front of the obstruction.
- If a ship collides with an island or other terrain, its movement stops, and any remaining movement is lost. The ship is considered stationary for enemy shooting purposes.
- In the next movement phase, the ship can use 5 cm of movement to change its heading by up to 90 degrees, or it can expend its entire movement allowance to change course by up to 180 degrees. If it uses its full movement for turning, it remains stationary for the remainder of the turn.



ATTACK ACTIVATIONS

An **attack activation** allows a squadron to select a target and engage it using its guns, torpedoes, or depth charges. Note that each type of attack requires a separate activation. Air attacks are handled separately in their own section.

An attack activation is resolved in the following sequence. For each individual ship in the squadron, complete all four steps.

1. Determine the target
2. Shoot at the target
3. Check hit location
4. Check armor and damage effects

1. Determine the target

A ship may shoot at a target if the following conditions are met:

- The shooter can draw **Line of Sight** to the target (see below)
- There is **no friendly ship** within 10cm obstructing the line of sight
- The target is **within range** of the weapon
- The target is **within the firing arc** of the weapon (forward/broadside/aft)

If all the above conditions are met, the target is considered **legal**. These conditions must be checked separately for every ship in the squadron that wants to shoot. Note that targets are selected for each ship in the squadron before any dice are rolled.

Measuring distances

Distances for both movement and shooting are measured from **any part of the ship's hull**, ignoring protruding parts like masts, guns, antennae, cranes, or other equipment.

Determining line of sight

Line of Sight is determined as follows:

1. Draw an imaginary line from the **bow or stern** of your ship to the **bow or stern** of the enemy ship.
2. Draw another line from the **center** of your ship to the **center** of the enemy ship.

The basic rule is that **the lines cannot cross**. For example, if the ships are moving in opposite directions, measure from your bow to the opponent's stern and from the center of your ship to the center of the enemy ship.

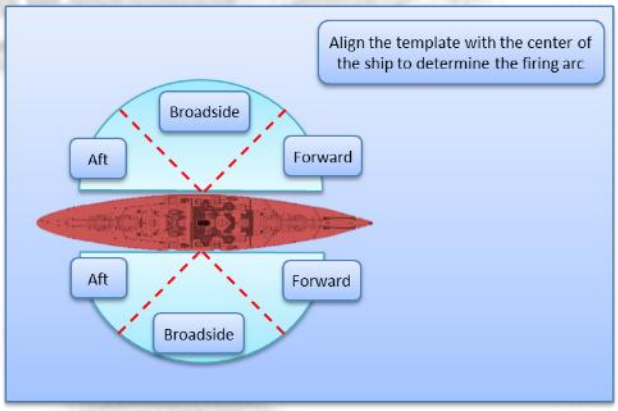
- If both lines can be drawn to the enemy ship, it is in **full view**.
- If **one line** is obstructed (ignoring friendly ships more than 10 cm away) by terrain, weather, or other obstructions, the enemy ship counts as being in **cover**.
- If **both lines** are obstructed, the enemy ship is **not in line of sight**.

Use common sense when determining which way to measure in odd situations. For example, you may need to decide whether to measure **bow-to-bow** or **bow-to-stern**.

Firing arcs

Each weapon system has a designated firing arc. Align the arc template with the center of your ship to determine the correct firing arc.

- Torpedoes are always limited to the arc where they are mounted as shown by the arrow on the datacard.
- AA weapons are not constrained by firing arcs.



Splitting fire

Ships cannot split fire between multiple targets with the same weapon system. However, each weapon system on a ship may target a separate enemy ship. For example, a ship's 14" primary

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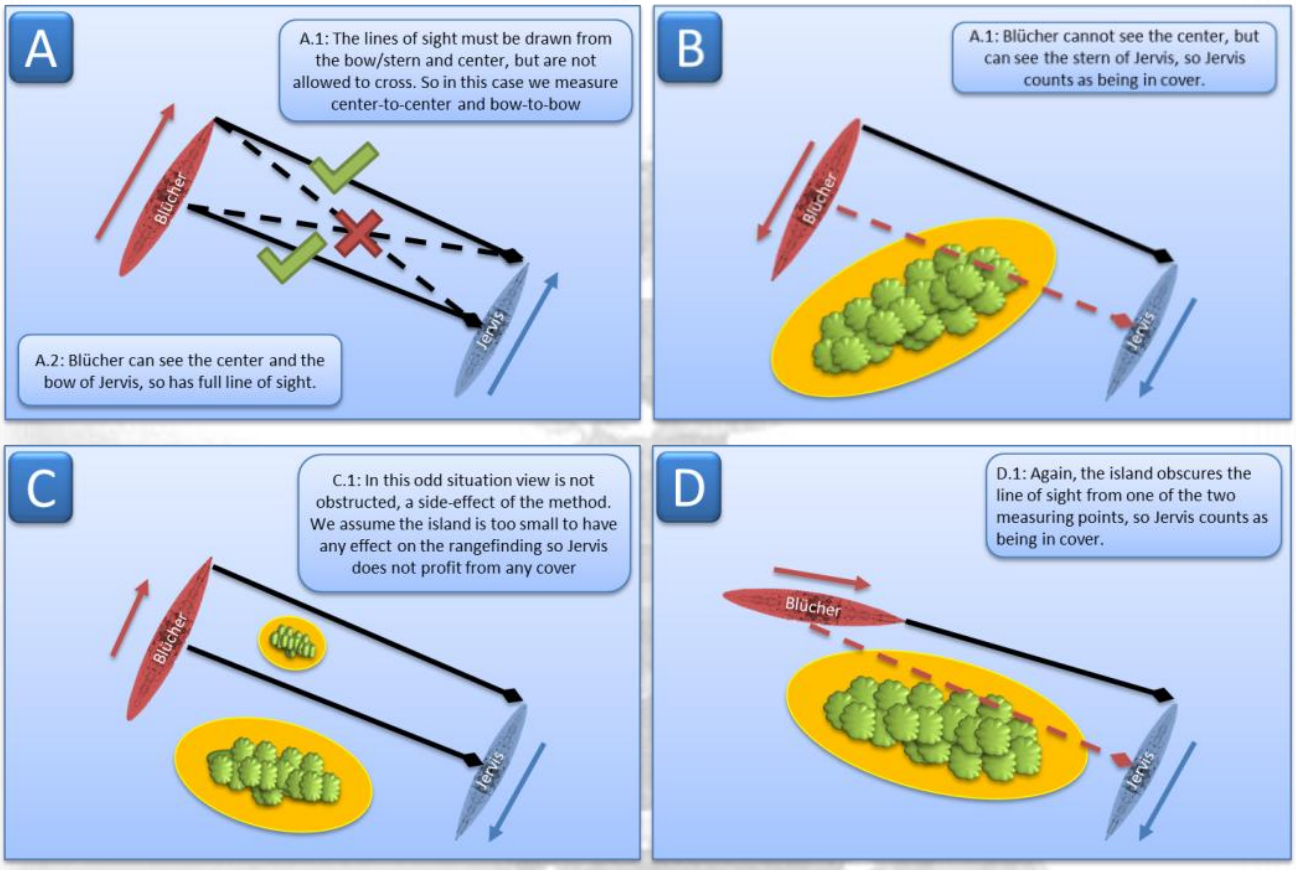
guns can engage one target, while its 5” secondary guns engage a different target.

The ranging target

A ship can only correct its fire against one target at a time. When a ship fires at more than one target, nominate one of them as its **ranging target** before rolling any dice. Only the ranging target can receive this ship's splash marker.

A ship that fires at a single target always nominates that target.



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2. Shoot at the target

Resolve the following in order.

a. Check for splash marker

Before rolling any dice, check for each firing weapon system whether the ship already has a splash marker against the target that system is firing at.

This is checked once, at the start of the activation, and does not change during the activation. A system that scores hits does not gain the benefit of the splash marker until the ship's next attack.

b. Rate of Fire

Read the rate of fire (RoF) for the firing arc from the arc diagram on the ship data card.

Halve the RoF, rounding up, if either of the following applies:

- The ship has no splash marker against the target and the target is beyond short range. The system is **ranging in.**
- The system is firing at a target other than the ship's ranging target, beyond short range.

These halvings do not stack: a RoF is never halved more than once.

A ship firing at a target **within short range** never has to find the range and always uses its full RoF.

Finally, apply any other effects that modify RoF, such as damage or orders from the command station. These are applied after the halving.

c. Target score

Check the target score (TR) of the opponent's ship, which tells you the required score on each die to hit. You can find the target score on the opponent's ship data card.

Apply any modifiers from the Target score Modifiers table. A target score can exceed 6. To hit a target score of 7, roll a 6 followed by a 4+ on a second die. A target with a target score of 8 or higher cannot be hit. A 6 that fails its follow-up roll counts as a miss for all purposes, including rerolls.

Ranging modifier	
Ranging in	**Halve RoF**
Target score modifiers	
Target is unable to move	**-1**
20 cm or less; short range	**-1**
Over 60 cm; Extreme range	**+1**
Hit modifiers	
Target is performing Evasive action	**Halve hits**
Target/Shooter is in cover	
Rangefinder damaged/destroyed	

d. Roll to hit

Roll a number of dice equal to the final RoF and compare each die against the final TR.

Then apply any effect that halves the number of hits scored, rounding up. These effects are **not cumulative**: if more than one applies, the hits are halved only once.

e. Place the splash marker

After the entire attack has been resolved, place a splash marker between the firing ship and its ranging target if at least one hit was scored on that target.

While the splash marker is in place, every weapon system of that ship firing at that target uses its full RoF.

If the ship makes no attack against its ranging target during a turn, the marker is removed and a new ranging target may be nominated on its next attack.

3. Hit location

Each time a ship fires, roll a separate D6 alongside the attack dice to determine the hit location. Refer to the Hit Location & Damage Effects Table (next page) to see how the hit affects the target. Some specific hit locations may change your armor score.

Cumulative Damage

Check how much damage is caused after the armor rolls. Then reference the corresponding column in the damage effects table. Note that damage effects are cumulative, so if 4 damage is caused, the effects in the 1-2 damage column are also applied.

System Not Present/Unavailable

If a hit targets a system that doesn't exist on the ship (such as secondary weapons on a destroyer) or a system that is already disabled, an additional fire is started instead.

4. Armor & Damage effects

Armor roll

For each hit scored, the defender rolls a number of dice equal to the **Damage Rating** (D) listed on the attacker's data card. These are the **armor dice**.

Resolving Armor Rolls

1. **Check the Ship's Armor Score:**
   Determine the defending ship's base armor score.
2. **Apply Hit Location Modifiers:**
   Consult the **Hit Location Table** to see if any modifiers affect the armor score for this attack.
3. **Roll Armor Dice:**
   Roll the armor dice and add the ship's modified armor score to each die.
4. **Compare to Weapon Power (PWR):**
   If the total (armor die + modified armor score) is equal to or greater than the attacker's PWR value, the damage is stopped.
   If the total is less than the attacker's PWR value, the ship takes 1 damage for each failed roll.

Lucky!

An armor roll of 6 is always successful, regardless of the attacker's PWR. This represents rare instances where hits fail to cause critical damage due to malfunctions or lucky positioning.

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HIT LOCATION & DAMAGE EFFECTS

	Hit location & extra rules	DAMAGE CAUSED (CUMULATIVE)		
		1–2 damage	3–4 damage	5+ damage
1	MAIN WEAPON SYSTEMS	+1 🔥 Torpedo hit: +1 💧	Primary weapon system damaged Torpedo tubes damaged	+D6 🔥 **On a 6, the ship blows up**
2		+1 🔥 Torpedo hit: +1 💧	Primary weapon system damaged Torpedo tubes damaged	+D6 🔥
3	HULL *Hit at extreme range or by bombs: armor –1*	Engine damaged +1 💧 Torpedo hit: +1 💧	Rudder stuck, D6: 1–2 port 3–4 centre · 5–6 starboard	Engine damaged +D6 💧
4		+1 💧 Torpedo hit: +1 💧	Engineering damaged +1 💧	Engine damaged +D3 💧
5	SUPERSTRUCTURE	Random secondary, tertiary or AA weapon system damaged	Rangefinder damaged	+D6 🔥
6	*Armor rolls always fail on a 1 or 2; gun damage max 2 per hit* Torpedo hit = Hull (4)	+1 🔥 Searchlights damaged	Torpedo bank destroyed +1 🔥 per destroyed torpedo	+D6 🔥
	CARRIERS	Hit by gunfire or bombs: roll a D6 for each flight still on board. On a 1 or 2 the flight is destroyed and the carrier gets +1 🔥 per destroyed flight.		

Damage and Effects

Each ship's **Hull Points (HP)** are tracked on its data card. As the ship takes damage, mark off HP by crossing out bulbs from left to right.



Command Hull Points

When a **Command Hull Point (□)** is crossed out, the ship must take a Command Check at the end of the activation. Refer to the Command section on page 17 for details. Only one test is made even if multiple command hull points have been crossed out in one activation.

Crippled

When the first hull point beyond the Crippled Line is crossed out, the ship is considered crippled:

- All weapon systems and engines are marked as damaged (even if previously undamaged). Previously damaged systems remain so, they do not automatically become knocked out.
- Torpedo Launchers: Half of the torpedo launchers are disabled (round up). Randomize which ones are affected.

Sunk

When the final hull point is crossed out, the ship is sunk and removed from play.

System status

Many parts of the ship can be damaged during battle. The ship data card shows two statuses for a system:

- **Green**: The system is undamaged.
- **Yellow**: The system is damaged.

Damaged systems can be repaired in the damage control phase. When a damaged system is repaired, it reverts back to undamaged (Green) status. However, if a system is **knocked out**, that system cannot be repaired. For systems with multiple damage levels, the sequence progresses as indicated on the data card.

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Damage to components

The following systems can sustain damage and be repaired:

Speed

Each hit to the engine reduces the ship's maximum movement. The reduced number is visible in the Speed box.

Rangefinder

A damaged or disabled rangefinder halves the number of successful hits (rounding up) when using guns.

Engineering

- **Damaged**: All damage control rolls suffer a **-1 penalty**.
- **Disabled**: Damage control rolls cannot be made.

Searchlights

Disabled searchlights prevent the ship from using them in gameplay.

Rudder

If a rudder hit occurs, it becomes stuck in a random direction:

- **Port** position
- **center** position
- **Starboard** position

If you use the app, the position is randomized automatically. When using printed datacards, use a die to randomize.

When the rudder is damaged, the ship can no longer perform maneuvers and is limited to Hold Course. If the rudder is stuck to port or starboard, the ship will turn 45° in the corresponding direction after every 5 cm traveled.

Torpedoes

Torpedoes function differently than guns. When activated for an attack, a ship can launch its torpedoes. Torpedoes are typically launched from banks containing 2 or more torpedoes. The **Rate of Fire (RoF)** of these banks is listed on the data card. When a bank of torpedoes is launched, the torpedoes are spent and cannot be fired again for the rest of the game. If a ship carries multiple banks of torpedoes, it may launch one or more banks at the player's discretion. The number of banks available to a ship is indicated in the weapon entry on the data card. The arrow in the box shows the orientation of the torpedo bank (port, starboard, or both if it is a centerline mount). Mark off the relevant torpedo bank on the data card once it has been used.

Note: Submarines typically use torpedoes as their primary weapon and do not need to mark off any torpedo banks. As such, submarines can launch torpedoes every turn they are able to do so (though these weapons often suffer from the "slow" special rule).

Who can launch?

A ship can launch its torpedoes at any time, as torpedoes are not specifically targeted weapons. This means a ship does not need line of sight to the target or be within range to fire torpedoes. However, torpedoes can only be launched from the part of the ship they are mounted on. For example, starboard-mounted torpedoes cannot be launched to the front, and front-mounted torpedoes cannot be fired on a broadside. Torpedoes mounted on the centerline can fire from either broadside.

Beware! Torpedoes can hit your own ships if they cross into the path of one of your own torpedo spreads. Consider this when deciding the timing of your torpedo launch.

Delayed effects

Once a ship launches a torpedo spread, place a torpedo spread counter next to the ship. Position the tip of the counter next to the torpedo bank that was launched and aim the spread in the desired direction. There is no further action taken at this time as torpedoes take time to reach their targets. Leave the torpedo counters in place and do not alter them until the **End of Turn** phase.

Resolving torpedo hits

Torpedoes are always launched in spreads. During the **End of Turn** phase, place the torpedo spread template at the end of the torpedo markers. The player with initiative resolves their torpedo markers first. The owning player can decide the order in which the markers are resolved. Each torpedo attack is resolved completely before moving on to the next.

Check which ships fall under the template. Any ship that is partially within the template is still considered a valid target.

Next, divide the total dice rolled between the left and right halves of the template. If the total number of dice is odd, the attacking player can decide which half receives the extra die. Then, assign the torpedo dice to the ships under each half of the template. The only rule is that all ships must receive at least one die before a second die can be assigned to a ship. Continue this process: after all ships have received one die, any additional dice can be assigned to ships already targeted, with a maximum of two dice per ship before assigning a third, and so on. If a ship is in both halves of the template, dice can be assigned to it from both sides.

Modifier: Add 1 to the target score if the point of launch is in the front or aft arc of the target ship at the time of impact.

After assigning all the dice, roll to hit for each ship, applying any relevant modifiers to the target score. Follow the same sequence as for gun attacks, starting at the **Hit Location** step onward.

Anti-submarine weapons

Anti-submarine weapons operate similarly to guns, with the following exceptions:

- They can only be fired at submarines that are submerged.
- They do not require ranging shots.
- No modifiers apply for short range.
- They can only be fired at targets within the aft or broadside arc of the ship, unless a special rule allows otherwise.

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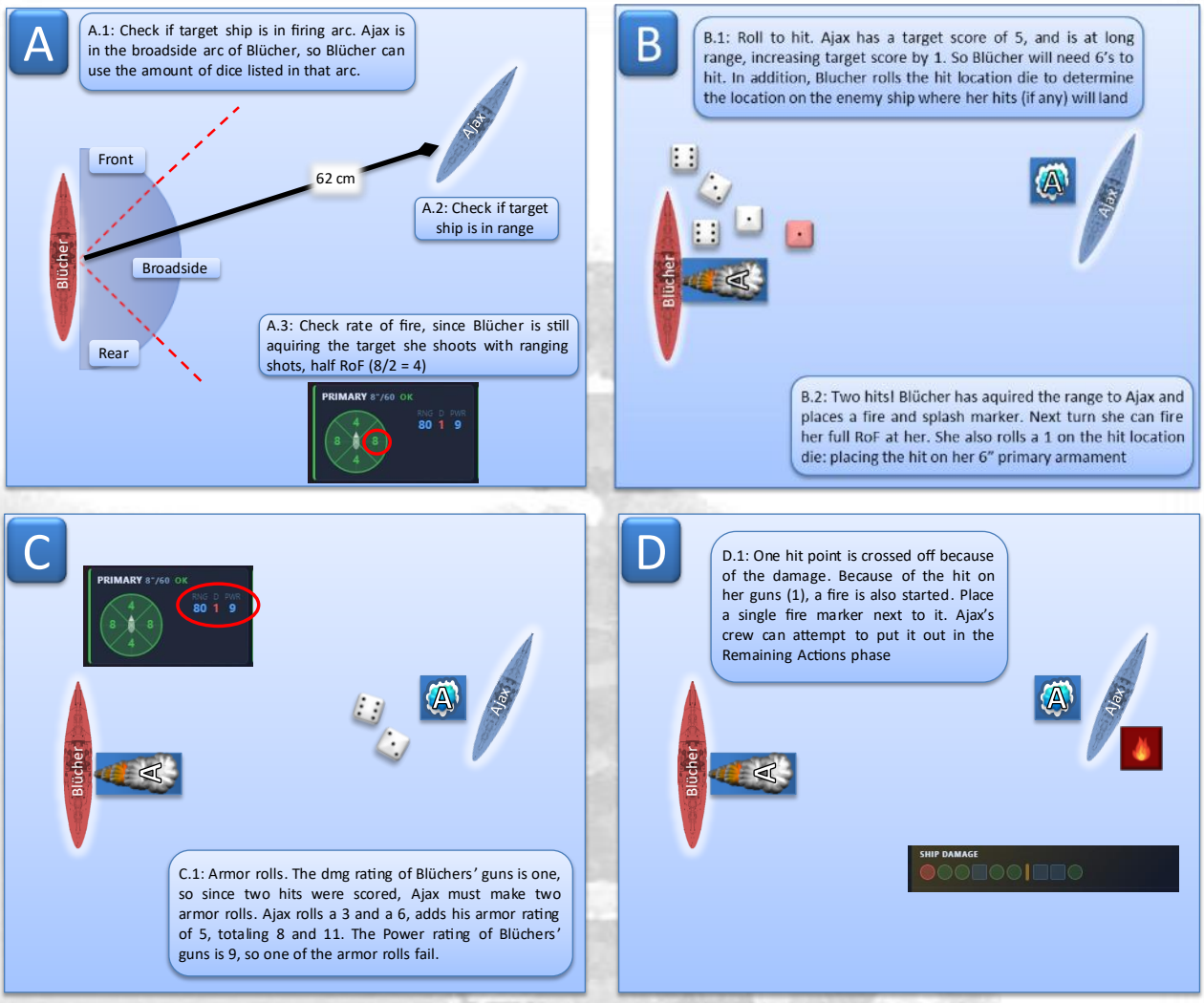
Example of play: Hitting the target with guns:





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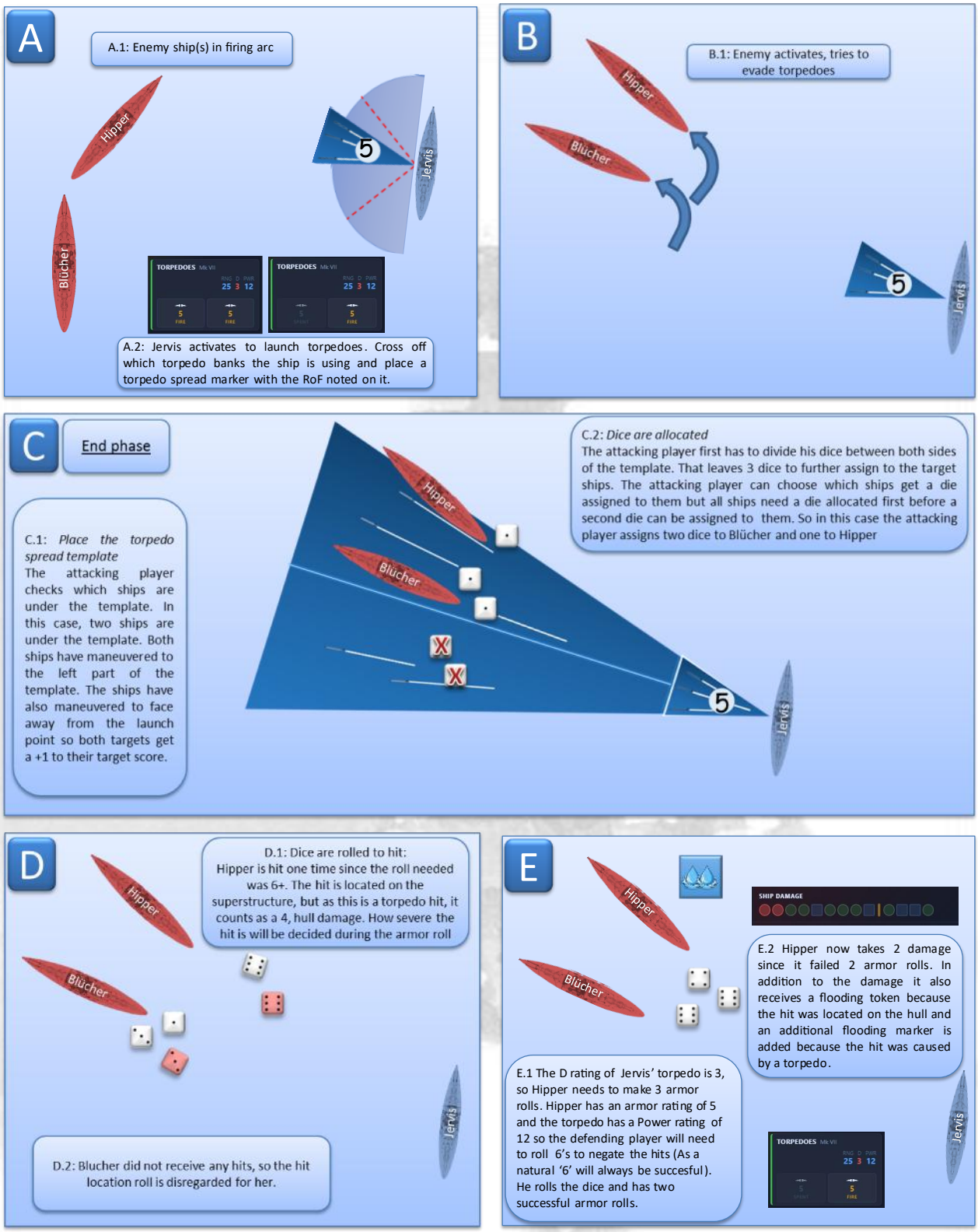
Example of play: Hitting the target with torpedoes:



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OFFICERS

Every fleet in Naval War is led by an officer. While real-life fleets have multiple officers aboard each ship, for simplicity, your officer represents the highest-ranking individual in your fleet.

In historical scenarios, commanding officers are typically pre-assigned. In general scenarios, you can include an officer in your fleet list when assembling your ships. If you don't, your fleet will default to being led by a Commander, which may not always be optimal depending on your fleet composition. Officers not only provide command ratings but also offer bonus order or disruption tokens and confer special abilities to their fleets.

Command Rating
Officers provide distinct command ratings for small, medium, and large vessels. Some officers excel in commanding certain ship types over others. These ratings are crucial even when the officer is offboard in a close or distant cover force, as they remain in effect.

Order and disruption token generation
Each turn, an officer may add order tokens to your order pool. Some officers can also generate order- and disruption tokens, which are calculated after the fleet order- and disruption tokens.

Losing an officer
For gameplay balance, it is impossible to lose your officer during a battle.

Tactical orders

In addition to regular order tokens, officers have a limited pool of tactical orders—one-use tokens that represent special, high-priority commands. These tactical orders are not replenished or discarded between turns. Each time a tactical order is used, it permanently reduces the pool. Tactical orders can be deployed at any point during your or your opponents' turn, adding an extra order token to your pool.

COMMAND

The Command Rating reflects your fleet's ability to maintain cohesion and morale under pressure. It factors in command and control, leadership, and the crew's judgment about when to withdraw—either temporarily or permanently.

Taking a command check

To perform a Command Check:

- Roll 2D6.
- Add the results.
- Compare the total to the ship's Command Rating (found on the officer card).

If the roll is **less** than the Command Rating, the ship must break off.

When to take a command check
Ships must take a Command Check under certain conditions, most notably when suffering damage. On the ship's data card, Command Hull Points are marked as squares (□) within the hull point track. Whenever one of these is crossed off, the ship must take a Command Check. Other game events, such as specific enemy orders, may also trigger a check.

However, a ship only takes one Command Check per activation, regardless of how many triggers occur during that activation. If multiple triggers occur in separate activations within the same turn, the ship must take additional checks accordingly.

Deteriorating command
As a ship accumulates damage, its morale and will to fight weaken. This is represented by the Deteriorating Command rule:

When making a Command Check, subtract the number of previously crossed-off Command Hull Points from the roll result.

For example, if two Command Hull Points are already crossed off and a third is marked during this activation, subtract 2 from the 2D6 roll.

Breaking off

If a ship fails its Command Check, it **breaks off** from its squadron, even if still in cohesion. The ship must:

1. Execute a **free maneuver** at maximum speed, moving away from the action.
2. Avoid coming within 40 cm of any enemy ship, if possible.

Once broken off, the ship is severely restricted:

- It cannot activate normally.
- Its actions are limited to **Rallying**, **Damage Control**, and **Hold Course!**, always moving at max speed toward the nearest table edge.

Upon reaching the table edge, the ship leaves the battle and is considered **lost**.

Rallying

During the Preparation Phase, you may attempt to rally broken-off ships. To rally:

- Roll a Command Check, applying the usual Deteriorating Command modifiers.
- Orders that influence Command Checks may also be used.

If the check is successful, the ship reactivates and resumes normal operations for the remainder of the battle.

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Flights and Air Groups

In *Naval War*, aircraft are represented by flights, each representing about six aircraft. These flights can operate independently or as part of larger units known as air groups. An air group consists of two to eight flights that move and act together, with all flights staying within 10cm of a designated flight leader. The role of flight leader is fluid and can change at any time, so there's no specific advantage in targeting a particular flight to disrupt the group.

Forming air groups

An air group can never exceed eight flights. An air group can be formed in three ways:

- At launch: flights launched in the same turn may be placed as one or more air groups, also when they come from different carriers or tenders. Each flight must stay within 20cm of its own ship and within 10cm of its group's leader.
- On arrival: flights that arrive from off-table in the same turn may be placed as one or more air groups.
- Merge air group activation: choose a flight leader; any of your flights within 10cm of it join its group. Use this to form a group in flight or to merge groups.

Endurance and Mission limits

Flight endurance is abstracted to streamline gameplay. Flights that have participated in air strikes or dogfights, even if they disengage, must return to their carrier or the board edge at the first opportunity. This limitation simulates the operational range and logistical constraints of aircraft without requiring extensive bookkeeping.

Deploying Flights

Flights enter the battle in one of three ways: launching from a carrier, launching from a seaplane tender, or arriving from land-bases.

Carriers launch air groups during the Preparation Phase and recover them during the End Phase. The number of flights they can handle at each of these moments is determined by their launch/land capacity, as noted on their data cards (further details on page 21). Once launched, flights must remain within 20cm of the carrier until activated. Similarly, seaplane tenders serve as mobile bases, allowing seaplanes to launch in the same manner as carrier-based aircraft.

Off-table air support (land-based flights) represents more distant assets and operates differently. To bring land-based flights into play, a player rolls a die for each flight they wish to deploy, specified by the scenario. When successful, the flight enters the battle. Once successfully deployed, land-based flights are placed at the board edge and function like any other air assets.

Air movement

In *Naval War*, flights move once per turn. Air movement costs no order token, but it passes the activation to your opponent like any other activation. An air group of three or more flights moves in its own air activation. All single flights and all air groups of fewer than three flights move together in one combined air activation, which may be declared only once per turn. Like any other activation, it is played during the Activations Phase. Group size is determined at the moment the air activation is declared. An air group that has been reduced below three flights therefore moves with the combined activation from the following turn onwards. Flights that do not move during the Activations Phase stay where they are.

Flights and air groups can travel up to 100cm from their current position or, if entering from off-table, 100cm from their entry point. Movement is always in a straight line, simulating the direct paths typically flown during missions.

> *Larger air groups are harder to stop: anti-aircraft fire is divided between the attacking flights, so a group of eight can absorb far more fire than three groups of three. Flying in strength is safer, but it gives you fewer separate moments to act.*

During movement, flights are considered to be flying at altitudes beyond the range of anti-aircraft weaponry, rendering them immune to AA fire.

Interception & Dogfighting

Intercepting incoming flights

Any flight with a dogfighting bonus above 0 that is not returning to its carrier, tender or table edge is considered to be Combat Air Patrol. **Flights still carrying bombs or torpedoes have a dogfighting bonus of 0** (see Dogfighting). CAP flights may intercept any enemy attack run or fighter sweep whose target is within 20cm of the CAP flight: any part of the hull of a target ship, or the targeted flight. CAP does not intercept ordinary air movement; use a *fighter sweep activation* for that (see next page).

Finding your opponents in the sky proved to be very difficult during the war. On multiple occasions even large groups of fighters failed to intercept enemy aircraft. Therefore when intercepting flights, roll a D6 and consult the table below:

Intercepts	
1	*Total comms failure!* no flights are allowed to intercept
2-3	*Bogeys 12 o'clock!* One flight is allowed to intercept
4-5	*Engaging!* Two flights are allowed to intercept
6	*Bullseye!* Up to three flights are allowed to intercept

Each flight that could not join the fight is still considered to be CAP (and able to defend against the next attack wave).

When a flight is intercepted, a dogfight ensues (see below). An intercepting flight that wins the dogfight is moved to the spot of the flight it destroyed. If the intercepting flight won the dogfight it may make a second intercept of an enemy flight within 10cm. If it wins the second dogfight it cannot make a third intercept. At the end of the activation all flights that have intercepted must break off.

Dogfighting

When a dogfight is initiated, both flights are moved into contact with each other. Both players roll a die for their flight, adding their dogfighting bonus. If the score is equal, both flights break off the action (return them to their rendezvous point). If the

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score of one player beats the score of the other player, the other players' flight breaks off the action.

Mind that any flight that is still carrying bombs or torpedoes is considered to have a dogfighting bonus of 0. A player can select to drop the ordinance to restore its dogfighting bonus (select before any dice are rolled), but this means that a flight that has dropped its ordinance must head back to the carrier/tender/base at the next opportunity.
The aircraft that broke off then rolls a D6 and adds its dodge score. If it scored equal or more than the attackers aircraft power score, the flight is unharmed and breaks off as normal, otherwise, the flight is destroyed.

You may choose to intercept one enemy flight with several of your own. In this case the intercepting flights will be rolling separately for each aircraft in the dogfight (adding that specific flights Dogfighting bonus) and using the highest of their results. If the side with only one flight wins without destroying one of its opponents, they choose which of the opposing flights is broken off and then initiates another dogfight with the remaining opposition. If the defending flight destroyed one of its attackers, the remaining attacking flights must break off.

Escorting
Any flights that are not carrying ordinance (gun weapon systems are exempted) at the start of either a normal move or an attack run are assumed to escort any flights that are part of their air group at the start of the movement. If any flight in their air group is intercepted by an enemy flight, the escorting plane is allowed to engage the attackers first. Move the escorting flight into contact with the attacker. If the attacker wins the engagement it is now allowed to engage any other enemy flights within interception range. It is not allowed to engage the attacker twice with an escorting flight during the same turn. If the escort wins the dogfight it is allowed to engage another attacker that has not been engaged by another escort, after which it must break off for lack of fuel and ammo.

Attack – Aircraft

Initiating an attack run
An air attack activation lets a flight or air group make an attack run against an enemy ship within 20cm of at least one of its flights. All flights in the group join the attack. Any other enemy ship within 10cm of the primary target is also a valid target. Move the aircraft in a straight line into contact with the target(s); CAP may intercept at the end of this move.

Rendezvous point and breaking off
The starting position of the flight leader is the rendezvous point. All flights that survive the attack run, or break off during it, return there.

Calling off an attack
After intercepts and dogfights have been resolved, a player may choose to break off his attack. All surviving flights return to the rendezvous point and count as *broken off.*

AA fire

Ships that are within AA range of the target ship, including the target ship, can fire their weapons in AA support of it. Measure AA range between the hulls of the supporting ship and the target ship, regardless of where the attacking flights are placed. AA attacks work almost the same as normal gunnery with the exception that none of the usual modifiers like range, cover, etc. are applied. There are two AA values: the self-defense AA rating and the DP (dual purpose) gun AA values. Both can be found in the Air defence section of the ship data card. Only the DP AA value can be used to cover other ships.
Add the target ship's AA dice to the Heavy AA of supporting ships in range. The defender divides the dice evenly over the attacking flights: each flight receives one die before any flight receives a second, and so on, up to a maximum of four per flight. Remaining dice are lost. Roll against each flight's own target score.

Check how many dice have hit. All flights that have been hit must *break off*. The attacker may still see if the flights made it out of the AA-fire alive by making a dodge roll for each successful hit. This is much alike the gunnery armor roll: The aircraft needs to equal or beat the power score of the AA to survive. Usually this power score is 6, so flights with a dodge rating of 3 need to roll a 3 or higher to survive the AA and make it back to the *rendezvous point* in one piece.

Overwhelm the defenses
If a squadron of ships is attacked by another air group within the same turn, all AA values of Dual-purpose guns involved (except those of the target ship itself) are halved (rounding up) as long as the second attack wave does not exceed the number of flights in the first attack wave. This rule is not cumulative.

Resolve torpedo-, bomb- and gun attacks
Any flights that made it through any interceptions and AA fire without being shot down or *breaking off* may now make their bomb, gun or torpedo attacks. Each flight can only use one type of attack in an attack run. These are resolved in the same way as surface gunnery with the exception that no modifiers are applied and that the attacking player may decide to roll the attacks of each flight separately or combine attacks of identical flights. Aerial torpedoes are resolved immediately, unlike surface torpedoes, because they were dropped close to their targets.

Attack - Fighter sweep

An air attack activation may target enemy flights instead of ships. Select enemy flights within 20cm of the attacking air group and move into contact. Enemy CAP and escorts react as in any attack run. Then roll on the intercept table to see how many of your flights with a dogfighting bonus above 0 may engage, and resolve the dogfights as normal. All flights that took part in the sweep break off afterwards.

Returning flights

A flight that has spent its ammunition or has broken off heads back to its carrier, tender or table edge of entry at its next move. Landing, rearming and leaving the table are handled in the End Phase (page 7).

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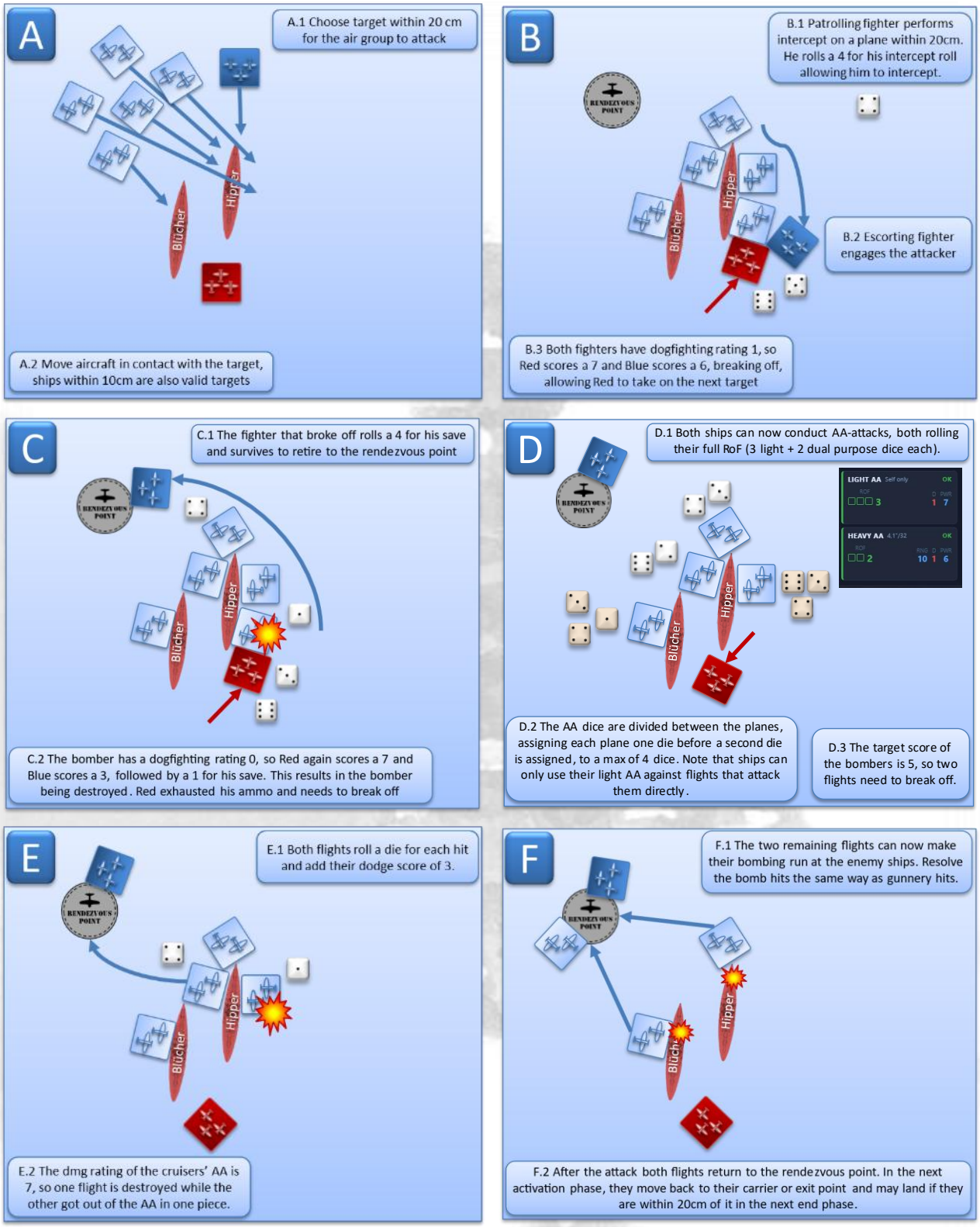
Example of Play: Attack sequence – Aircraft



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Deployment & movement

Historically, carriers usually operated at quite a distance from the actual action and were rarely involved in surface actions. In the rare cases that they were involved in surface action the carrier usually tried to escape (Battle of Samar) or was sunk (HMS Glorious). Carriers in Naval war usually fight battles at a distance. If they are attached to a support- or battle fleet they are assigned to Distant Cover and usually start the game off-table. When they do enter the battle at a later time it is assumed that the battle has moved within the vicinity of the carrier. In rare instances, a carrier group is surprised by a surface force. We use the following rules for deployment and movement of carriers in these encounters:

- Carriers cannot deploy within 20cm of the table edges, unless there is no other option.
- Carriers that start off-table must enter the table when the scenario requires it.
- They are placed as described under Reinforcement Entry (page29)

Launch/land Capacity & Flight Capacity

Carriers have a limited capacity to launch and land flights. This capacity is on the carriers datacard. The *launch/land capacity* applies separately to launching and to landing: a carrier may launch up to its capacity during the Preparation Phase and land up to its capacity during the End Phase of the same turn.

In addition to the *launch/land capacity*, a carrier also has a *flight capacity*. This shows the total number of flights that can be on board of the carrier at any given time.

The launch/land capacity is influenced by external factors like damage and evasive maneuvers:

- A carrier that has launched more than half its launch/land capacity cannot move more than 5cm during the turn and cannot perform the Evasive maneuvers activation. If it moved more than 5cm during the turn it must halve its land capacity at the end of the turn (rounding up).
- A carrier that is on fire cannot launch or land any aircraft.
- A carrier that is crippled, halves its launch/land capacity (rounding up)
- Any aircraft still on board when a carrier is sunk are considered destroyed
- A carrier that has broken off can only land aircraft, but cannot launch them, it also suffers from the halved launch/land capacity, since breaking off requires them to move at full speed.

Off-table carriers

When a carrier starts the game off-table, a player can still call in the carrier's aircraft in the same way as Off-table air support. Any carrier aircraft may reroll any failed rolls for arriving on the board. Note that you still have to take into account the launch/land capacity of the carrier.



SEAPLANE TENDERS

Deployment & movement

A seaplane tender functions as a mobile land-base for any seaplanes that belong to its complement. At deployment, place the seaplanes within 10cm of the tender. Seaplane carriers cannot deploy within 20cm of the table edges, unless there is no other option.

Launching seaplanes

A seaplane tender that has launched aircraft this turn cannot move for the rest of the turn. A tender that has moved this turn cannot recover aircraft during the End Phase. A tender servicing aircraft counts as unable to move and is exempt from the requirement that all ships must move.

This represents the refueling and maintenance of the seaplanes, which was usually done at anchor or from a shore base. An aircraft with the *seaplane* special rule that lands within 10cm of the seaplane tender may reload the same way as on a carrier.

Launch/land capacity & flight capacity

A seaplane tender has a launch/land capacity and a flight capacity, which work the same way as for carriers, including the reductions for damage (see page 21). Flying boats (Seaplanes classified as level bomber) are serviced on the water: they do not count towards the tender's flight capacity or its launch/land capacity. When under attack from ships, subs or planes (planes that have broken off because of AA or friendly fighters do not count as having attacked the tender), a seaplane tender may not land any planes for the rest of the turn.

Off-table seaplane tenders

When a seaplane tender starts the game off-table, a player can still call in the tender's aircraft in the same way as land-based aircraft. Any aircraft from a seaplane tender may reroll any failed rolls for arriving on board.

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Deployment

During deployment, for every sub the owning player places one submarine token (or the submarine itself, player preference) anywhere on the battlefield with the following exceptions: You may not place the sub in the enemy deployment zone, and you cannot place it within 40cm of an enemy ship.

If a submarine is in the core fleet, you may place these tokens when you would otherwise deploy a single ship. If a submarine is part of a support group, place the tokens as soon as the support option is arriving on the table. On the counter, place a die showing a '3'. This means that the submarine could be anywhere within 3*'X' (where 'X' is its 'submerged movement' value in the special box of the data card) of the token.

Moving the submarine

There are four ways of moving a submarine:

Surfacing and moving (Maneuver activation)

The submarine surfaces and is able to move like a surface ship this turn.

Moving on the surface (Maneuver activation or Hold Course)

A submarine on the surface moves like any ordinary ship. If activated for a maneuver it can move and turn. If not, it can make a Hold Course move just like other ships.

Diving (Maneuver activation)

Diving requires an activation, the sub is still allowed to move its submerged speed, but at the end of the move it is replaced by the submarine counter, with the die on a '1'

Hidden movement

If the sub is submerged, it will move by using a 'Hold Course' activation using its 'submerged movement' value. There are two ways to move submerged: Either the marker die is increased in value (+1), meaning the radius in which the sub can reappear is increased, or the marker itself is moved the desired distance without increasing.

Revealing the submarine's position

By the owning player

If the submarine attacks, or is revealed by the owning player, it is placed on the board (or the counters are removed). A submarine can be revealed anywhere within the radius of the number of the marker die times its 'submerged movement' value. The sub must be placed more than 20cm away from any enemy ships unless it is placed within 5cm of its marker. The sub may be placed facing any direction the owning player chooses.

A revealed submarine needs to make a dive activation to become hidden again, even if the sub was still submerged.

By the opposing player

The opposing player can attempt to reveal a submerged sub's position. This can be done by any ship or plane with anti-submarine equipment (ASW) in the activations phase.

A ship or plane can try to narrow down the position of the sub by doing searches. A search can be performed if the maximum hidden-radius of the submerged sub is within the ASW range of the ship or if an ASW equipped flight is within its hidden-radius. Roll a die for each search, on a 3+ the sub needs to subtract one from the marker die. If the marker die value drops below 1, the sub is revealed within a 5cm radius of the marker. When the sub's position is known, Depth charge attacks can be made in the activations phase by activation for an Gunnery/ASW attack.

First strike

A submarine that is hidden can use an attack activation to reveal its position and immediately launch its torpedoes. For order purposes this counts only as an attack activation. A sub does not have to surface to launch a first strike but it does reveal its position by attacking.



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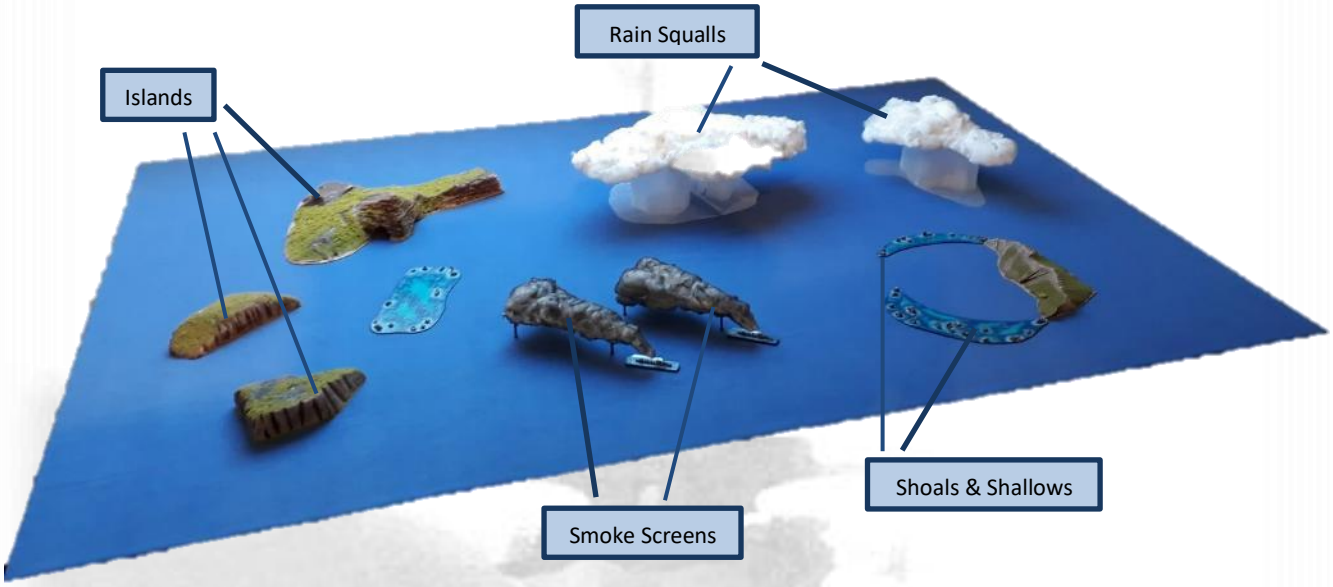
TERRAIN, WEATHER AND SMOKE



Even though most clashes at sea took place in open water, there were certainly engagements where weather and terrain like islands and shoals played a big part in the outcome.

Terrain, weather and smoke all influence multiple factors of the gameplay; movement, cover and line of sight.

Landmasses
Islands and other landmasses block line of sight and obviously cannot be moved into. Aircraft however may ignore terrain since they have a top-down view.

Squalls
Squalls may be present on the board. If a ship is sailing completely within a squall, it cannot see or be seen further away than short range. The shooting modifier for short range (-1) does not apply and the ship also counts as being in cover, even for aircraft. If the ship itself is in a squall and targets a target outside of the squall (at short range, as it cannot see further), the target still counts as being in cover.

In contrast to other terrain features, squalls are dynamic terrain. This means that squalls will move during the battle. All squalls move in the same direction and with the same speed. Randomly determine a direction at the start of the game. Move the squalls at the end of each turn 3D6 cm in that direction. If a squall moves off the table a new squall of the same size will appear on the opposite end of the table.

Smoke
Smoke is artificially made by ships to provide cover. It is not possible to shoot through smoke except at short range. A ship even partially covered by smoke (excluding the ship that makes it) counts as being in cover. A ship covered by smoke also considers its target as being in cover. In the end phase, remove any smokescreens that have been laid down in the previous turn. Since artifical smokescreens are only meant to disrupt rangefinding at long ranges they are not very dense, therefore, aircraft ignore smokescreens.

Rough weather

Visibility
A game fought in rough weather suffers from reduced sight. Shooting at extreme range is not possible, also, no bonus to target score is awarded for shooting at short range.

Rain squalls
You might want to place several squalls scattered around the table to represent area's where the weather is particularly bad.

Movement
All small ships have their movement reduced by 5cm

Aircraft
In rough weather carriers had great difficulty performing their operations. Carrier launch/land capacity is reduced by 1. Roll for each flight that tries to land on a carrier, on a 1 the flight is destroyed.

Nighttime

Visibility
During nighttime, visibility is limited to 40cm. All shooting attacks suffer a +1 penalty to the target score, except in the following cases:

- Shooting at ships that have fired during the current or previous turn.
- Shooting using rapid-fire weapons, AA fire, or plane-mounted weapons.
- Shooting at ships illuminated by star-shells or searchlights.

The short-range bonus to the target score does not apply at night.

Searchlights
At the start of its attack activation, any ship may use searchlights to illuminate an enemy ship within 40cm.

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- A ship illuminated by searchlights does not receive the +1 penalty to the target score.
- The ship using the searchlight is also illuminated and does not benefit from the +1 penalty to its target score.
- A ship may use its searchlights and fire its weapons during the same activation.
- A searchlight remains active until the end phase. Ships illuminated by searchlights can be targeted by all ships within 60cm without the nighttime visibility penalty.

Star-shells
Ships may fire star-shells instead of using their standard ammunition. Firing star-shells replaces the attack of one weapon system for the turn.

- Star-shells can illuminate a location within 50cm or the maximum range of the weapon system used, whichever is less.
- Star-shells illuminate a 10cm radius around the designated point until the end phase.
- Star-shells do not require a target ship and do not need a roll to hit. Simply select a point within range.
- Ships or areas lit by star-shells are visible to all ships within 60cm without the nighttime penalty.

Firing Weapons
Any ship that fires its weapons becomes visible to all ships within 60cm. However, it still suffers the +1 penalty to the target score when firing at other targets, except in the exclusions listed under "Visibility."

Fires
Any ship that is on fire is visible to all ships within 60cm and does not benefit from the +1 penalty to the target score for nighttime conditions.

Aircraft
Nighttime poses significant challenges for aircraft operations:

- Carrier launch and landing capacity is reduced by 1.
- When landing, roll a D6 for each flight. On a result of 1, the flight cannot land this turn and must try again next turn.
- Off-board aircraft suffer a +1 penalty to their roll to arrive, check the scenario for the original roll needed.

SPECIAL RULES

Special rules

Advanced RFC
A ship with Advanced RFC is allowed to reroll one miss when firing ranging shots. In addition, it can use the Command station order “Radar assisted firing solution” if your fleet selected it.

Armored flight deck
Carriers with an armored flight deck do not suffer the armor penalties for being hit by bombs at the hull hit location.

Carrier
This ship uses the rules for carriers (see page 21)

Destroyer hunter
A ship with this special rule may roll one extra die when firing ranging shots at a ship classified as ‘Small’. You cannot exceed the max RoF with this rule.

Destroyer leader
A destroyer leader always counts as a Small ship when generating order tokens. For Command Station orders it may count as either its own size or a Small ship.

Defensive armament
Aircraft with this special rule do not reduce their dogfighting bonus when carrying a payload, but may not initiate a dogfight, even when the payload is dropped.

High Level
Aircraft with this rule bomb from high altitudes. A ship can only use DP weapons to shoot at high level bombers.

Hybrid carrier
The rules for carriers apply to this ship with the following exceptions: A Hybrid carrier cannot retrieve non-seaplane aircraft or level bomber seaplanes. These aircraft need to return to an off-table base instead. If the ship has launched any aircraft this turn it may not activate for an attack or maneuver anymore during this turn, only “Hold course!” is allowed. If it activated for any maneuver or an attack this turn it cannot land aircraft.

Patrol
A flight with this special rule adds +1 to any search or scouting roll it makes, including spotting rolls against hidden deployment tokens and submarine search rolls.

Seaplane
If the owning player chooses so, aircraft with the *Seaplane* special rule may start the game on the table instead of off table as support. Deploy the plane in your deployment zone at the start of the game. A *seaplane* may land on any strip of water instead of a carrier or off-map land base. It cannot reload while landed unless there is a Seaplane tender nearby.

Seaplane tender
This ship uses the rules for seaplane tenders (see page 21). Flying boats (seaplanes classified as level bombers) can only operate from a seaplane tender or a land base.

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Small craft
Small craft are considered a group of small ships always operating together as a squadron. They activate and attack within the same activation, just like a normal squadron. Small craft need to stay within 5cm of each other instead of the usual 10cm. They will get a *Lucky save* on a 4+ instead of 6+ and are able to turn as they wish during a maneuver. Furthermore their shallow draft makes them immune for torpedoes. **Small craft cannot claim objectives**

Small craft do **not** generate order tokens as normal for small ships. Ships with this special rule only generate one order token per squadron of 3+ ships.

Small craft tender
This ship is a mother ship to any small craft that have been assigned to it. After a small craft has fired its torpedoes, you may place it back within 10cm of the mother ship to rearm. It may move again next turn.

Spotter plane
This ship can use the command station order: "Airborne spotter" if your fleet selected it.

Submerged movement (#)
Submarines are allowed to move when submerged, the number indicated at the ability is the speed in cm at which they are allowed to move. When engines are damaged, half the submerged movement value.

Weak deck armor
Ships with this special rule reduce their armor score by 1 for all fire coming from extreme range or bombs. Note that this is not cumulative if hits already cause a -1 armor score for shooting at extreme range.

Special weapon rules

Accurate
Any weapon or aircraft with this special rule may roll 2 hit location dice and discard the one of their choosing.

Dual Purpose (DP)
Any weapons with the Dual Purpose special rule can contribute to the AA score of a ship. This is designated on the data card as 'Heavy AA'. If a DP weapon system has sustained any damage, the Heavy AA value is halved (rounding up). If the DP weapon system is disabled, the corresponding Heavy AA of that weapon system is also disabled. Any weapon systems that contribute to the AA cannot fire or have fired at surface targets in the same turn. When firing at aircraft, DP weapons always use a power of 6, regardless of their power against ships.

Flak suppression
Low-level strafing runs were used to silence a ship's anti-aircraft guns before the main strike went in. If a flight attacking with a weapon with this special rule scores at least one hit on its target, the Light AA of that ship is halved (rounding up) for the rest of the turn. Ships supporting it with DP weapons are not affected; see *Overwhelm the defenses on page 19*. This rule does not affect the attack run in which the hit was scored, only subsequent attacks in the same turn and you cannot stack this effect if the light AA is already damaged.

Inaccurate
High level bombing proved to be very ineffective in naval warfare. All bombs with the inaccurate rule need 6's to hit their targets. If 6s were already required, each 6 must be followed by a 4+ on a second die to count as a hit. This rule does not apply when the target is stationary. If a target is in cover of smoke or weather effects, it cannot be attacked by inaccurate bombs.

Long lance
The Japanese Type 93 61cm torpedo, also known as the Long Lance was the most advanced naval torpedo in the world at the time. It's pure oxygen propulsion system allowed it to outrange all other contemporary torpedoes. To model this, add the long lance extension template to the normal torpedo template when checking for hits.

Pincer attack
If a ship has been hit by a weapon or plane with pincer attack, any other aircraft with pincer attack in subsequent attack runs may reroll one of its failed rolls to hit if it attacks.

Slow loading
A weapon that is designated as slow requires a full turn to reload after it has fired.

Rapid fire (RF)
This weapon ignores all normal + modifiers for targeting, except modifiers due to damage to the rangefinder, modifiers due to the command station or modifiers due to nighttime. Rapid fire weapons do not have to take ranging shots. If a ship has already fired its rapid-fire weapons, it may not use them again during the same turn.



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Naval War supports two ways of building a fleet, both available in the app. **Historical fleets** draw on the Orders of Battle included in the app, letting you assemble a historically plausible force within a points value. **Custom fleets** let you build whatever you like. Both are suitable for pickup and competitive play.

Fleet Types

There are four fleet types:

Battle Fleet

A Battle Fleet is the 'standard' fleet type. These fleets were put to sea with orders to find and destroy the enemy. In other words, these fleets had the overall strategic objective to either intercept an enemy fleet or to establish sea control. The fleet commander has no overarching concerns but to preserve his ships and achieve his objective. Depending on the situation though, potential gains have to be weighed against the risk of losses.

Support Fleet

The support fleet is generally a fleet with a mission. It is either protecting friendly assets like a distant convoy or invasion forces, an important sea lane, supply lines, or friendly bases and landing approaches. The strategic objectives of these fleets were bigger than their own group of ships, and often losses would be inevitable but acceptable to achieve their objectives. They are the first line of defense, so when faced with superior numbers, delaying an enemy might be just as sound a course of action as destroying it.

Carrier Fleet

The carrier fleet is a fleet type mostly tied to the war in the Pacific. Carrier fleets have no business getting into a surface battle. Their strategic aim is to project power over long distances and to establish air control over designated areas. Most often they are the fleets most suited to take on their opposite number. When caught in a surface engagement, the survival of the main carrier assets is the first and foremost concern of the carrier fleet commander.

Convoy Fleet

The convoy fleet has a strategic objective that is as clear as glass: to protect their wards at all costs. If the enemy is spotted, this means that the first lines of defense have failed, and it is up to the commander to place himself between the danger and his convoy and to delay and harass the enemy as much as possible.

Building a fleet

To build a fleet for the general scenarios you can build a custom fleet or you may use an 'Order of Battle'. These are intelligence briefings listing the ships that were historically present in each theatre or campaign. Agree with your opponent on a set point value, 250 points for instance, and select ships from the list accordingly. You cannot field more ships of a given class than were historically available, the fleet builder will tell you how many of each are on offer.

Fleet roles: Vanguard, Main Force, Distant Cover

Once you've selected your ships, organize your fleet into squadrons as normal, then assign each squadron to one of three roles:

- **Vanguard**: fast, expendable ships sent ahead to screen, scout, or strike before the main body engages.
- **Main Force**: the core of your battle line, projecting firepower at range.
- **Distant Cover**: ships you want to keep out of harm's way until the moment they're needed, or that are simply too valuable to risk early.

No role may contain more than 50% of your fleet's total points. A role may be left empty if your fleet doesn't call for it. Carriers and seaplane tenders must always be assigned to Distant Cover.

Aircraft have the same role as the ship they operate from. Land-based flights form a separate category, *Off-table air support*, which is called in as described in each scenario. Off-table air support does not count towards the 50% role limit.

Each scenario defines deployment zones for these three roles and specifies how and when each role enters the battle. Some scenarios use all three roles, others only one or two; consult the scenario for details.

Convoys

A convoy is obviously centered around the transport ships. Add 1 transport ship for each 50 points in your fleet with a minimum of 1 ship. These are included in the fleet list and cost no extra points. Transport ships are always assigned to Distant Cover. The remaining ships may be distributed as normal between Vanguard, Main Force and Distant cover. **Convoy ships do not generate any order tokens.**

Carrier Fleets

Carrier fleets are made up differently than the other fleet types. Carrier fleets are divided into carrier groups and an escort group. Note that carrier fleets get extra points to spend on their escorts.

A carrier fleet may spend 50% extra points on its escorts but cannot buy any escorts with the normal points allowance. Also, they need to spend at least 60% of their normal points allowance on aircraft (either carrier- or land-based). **Escort ships only generate half their normal amount of order tokens.**

To make things easy, we've put the most common game sizes and their requirements and benefits in the table below:

Game size	Minimum points spent on aircraft	Extra points for escort
100 points	60 or more	+50
150 points	90 or more	+75
200 points	120 or more	+100
250 points	150 or more	+125
300 points	180 or more	+150
350 points	210 or more	+175
400 points	240 or more	+200
450 points	270 or more	+225
500 points	300 or more	+250

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Carriers are always assigned to Distant Cover. Escorts may be distributed freely between Main Force and Vanguard. Because of their different makeup, the 50%-per-role limit does not apply to carrier fleets.



THE SCENARIO GENERATOR MATRIX

Once you have determined what Fleet type you and your opponent have, it's time to check the Scenario Generator Matrix. Find your fleet type on the X- and Y axis, then determine what scenarios are available for this combination. Roll a die or pick the scenario that you want to play.

Scenario Generator Matrix

Fleet Type	Carrier fleet	Support fleet	Battlefleet	Convoy
Carrier fleet	1-2 Surprise encounter 3-6 Carrier clash	1-2 Surprise encounter 3-4 Weathering the storm 5-6 Buying time	1-2 Surprise encounter 3-4 Weathering the storm 5-6 Buying time	1-2 Surprise encounter 3-4 Weathering the storm 5-6 Buying time
Support fleet	1-2 Surprise encounter 3-4 Weathering the storm 5-6 Buying time	1-2 Surprise encounter 3-4 Standoff 5-6 Battle Royale	1-2 Surprise encounter 3-6 Battle Royale	1-2 Surprise encounter 3-4 Standoff 5-6 Buying time
Battlefleet	1-2 Surprise encounter 3-4 Weathering the storm 5-6 Buying time	1-2 Surprise encounter 3-6 Battle Royale	1-2 Surprise encounter 3-4 Standoff 5-6 Battle Royale	1-2 Surprise encounter 3-6 Buying time
Convoy	1-2 Surprise encounter 3-4 Weathering the storm 5-6 Buying time	1-2 Surprise encounter 3-4 Standoff 5-6 Buying time	1-2 Surprise encounter 3-6 Buying time	1-2 Surprise encounter 3-6 Standoff

Victory points table

	Draw	Minor victory	Major victory	Crushing victory
Victory	5 points	6 points	7 points	8 points
Defeat	5 points	4 points	3 points	2 points
Game size	**Points difference**			
100	0-10	11-30	31-60	61+
150	0-15	16-45	46-90	91+
200	0-20	21-60	61-120	121+
250	0-25	26-75	76-150	151+
300	0-30	31-90	91-180	181+
350	0-35	36-105	106-210	211+
400	0-40	41-120	121-240	241+
450	0-45	46-135	136-270	271+
500	0-50	51-150	151-300	301+

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Hidden deployment

Carrier warfare relied on the uncertain reports of scouts. These rules simulate that fog of war for designated scenarios.

Setting up contact tokens

Instead of deploying squadrons normally, each player places a number of numbered, but otherwise identical contact tokens. For each Real token, designate one ship in the squadron as the lead ship — normally the largest ship present, or any ship of your choice if multiple ships are equally large. The token marks the lead ship's position. Until the token is confirmed as Real, no ships are placed on the table, only the token itself. Upon confirmation, place the lead ship at the token's position, then deploy the rest of the squadron in normal cohesion around it, in any heading and arrangement the owner chooses.

The number of tokens needed depends on the number of squadrons:

Squadrons	1	2	3	4	5	6
Real contacts	1	2	3	4	5	6
False contacts	1	1	2	2	3	3
Empty	1	2	2	3	3	4
Total tokens	**3**	**5**	**7**	**9**	**11**	**13**

For more than 6 squadrons, keep adding 1 Empty and 1 False Contact token per additional squadron, alternating which one increases first.

If both players use hidden deployment, the player with more squadrons sets the total token count; the opponent uses the same total, padding with Empty and False Contact tokens as needed.

Place your tokens in your deployment zone as specified by the scenario.

Scouting

At the start of each turn, before the Preparation Phase, resolve a Scouting Phase. Starting with the player who has initiative, each scout may attempt to spot one nearby token:

Aircraft may spot tokens within 15cm.
Surface ships may spot tokens within 60cm.

Roll a D6 per token within range: on a 4+, the token's owner must reveal whether it is a **Contact (do not specify if it is real or false)** or **Empty**. An Empty token is removed. A Contact remains on the table, but it needs confirmation to know whether it is a Real or a False Contact.

A spotted Contact can be confirmed by a scout in range during the following turn's Scouting Phase. On confirmation, the second layer is revealed:

Real contact: the squadron underneath is now visible to both players. Any carriers in the squadron may immediately launch one flight as CAP without using an activation. If enemy scouts are within range of the now-revealed squadron, resolve this CAP at once: roll a D6 for each such scout. On a 3+, the scout escapes and acts normally during the End Phase. On a 1-2, the CAP flight may engage it.
False Contact: remove the token.

A scout that spots a token cannot also confirm one in the same turn. Players may voluntarily reveal their own tokens at any time.

Operating while hidden

A carrier whose token has not been confirmed as Real may still launch and recover aircraft.

All flights launched from a hidden carrier enter and exit play from the rear edge of the player's Main Force & Distant Cover zone, not from the token itself. This keeps the carrier's exact position concealed even while it conducts air operations.

Launching a second strike in the same game forces the token to be confirmed as Real.

Avoiding accidental reveals

If a deployed (visible) ship moves within 20cm of an unconfirmed token, move the token directly away until it is 20cm from that ship.

Using the companion app

The companion app can track token statuses for you. Enter your squadron count, place numbered tokens on the table, and check each token's status in the app instead of using written notes or stacked markers.

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Reinforcement Entry

Some scenarios have squadrons or aircraft begin the game off-table, entering later as reinforcements. Each scenario specifies which roles this applies to, on which turns a roll is required and the die roll needed for a squadron or flight to enter. When a squadron enters the battle, follow this procedure:

- Placement: place every ship of the squadron at the entry point, entirely on the table with its stern touching the table edge, side by side and within cohesion. No ship may be placed within 60cm of an enemy ship (40cm at night). The ships cannot be targeted until they have moved.
- Free maneuver activation: during the activation phase, the squadron makes a free maneuver activation as normal.

Any ship that enters the table from a table edge is placed this way, including carriers entering as reinforcements.

Islands and Squalls

Most times the scenario will specify which and how many islands and rain squalls are required for the scenario. Usually this will involve rolling a die on the following tables.

Random island setup table	Roll	Terrain
Small island: (Ø < 20x20cm)	1	No islands
	2	2 small islands
	3	1 large, 1 small islands
Large Island: (Ø < 30x40cm)	4	2 large, 2 small islands
	5	4 small islands
	6	2 large, 3 small islands

Weather type	Roll	Terrain
Fair weather	1-2	No Squalls/Fog banks
	3-4	1 Squalls/Fog banks
	5-6	2 Squalls/Fog banks
Rough weather	1-2	2 Squalls/Fog banks
	3-4	3 Squalls/Fog banks
	5-6	4 Squalls/Fog banks

Placing terrain before deployment

Roll for who can place a terrain piece first. Start with islands, continue with squalls and fog banks. You cannot place more than one terrain piece in your deployment area and all terrain pieces must be at least 10cm apart at the start of the game.



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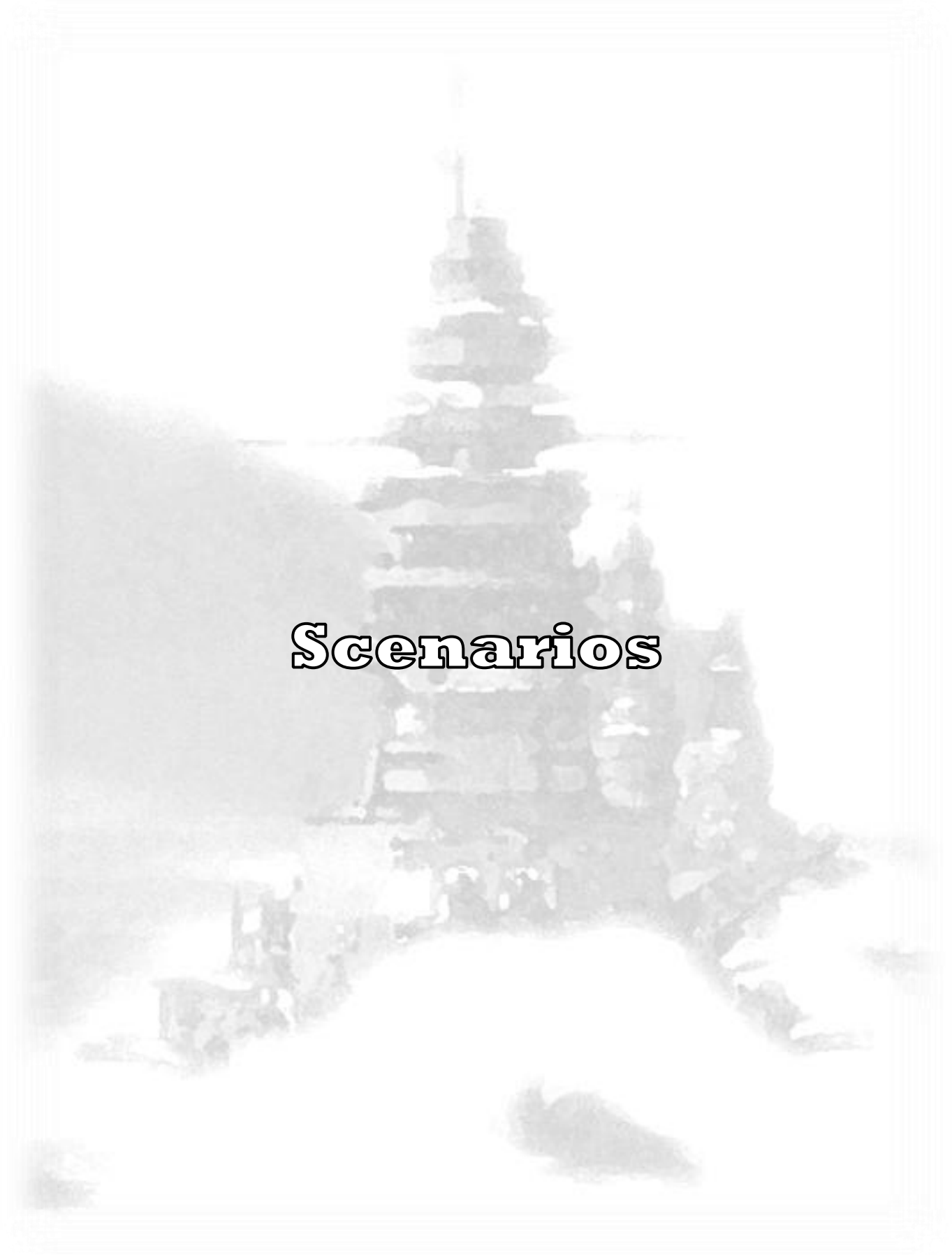

Scenarios

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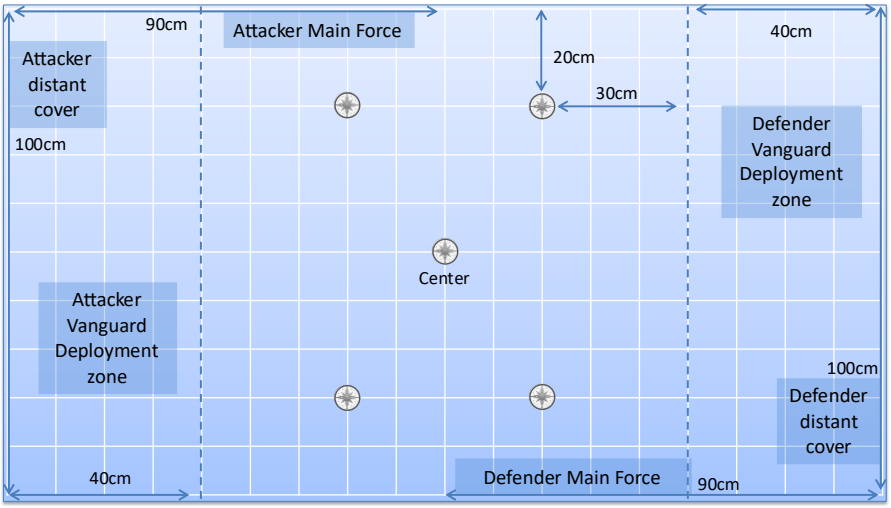
Battle Royale

It has finally come to this; your fleet has brought the enemy to battle. This is the opportunity to deal a decisive blow! Both fleets call in their support, but will it be enough to chase the enemy from the waters of battle and establish sea control?



Which side is the attacker?
If the setup is Battlefleet versus Support fleet the Battlefleet is the attacker. In a mirror match both players roll a die. The player with the highest score is the attacker.

Objectives
In this scenario, both fleets have the same objective, to force the enemy fleet out of the area while inflicting as many losses as possible. The strategic objective is to establish sea control, and the enemy has to be dealt a decisive blow to achieve this.

Table and deployment zones
This scenario is played on a 100 × 180 cm table along its length. Each player's Vanguard deploys in a zone 40cm deep, measured from their own short table edge.

Five Sea Control tokens are placed on the table before deployment, see the diagram: one in the exact center of the table, and four more, two on each player's half, each 30cm from their own Vanguard zone's edge and 20cm from the long table edge.

Fleet Deployment
The defender deploys his Vanguard in the Vanguard deployment zone, openly on the table. The defender starts by deploying his first squadron or ship. Deployment happens in order of size: Large ships or squadrons containing large ships need to be deployed before smaller ships. Alternate deployment until there are no more deployment options left.

Reinforcements
At the start of the second turn, each player's Main Force enters the table from their own half of the long table edge (the 90cm closest to their own short edge). Follow the Reinforcement Entry procedure (page 29) for each squadron.

At the start of the third turn, each player's Distant Cover enters the table from their own short table edge, following the Reinforcement Entry procedure for each squadron.

Off-table air support may try to enter the battle zone in any turn except the first. It arrives from the players' long table edge. Roll separately for each flight, on a 3+ it arrives successfully.

The end of the game
The game lasts at least 6 turns. At the end of the sixth turn, roll a die: on a 1-3, the game continues for a seventh and final turn. On a 4-6, the game ends after the sixth turn.

Special scenario rules

Sea Control
There are 5 Sea control tokens on the board. If both players are fielding the same fleet type (both Battle Fleet or both Support Fleet), each player starts the game owning the 2 outer tokens on their own half of the table. The center token starts neutral. If one player is fielding a Battle Fleet and the other a Support Fleet, all 5 tokens start the game in the Support Fleet's possession, including the center token.

At the end of each turn, check every Sea Control token: it is controlled by a player if at least one of their ships is within range and no enemy ship is within range. Range depends on ship size: *Small* 15cm, *Medium* and *Large* 20cm. If both players have a ship in range, the token does not change owner. If a token is controlled, flip it to that player's color (replacing the neutral center token with a colored one the first time it is claimed).

Nighttime
When playing with nighttime rules, enlarge the Vanguard deployment zone to 60cm, and reduce Main Force's minimum entry distance from enemy ships to 40cm.

Calculating victory points

Each player calculates his score as follows:

Battle Fleet: the full value of your remaining fleet, plus 10% of the game's point value for each Sea Control token you own.
Support Fleet: the value of your remaining fleet, up to a maximum of 50% of the game's point value, plus 20% of the game's point value for each Sea Control token you own.

Compare both totals. The player with the highest score wins. Consult the Victory points table using the difference between both scores to determine the margin of victory.



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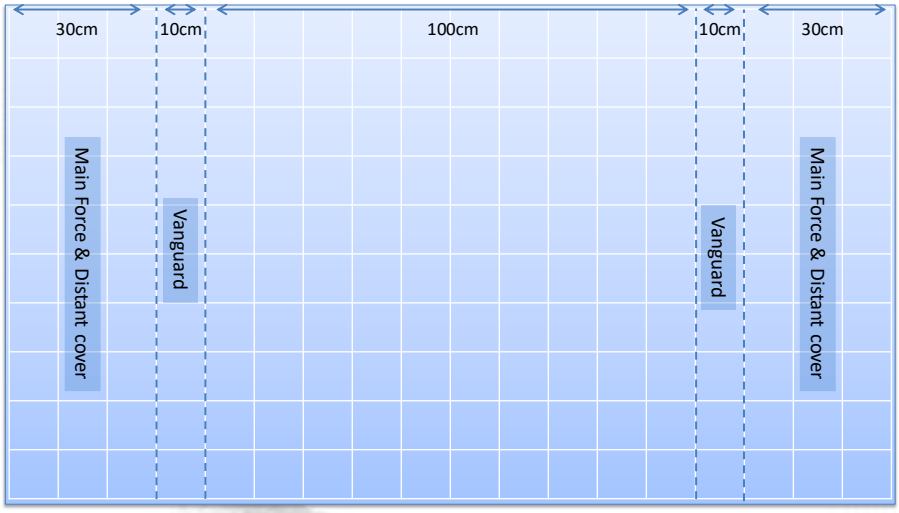
Carrier Clash

Our scouts have located the enemy carrier fleet! As pilots rush to their planes and mechanics frantically arm and fuel them, the race is on. Who will strike the decisive blow first?



Which side is the attacker?
Both players roll a die. The player with the highest score chooses a table side and deploys first.

Objectives
Both fleets share the same objective: to destroy the enemy carrier force before your own carriers are lost.

Table and deployment zones
This scenario is played on a 100 × 180 cm table along its length. Each player's side is divided into two deployment zones:

> **Main Force & Distant Cover zone** (30 cm deep): Carriers must deploy here. Escorts may also deploy here, arranged at the player's discretion. All ships in this zone use hidden deployment.
>
> **Vanguard zone** (10 cm deep, directly in front of the Main Force & Distant Cover zone): Optional. Ships deployed here are placed visibly on the table from the start of the game.

Fleet Deployment
Both players use the hidden deployment rules for all ships deployed in their Main Force & Distant Cover zone. Carriers must deploy in this zone. Escorts may be distributed freely between the Main Force & Distant Cover zone and the Vanguard zone. Ships in the Vanguard zone are deployed openly, after all hidden deployment tokens have been placed.

Submarines
Submarines may be deployed anywhere in the opponent's table half, outside the opponent's deployment zones. A submarine starts on the surface. While on the surface, it counts as a surface ship for scouting purposes (see Scouting, above), and may choose to submerge once no tokens remain within 60cm or a squadron has been sighted within that range.

The end of the game
The game ends after 8 turns, or when one player has no operational carriers remaining. A carrier is considered lost when it is sunk or crippled.

Special scenario rules

Hidden deployment
This scenario uses the hidden deployment rules for both players' main force.

Scouting
This scenario uses the scouting phase rules. In addition to aircraft, surface ships may also search for contact tokens: any surface ship within 60 cm of a contact token may make a search roll on a 4+, following the normal rules. Confirmation works as normal.

Battle Stations!
Once a player has spotted an opponents' carrier he immediately gains the extra Battle Stations! order token in the following preparations phase and subsequent turns.

Calculating victory points

At the end of the game, each player counts the points of their own losses:

Count the full points for each own ship that is sunk, crippled or broken off, and for each own flight that is destroyed. Count double the points for each own CV, CVL, CVE or CVS that is sunk, crippled or broken off.

The player with the lowest score wins. Consult the victory points table using the difference between both scores to determine the margin of victory.



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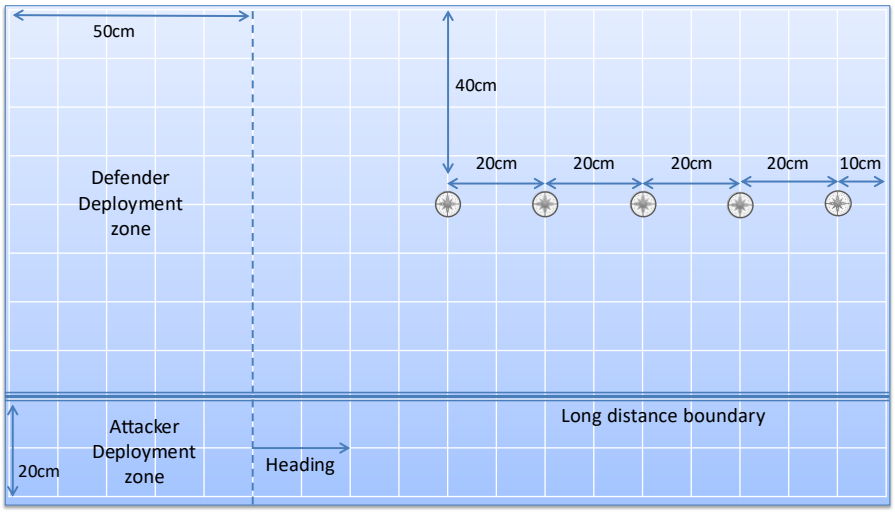
Weathering the storm

Your force has been spotted by the enemy. Battle stations are manned, portholes are closed and damage control teams stand ready. The alarm sounds, enemy planes are incoming! Will your fleet be able to weather the incoming storm?



Which side is the attacker?
The Carrier Fleet always attacks

Objectives
In this scenario, the carrier fleet needs to weaken the enemy fleet as much as possible before the window of opportunity is closed. The defending fleet's objective is to survive the air attack and push as far across the battle zone as possible, securing the objective markers that lie in its path.

Fleet Deployment
The defender deploys his squadrons in his deployment zone according to the *hidden deployment* special scenario rules. The attacker deploys any carriers in the designated attacker deployment zone. This zone represents a location miles away from the battle zone (but can be accessed by aircraft)

Submarines
Any attacking submarines may be deployed in the opponents' table half, outside of the deployment zone. If a submarine has spotted a squadron in the scouting phase, any ships deployed must be placed 15cm away from the submarine. A submarine is considered to have submerged at contact if it wasn't already submerged. Any defending submarines are deployed in the defenders deployment zone.

Reinforcements
The attacker can call in any off-table air support from any table edge. Treat the long distance boundary as a table edge for this purpose. Roll separately for each flight.

The end of the game
The game will last 8 turns.

Special scenario rules

Separate battle zones
Since the opposing fleets are positioned hundreds of miles away from each other, the battle zone is divided in two zones as shown on the scenario map. This line can only be crossed by aircraft. Measure aircraft distances as in a normal game.

Hidden deployment
The defender uses the hidden deployment rules for deploying his squadrons. In addition to this; every turn, in the end phase, each token may move 15cm towards the opposite table edge.

Drawing attention
When an escort has an equal or higher AA value than a ship within 15cm that is under attack, it may draw the attention of a flight that is attacking. Roll a die, on the roll of 3+ the flight has to attack the escort instead.

Objective markers
Five objective markers are placed on the table before deployment, in a line 40cm from the long table edge, spaced as shown on the scenario map. A marker is captured the moment a defending ship ends a turn within range of it: Small ships 15cm, Medium and Large ships 20cm. Once captured, a marker stays captured for the rest of the game, it cannot be lost again. Note that the attackers' submarines cannot contest an objective.

Calculating victory points

Carrier Fleet (attacker): your remaining points equal your starting points minus the points of your own destroyed aircraft flights, minus 5% of the game's point value for every objective marker the defender has captured (up to 5 markers, so up to 25% of the game's point value in total).

Battle Fleet / Support Fleet (defender): your remaining points equal your starting points minus the full points of every ship that is sunk or crippled. **Broken off ships do not count as a loss**.

Convoy Fleet (defender): your remaining points equal your starting points minus half the points (rounded up) of every escort that is sunk or crippled, minus 25 points for every transport ship sunk, minus 13 points for every transport ship crippled. **Broken off ships, whether escort or transport, do not count as a loss.**

Compare both totals. The player with the highest score wins. Consult the Victory points table using the difference between both scores to determine the margin of victory.

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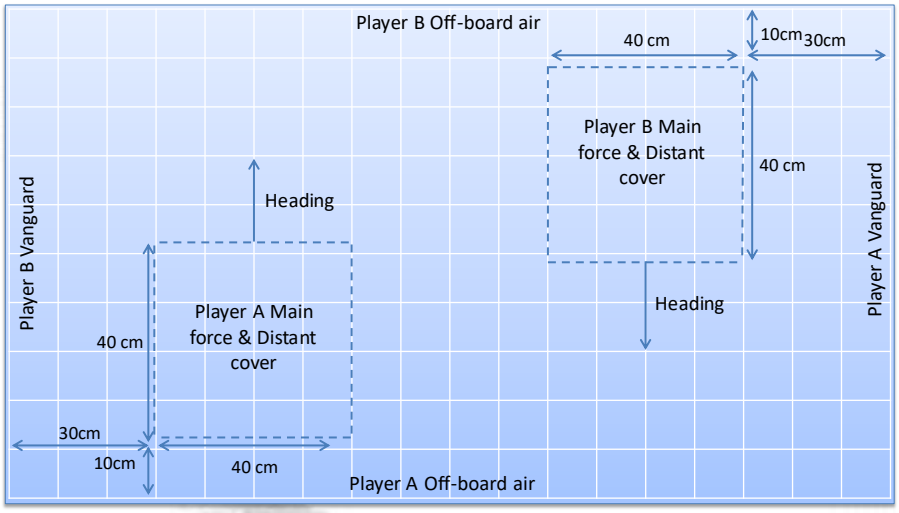
Surprise encounter

Enemy contact! Call general quarters! It seems the enemy used the dark of night to sneak up on your force. This will be a fight for survival.



Which side is the attacker?
This scenario has no attacker or defender. Both players roll a die; the player with the highest score chooses a table side and deploys first.

Objectives
Both fleets were caught off guard. Battle Fleets and Support Fleets press the advantage, seeking to inflict as much damage as possible while keeping their own losses to an acceptable level. Carrier Fleets and Convoys have no such luxury: their priority is to get their carriers or transports clear of the battle zone, limiting losses along the way.

Table and deployment zones
This scenario is played on a 100 × 180 cm table along its width. Each player's Main Force & Distant Cover zone is a 40 × 40 cm area in a corner the table, set 10cm from the long edge and 30cm from the short table edge, with each player occupying diagonally opposite corners.

Fleet Deployment
Both players deploy their Main Force and Distant Cover openly within their Main Force & Distant Cover zone. Each player's Vanguard begins the game off-table. Deployment happens in order of size: Large ships or squadrons containing large ships need to be deployed before medium ships, which are deployed before small ships. Alternate deployment until there are no more deployment options left.

Reinforcements
At the start of the second turn, each player's Vanguard enters the table from their opponent's short table edge, anywhere along its length. Follow the Reinforcement Entry procedure (page 29) for each squadron.

Order tokens
Both players generate order tokens at a reduced rate while their crews scramble to battle stations:

- Turn 1: each player has 2 order tokens, regardless of fleet composition.
- Turn 2: each player generates half their normal order tokens (rounding up), plus any Battle Stations! bonus token, if applicable.
- Turn 3 onwards: order tokens are generated normally.

The end of the game
The game lasts 5 turns. At the end of the fourth turn, roll a die; on a 4+ the battle continues for a sixth and final turn.

Special scenario rules

Nighttime
This scenario is always played at night.

Evacuate the vulnerable ships
All transports, carriers and seaplane tenders (CV, CVL, CVE, CVS) must head to the opposing long table edge at full speed at all times. They may maneuver to evade enemies, but they must always move at full speed. This means that carriers will be penalized in their Launch/Land capacity during the entire game.

Calculating victory points

At the end of the game, each player counts the points of their own losses:

Battle Fleets / Support Fleets: count the full points for each own ship that is sunk or broken off and for each own flight that is destroyed. Count half the points (rounding up) for each own ship that is crippled.

Carrier Fleets: count half the points (rounding down) for each own escort that is sunk, crippled or broken off. Count double the points for each own carrier or seaplane tender (CV, CVL, CVE, CVS) that is sunk, crippled or broken off. Count the full points for each own flight that is destroyed.

Convoy Fleets: count half the points (rounding down) for each own escort that is sunk. Count 25 points for each own transport that is sunk and 13 points for each own transport that is crippled. Broken off ships, whether escort or transport, and crippled escorts do not count as a loss.

The player with the lowest score wins. Consult the victory points table using the difference between both scores to determine the margin of victory.

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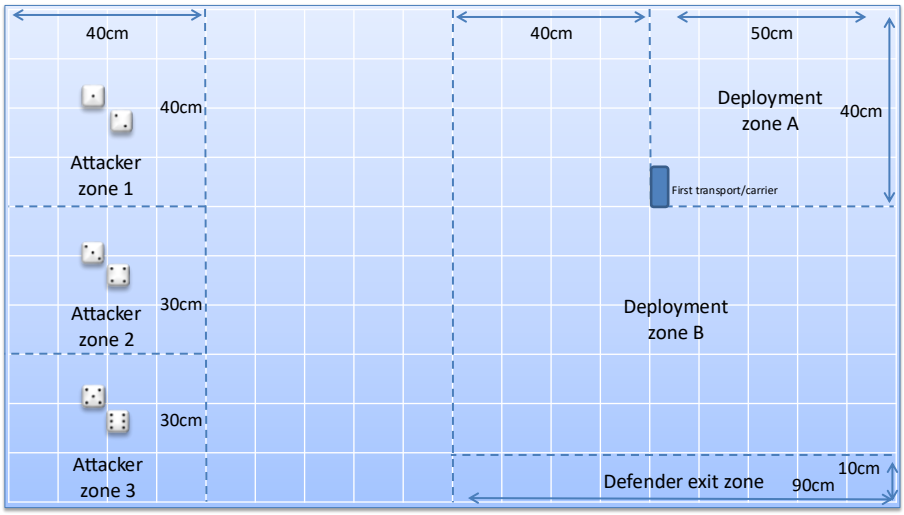
Buying time

Smoke on the horizon, the enemy is approaching signaling imminent danger to the valuable assets you're covering. An intervening force is detached to confront the enemy while your helpless ships work up flank speed to exit the danger area.



Which side is the attacker?
Attack priority is the following: 1. Battle Fleet; 2. Support Fleet; 3. Carrier Fleet; 4. Convoy.

Objectives
In this scenario, the attacker needs to take out the escorts to open the way to the valuable assets they were escorting

Fleet Deployment
The attacker starts with one squadron on the table, deployed randomly in one of the three attacker zones. This squadron cannot contain more than four ships and can only contain one ship classified as 'large'.

The defender deploys all his ships in deployment zone B with an exception: He must deploy any carriers, seaplane tenders and/or transport ships in zone A with the first ship in the designated location. All subsequent ships are deployed at a distance of 5cm of any other ships, forming a square or rectangle.

Reinforcements
- At the start of the first turn, the attacker rolls a die for each of his squadrons. On the roll of a 3+ that squadron will enter the battle. Randomize in which attacker zone the squadron will deploy. At the start of the second turn, roll again for each squadron that has not entered the battle. Repeat this for each subsequent turn until all squadrons have entered the battle. A squadron that enters the battle may deploy anywhere within the designated zone as long as it deploys more than 60cm from any enemy ships
- Off-table air support may try to enter the battle zone in any turn except the first. It arrives from any long table edge. Roll separately for each flight.

The end of the game
The game ends after 6 turns or when all the ships that started the game in zone A have either left the table at the Defender exit zone or have been destroyed.

Special scenario rules

Close- and distant support
This scenario uses the rules for close-and distant support for both players.

Desperate escorts
The defender is allowed one free 'Make smoke' activation before the first initiative roll. During the battle, the attacker is only allowed to add one disruption token to a 'Make smoke' activation of the defender.

Evacuate the vulnerable ships
All transports, carriers and seaplane tenders (CV, CVL, CVE, CVS) must head to the opposing long table edge at full speed at all times. They may maneuver to evade enemies, but they must always move at full speed. This means that carriers will be penalized in their Launch/Land capacity during the entire game.

Calculating victory points

After the game ends, each player counts his losses.
- Add up the points of all sunk, crippled and broken off ships and destroyed aircraft in your own fleet.
- The defender does not lose any points for the Core fleet escorts. Instead, each enemy transport is worth 25 points, and each enemy carrier is worth double its points (count the air group as lost when the carrier is sunk).

The player which has lost the least amount of VP is the winner, consult the victory points table for the result.



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Standoff

The enemy is in sight, an engagement is imminent. Still, you have more pressing matters on hand, a weakening of your force can be devastating to your primary mission. The enemy however also seems to pursue an objective for which your fleet is an obstacle, you won't get out of here without a fight.



Which side is the attacker?
This scenario has no attacker or defender. Instead both players roll a die to determine which player chooses a table side and deploys first.

Objectives
In this scenario, both fleets have the same objective: to reach their target area while suffering as few losses as possible.

Fleet Deployment
Both players deploy their **core- and their close cover fleets** in their respective deployment zones. The player that choose the table side starts by deploying his first squadron. Deployment happens in order of size: *Large* ships or squadrons containing *large* ships need to be deployed before smaller ships. Alternate deployment until there are no more deployment options left.

Reinforcements
- At the start of the third turn, each player rolls a die, on a 3+, **distant cover** arrives, if a player fails the roll, his distant support is delayed for a turn but will arrive the next turn. Distant support enters the table anywhere from the players' long and short table edges. If there are no valid entry points available, ships may enter the table from the corner of the core fleet deployment zone, ignoring the minimum distance.
- Off-table air support may try to enter the battle zone in any turn except the first. It arrives from the players long table edge. Roll separately for each flight.

The end of the game
The game ends at the end of turn 8 or as soon as a player has lost more than 50% of his points.

Special scenario rules

Close- and distant support
This scenario uses the rules for distant support for both players.

Exiting the battle area
It is allowed for each player to have ships leave the battle area in the turn after they reach their destination area. These ships will still count towards the points total of the owning player at the end of the game.

Nighttime
When playing with nighttime rules, enlarge all deployment zones with 10 cm. Support may arrive 10cm from the designated table edge.

Calculating victory points

At the end of turn 8, check how many points each player has moved into their respective destination zones. The player that has secured the largest amount of points wins the game.

The following extra rules apply:
For battlefleet and support fleets – subtract the points of any medium or large ship that has been crippled or sunk from the point total of any ships within the destination zone.
For convoy fleets – Half the points of any ships in the destination zone, but each convoy ship is worth 25 points.
For carrier fleets – Half the points total of any ships in the destination zone if not at least one carrier made it into there.

The player which has secured the most points is the winner, consult the victory points table for the result.



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