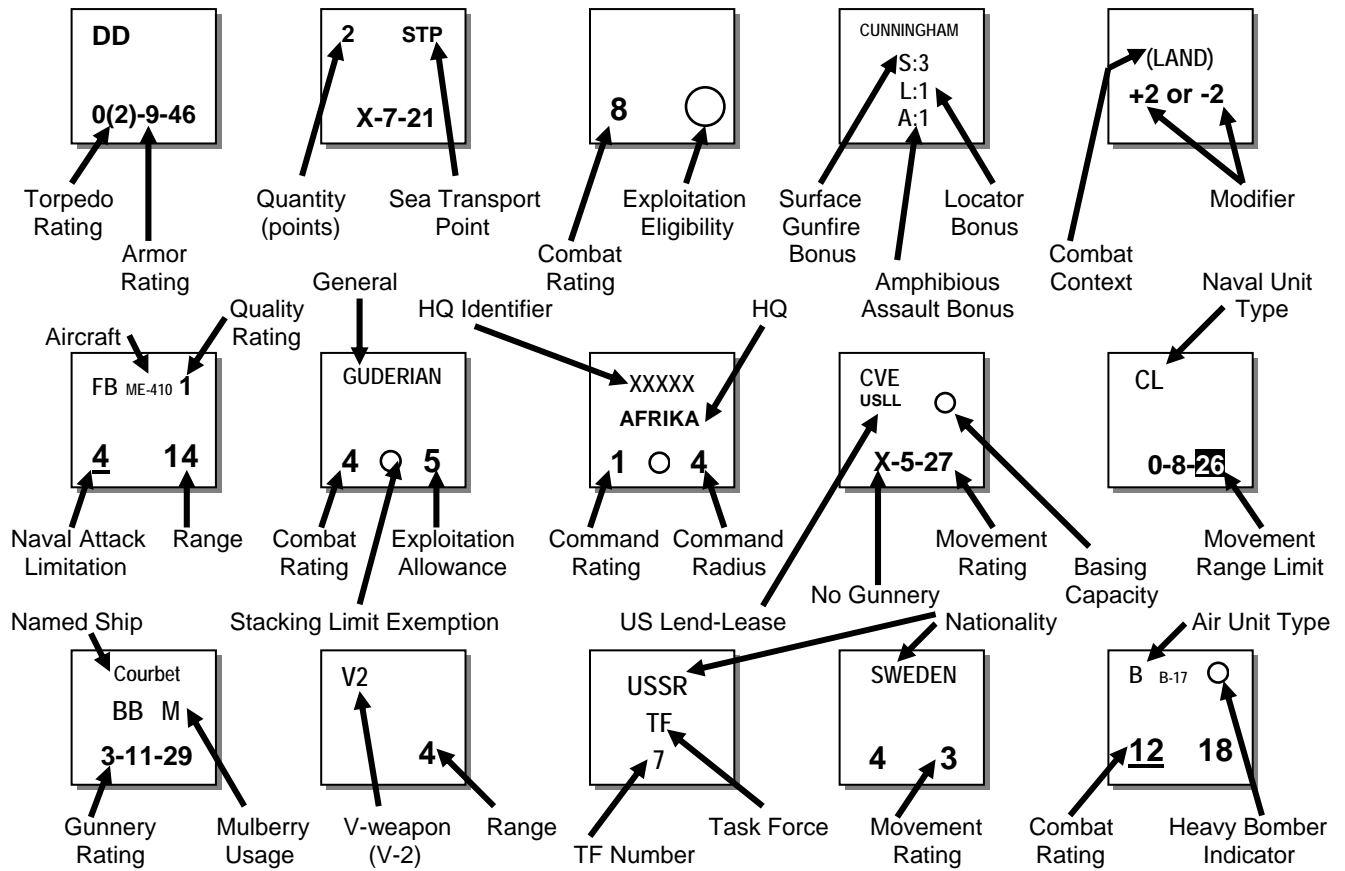


ADVANCED EUROPEAN THEATER of OPERATIONS (1)

[i] COUNTER SAMPLES [i]



WWII: European Theater of Operations and Advanced European Theater of Operations are protected under the copyright laws of the United States of America. Any unauthorized reproduction of the material or artwork contained herein is prohibited without the express written permission of Decision Games. © 2003 Decision Games. All rights reserved. The Decision Games logo is a registered trademark owned by Decision Games. Advanced European Theater of Operations is proudly produced, printed and published in the United States of America!

Design:	Eric Harvey
Production:	Decision Games
Development:	Eric Harvey and Kevin Kiff
Rule Booklets:	Eric Harvey
Product Testing:	Rick Aléman, Curtis Gehman, Greg Johnson, Kevin Kiff and Ken Tee
Technical Advise:	Rick Aléman, Curtis Gehman, Kevin Kiff and Ken Tee
Historical Research:	Eric Harvey and Kevin Kiff
Editing and Narratives:	Eric Harvey
Game Piece Illustrations:	Jon Compton and Eric Harvey
Unit Research and Design:	Eric Harvey
Cartography Art and Layouts:	Joseph Youst
Cartography Research and Design:	Eric Harvey, Kevin Kiff, David S. LaForce and Joseph Youst
Order of Battle and Player Aid Cards:	Eric Harvey

I would like to extend my appreciation and thanks to Doug Niles for his continued dedication and support; to Scott Demonte for his encouragement and his keen website at www.easternfront.net (heya Scott, there were other fronts too!). I'd also like to extend my thanks to Chris Cummins at Decision Games for allowing me to include the 2240 counters; to Callie Cummins for coordinating every little thing; to Joseph Youst and Jon Compton for putting up with my last minute changes; to Pauline Richards for telling me how to spell snorkel in German the right way (i.e., "schnorchel"); to all of the folks that contributed help and advice at www.consimworld.com, www.usmm.com, www.warships1.com and soc.history.war.world-war-ii; plus Mark Acres, Dee Barnett, Jim Atkiss, Mike Breault, Paul Bussman, Steve Carlton, David Cook, Troy Denning, Paul Heim, Nelson Isada, Richard Lowe, Rae Noritake, Jon Pickens, Dale Roethig, Tom Russel, Edward G. Sollers, James Ward, and Steve Winter. Additionally, I would like to express my sincere gratitude for the support of my family and friends, and to Jesus most of all.

I am delighted to see that Decision Games is doing this expanded version of WW2: ETO, a game that is very near and dear to my heart. In fact, when reflecting over my career as a designer, I have often told friends; "this is the game that I want on my tombstone". I had created the original game as the system that I, personally, would most enjoy playing, and I have been pleased and honored that so many other people have had, and continue to have, fun with it as well.

Like any complex and interactive system, WW2: ETO has undergone a steady evolution as it has been exposed to the input of more and more players. Now, it can enjoy the benefits of more than fifteen years of continuous play, which has weeded out the occasional clunky or unrealistic design mechanic that, somehow, cropped up in the original game. This high level of development, coupled to a state-of-the-art production process and dazzling new components, brings WW2: ETO quite literally into the twenty-first century.

I think that the heart of the game's success (perhaps I can call it the "fun-factor") has always been the interaction that keeps non-phasing players involved while the phasing player is performing the functions of his own turn. Additionally, the systems are designed to give a feel of actual battle. By resolving air/air and ship/ship combat without the use of tables, for example, a player can get the feel of a wing of Spitfires roaring against a formation of Me-109s, or of the King George V firing thundering broadsides against the speedy Bismarck. The emphasis has always been on tension, drama, and initiative.

Now, with the release of a truly advanced version of the game, I hope and expect that those all-night (or all weekend, or even all-summer) gaming sessions, with armies, navies and air forces surging back and forth across the map of Europe, will continue for lots of players during many years to come.

Enjoy!

Douglas Niles

COUNTER SAMPLES	(Booklet 1).....[i]
CREDITS	(Booklet 1).....[ii]
PREFACE	(Booklet 1).....[iii]
TABLE OF CONTENTS	(Booklet 1).....[iv]
FOREWARD	(Booklet 1).....[v]
INTRODUCTION	(Booklet 1).....[vi]
GENERAL CONCEPTS	(Booklet 1).....[vii]
SEQUENCE OF PLAY	(Booklet 1).....[viii]
PART 1: WEATHER	(Booklet 1).....[1.0] – [1.7]
PART 2: STRATEGIC WARFARE	(Booklet 1).....[2.0] – [2.26]
PART 3: NAVAL OPERATIONS	(Booklet 1).....[3.0] – [3.31]
PART 4: AIR OPERATIONS	(Booklet 1).....[4.0] – [4.28]
COUNTER SYMBOLS	(Booklet 2).....[ix]
PART 5: OFFENSIVE PHASE	(Booklet 2).....[5.0] – [5.22]
PART 6: MOVEMENT PHASE	(Booklet 2).....[6.0] – [6.1]
PART 7: SUPPLY AND REPLENISHMENT	(Booklet 2).....[7.0] – [7.17]
PART 8: SEASONAL TURNS AND INCOME	(Booklet 2).....[8.0] – [8.13]
PART 9: POLITICS AND PARTNERSHIPS	(Booklet 2).....[9.0] – [9.27]
PART 10: SPECIAL RULES	(Booklet 2).....[10.0] – [10.27]
PART 11: OPTIONAL RULES	(Booklet 2).....[11.0] – [11.22]
ETO SUBJECT INDEX	(Booklet 2).....[x]

[v] FOREWORD

It is impossible to really conceptualize the immensity of death and destruction that occurred during the mere six years of history known as the Second World War. To put World War Two into perspective, consider that approximately a quarter-million men died during the US Civil War, about two million died during Napoleon's campaigns in Europe, nearly eleven million died during the 30-Years War, and another eight and a half million died during the First World War. But remarkably, even if added together, the collective death toll of those wars are only slightly more than a *third* of the total number of people killed during World War Two, which is estimated to be as high as 58 million human beings.

But beyond the statistics, World War Two - more than any other epoch in mankind's history - was a particularly multifaceted event; encompassing every notion of human conflict; everything from the Holocaust to the advent of the atom bomb. Indeed, within those six years, World War Two changed the course of history immeasurably. The world after the war was a very different place than it was before the war, and we can only imagine what would have become of civilization if we had lost the war to the Fascists, jingoists and Nazis. The whole world would have sunk, as Churchill said, "into the abyss of a new dark age..."

And therein lies the question: How close did we come to losing the war? Historians will forever debate the rudimentary details, but most understand that World War Two was a very near thing. So, those historians have fascinatingly contemplated the conduct and strategies of nations and leaders during that precarious era. In that regard, World War Two was a dichotomy of ingeniousness and folly. Winning or losing the war - especially during the first ominous years - may have been a simple matter of strategy versus strategy, and raw luck. In fact, it is difficult to say which was more decisive within the context of the Second World War, but it is probably true, as Napoleon said: "The greatest general is he who makes the fewest mistakes". Nonetheless, it is amazing and even dreadful to consider that the culmination of every nefarious and wicked ambition of evil men was - at times - averted by sheer luck. The entire outcome of the war was often that close.

Thus, World War Two was a pivotal time, and it is compelling to theorize and experiment with the dynamics of events that forged the course and outcome of the war. Ergo, Advanced European Theater of Operations is a forum to simulate the political and military challenges of the war, to formulate and apply strategic theories, and to develop an incisive comprehension of the operational and tactical aspects of air, land and naval combat during World War Two. The principles of warfare are no different, and the palladium of a superior strategy and fortuitous luck is no less decisive.

Good Luck.

Eric R. Harvey

ADVANCED EUROPEAN THEATER OF OPERATIONS is a dynamic simulation of the political, economic and military aspects of the Second World War, with a particular emphasis on historical accuracy. Advanced European Theater of Operations features a comprehensive order-of-battle, an authentic map of Europe, North Africa and the Middle East, and a detailed set of game pieces, representing virtually every major air, land and naval unit of World War Two. What is more, the game pieces themselves have been meticulously and thoroughly researched, and accurately represent the units, vessels and weapons of the Second World War. In short, Advanced European Theater of Operations is both a game and a simulation. Unlike other abstract World War Two games, Advanced European Theater of Operations is statistically accurate and simulative of historical data, thereby representing the tactical, operational and strategic challenges of warfare in the European Theater during World War Two.

The Game Components

This game is complete if it includes: 2 map sheets. 8 counter sheets, 2 rules booklets, 6 double sided player aid cards, storage bags, response card and 3 dice.

The Rules

These rules are organized into two separate booklets (booklet [1] and booklet [2]), and encompass everything needed to play Advanced European Theater of Operations, except the EP income tabulations, the order-of-battle tabulations (which are provided as separate Player Aid Cards), and the tables printed on the maps. In addition, the scenarios are provided as a separate dossier.

★ Rule Questions:

If you have any specific rule questions, please write Decision Games at:

AETO Question and Answers

Decision Games

P.O. BOX 21598

Bakersfield, CA. 93390

Or, e-mail: EricRHarvey@aol.com (Re: AETO Questions and Answers)

Please be sure to identify each rule question by category and case number whenever possible, and phrase each question so that it may be answered succinctly.

Rule Book Parlance

This rule book uses a specific vernacular intended to maintain a literary uniformity. Specific hexes are always parenthetically listed with a map denotation and a hex number (and a name, if any), such as: Paris (W 3118). Areas, charts, regions, tables or zones *physically* on the map are underlined, such as: European Moderate Zone. Game terms and specific references will begin with capital letters, such as: Economic Reserve. Unit *conditions* and/or game *status* will be noted in quotation marks, such as: "out-of-supply". Italicized words or phrases are those that are intended to be read literally, and not as a mere expression or as a figure-of-speech, such as: *immediately*. Emboldened words are those with an emphasis, such as: **not**.

★ Bullet Types

[1] Bold **number**-bullets indicate procedural steps, executed and/or resolved in numerical order.

[A] Bold **letter**-bullets indicate optional conditions, statuses or steps exclusive of other cognate conditions, statuses or steps.

The Game Pieces

Most of the game pieces represent the primary combat forces of World War Two, such as infantry units, armor units, naval units, aircraft types, Generals (representing prominent Generals and their staffs), Admirals, HQs, installations and so forth. In addition to the combat pieces, the game also includes various types of informational chits that represent other events and/or occurrences during the game, such as weather effects, supply conditions, combat damage, military control, et cetera. In addition, most game pieces are printed on both sides, with the back typically representing a different condition or status than the front (e.g., depleted).

NOTE: AETO is provided with one *unmarked* aircraft carrier chit, and one *unmarked* battleship chit (see counter-sheet #8), each of which is solely included as an inscribable replacement piece (if a similar piece is misplaced or disfigured).

Game Piece Errata

- ★ The Finnish 3-3 infantry units should **not** be depicted as "mountain units".
- ★ The reverse side (i.e., back) of the German Triton chit should read: "1D6 SEASONS NO **U-BOAT** ULTRA".
- ★ The German 2-5/1 Bomber (Ju-87) should be **4-5/1**, and **2-5/1** on the back (note: not to be confused with the 2-5/1 Naval-Air).
- ★ The reverse side (i.e., back) of the German 6-5/1 Bomber (Ju-87) should be **3-5/1**.
- ★ The German ship Adm. Hipper and Pr. Eugen should each be a Heavy Cruiser (**CA**).
- ★ Four US 4-12/2 Bombers (B-26) should be **4-12/2**, and **2-12/2** on the back.
- ★ The reverse side (i.e., front) of the UK 2-18/2 Fighter-Bomber (Mosquito) should be **blank**.
- ★ The UK Freyburg General should be spelled: "Freyberg" (*I apologize to Bernard for the faux pas*).
- ★ The Turkish 1-6-24 Light Cruiser (CL) should be **0-6-28**.

The Maps

The maps are classified as “Western” and “Eastern” (generally abbreviated as “W” and “E” respectively), and conjointly represents the European Theater of Operations during World War Two. The scale is approximately fifty miles per hexagon, and accurately includes the geographical and geopolitical features as was extant when the war in Europe began. Typically, the geographical and geopolitical features have been conformed to match the hexagonal gridlines.

The hexagonal gridlines apportion the maps into specific hexagons (colloquially known as hexes), which are used to regulate the placement and employment of game pieces, as well as the implementation and/or performance of various game functions. When a specific hex is mentioned within the rules, it is listed as a four-digit numeral preceded by a W or E, indicating either the Western or Eastern map (e.g., London is hex W 3616; Moscow is hex E 1924).

Map Clarifications

Some map anomalies may create uncertainty or confusion among players, and are clarified as follows:

★ Colonies

The colonial possession(s) of each imperious European nation is listed as follows:

DENMARK = Iceland (until a German conquest of Denmark proper).

FINLAND = Alanal.

FRANCE = Algeria, Corsica, Dakar, French Morocco, Lebanon-Syria, Tunisia.

GREECE = Crete, Dodecanese Islands.

ITALY = Albania, Libya, Rhodes, Sardinia, island E 4827, E 4927 and E 5027 (see Map Errata below).

PORTUGAL = Azores.

SPAIN = Balearic Islands, Spanish Morocco.

SWEDEN = Gotland.

UK = Egypt, Channel Islands, Cypress, Gibraltar, Iraq, Isle of Man, Malta, Palestine, Persia, Saudi Arabia, Shetland Islands, South Africa, Transjordan, any “(UK)” island.

US = Panama (and Iceland, as of July 1941).

★ Non-connected Hexes

Cartographic inexactitudes occasionally obscure the geographical connections of some hexes on the map. As a rule of thumb, it should be assumed that adjacent hexagons are always connected, unless a prevalent and obvious terrain feature *completely* obstructs a disparate terrain feature (e.g., the Sicilian coastal hex W 1427 is assumed to be connected - by sea - to the Sicilian coastal hex W 1428). Nonetheless, the following **exceptions** apply (listed in numerical order):

Hex E 0327 is **not** connected - by land - to hex E 0227

Hex E 0626 is **not** connected - by land - to hex E 0627

Hex W 1509 is **not** connected - by land - to hex W 1510

Hex W 1730 is **not** connected - by land - to hex W 1830

Hex W 2014 is **not** connected - by land - to hex W 2015

Hex W 2117 is **not** connected - by land - to hex W 2217

Hex W 3821 is **not** connected - by land - to hex W 3822

Hex W 4014 is **not** connected - by land - to hex W 4115

Hex W 4733 is **not** connected - by land - to hex W 4832

Hex W 5225 is **not** connected - by land - to hex W 5126

Hex W 5827 is **not** connected - by land - to hex W 5828

Hex W 5827 is **not** connected - by land - to hex W 5928

Hex W 5928 is **not** connected - by land - to hex W 5927

Hex W 5928 is **not** connected - by land - to hex W 5928

Hex W 5928 is **not** connected - by land - to hex W 5929

NOTE: The rail line in northwest Finland enters hex W 5533 directly from hex W 5433. It does not enter hex W 5534.

★ Non-Coastal Hexes

The following hexes are **not** considered to be coastal hexes (listed in numerical order):

Hex E 0222 is **not** a coastal hex

Hex E 3018 is **not** a coastal hex

Hex E 5718 is **not** a coastal hex

Hex W 2413 is **not** a coastal hex

Hex W 2418 is **not** a coastal hex

Hex W 3716 is **not** a coastal hex

Hex W 3722 is **not** a coastal hex

Hex W 3808 is **not** a coastal hex

Hex W 5727 is **not** a coastal hex

★ Non-Islands

The following hexes are **not** considered to be island hexes (listed in numerical order):

Hex W 4229 is **not** an island hex.

Hex W 5727 is **not** an island hex.

Hex E 4727 is **not** an island hex.

Hex E 4728 is **not** an island hex.

Hex E 4831 is **not** an island hex.

NOTE: Hex E 4531 on the Greek island Evvoia (hex E 4531, E 4630 and E 4730) is considered to be a distinctly separate map location from the Greek mainland location in the same hex, and not considered to be connected by land.

★ Peninsula Coastal Hexes

A peninsula that is completely contained within a hex does **not** divide the coastal sea into two separate coastal sea locations, even if the peninsula’s depiction actually bisects the hex entirely. However, if a peninsula actually protrudes from a hex into an adjacent hex, the bisecting peninsula does divide the coastal sea into two separate coastal sea locations. Accordingly, players must be mindful which side of a bisecting peninsula that any naval unit(s), stack(s) and/or task force(s) in that hex occupy.

Map Errata

★ The Greek islands in hex E 4827, E 4927 and E 5027 should be **Italian**-owned and controlled, **not** Greek.

★ The German city in hex W 3023 should be Stuttgart, **not** Munich.

★ On the Axis EP Cost Table, the EP cost of an Axis Infantry Step should be 3 (m = 2), **not** 4 (m = 3).

★ On all EP Cost Tables, the EP cost of a Fortification should be 3, **not** 2. The EP cost of a Coastal Fort should be 2, **not** 1.

Map Boxes, Charts, Tables and Terminology

The maps include the following boxes, charts, tables and terminology:

- ★ Bombing Table; The *bombing table* is used to determine the success or failure of all bombing (and bombardment) attacks and *economic point* losses (if any) as a result of *strategic warfare* attacks from eligible enemy Bombers and Rockets.
- ★ Convoy Route Sea Areas; The *convoy route sea areas* are used to indicate the location of the Atlantic sea areas that are susceptible to Axis *strategic warfare*. Each *convoy route sea area* features a U-boat silhouette.
- ★ Combat Results Table; The *combat results table* (CRT) is used to determine the results of all land combat. Additionally, all combat *die roll modifiers* (DRMs) are listed adjacent to the *combat results table*.
- ★ Force Pool Boxes; The *force pool boxes* are used by each side to hold all of its chits and units that are in the current game, but are not yet eligible to enter the hexagonal map area.

NOTE: If all players agree, the contents of each *force pool* may be kept hidden from the opponents' view, allowing more uncertainty regarding another player's strategy, intent and/or strategic direction.

- ★ Nation Boxes; The *nation boxes* are used to indicate the off-map location of nations that are not depicted incarnate on the map's hexagonal grid. In AETO, these locations are: Canada, Iceland, India, Iraq and the United States (East Coast).
- ★ Rail Capacity; The *rail capacity* of each nation or colony is printed on the map as: RAIL CAP =, followed by a number which indicates the maximum *rail capacity* of that particular nation or colony.
- ★ Replenishment Boxes; The *replenishment boxes* are used to set aside any units that are eligible to be *replenished*.
- ★ Record Tracks; The *record tracks* are used to indicate the current tally of *economic points* (EPs), *economic reserve* (ER), current *offensive* tally, and *strategic warfare losses* for each eligible nation throughout the game.
- ★ Strategic Bombing Boxes; The *strategic bombing boxes* are used to indicate which enemy city hex(es) have been targeted for *strategic warfare bombing raids* during the current season.
- ★ Suez Adds Box; The *Suez adds box* is used by the UK player (only) as a pseudo *force pool/replenishment box* for British infantry units eliminated in Africa, Asia, any Mediterranean island, or **on any land hex** within three hexes of any UK controlled Mediterranean port (which includes the Adriatic and Aegean sea).
- ★ Task Force Boxes; The *task force boxes* are used to hold ships and naval units that are represented on the map's hexagonal grid by corresponding task force chits.
- ★ Terrain Legend; The *terrain legend* is a tabulation indicating the definition of colors, hex types and symbolism on the map.
- ★ Turn Track; The *turn track* is used to indicate the current *season*, *month* and *year* of the game as the game progresses.
- ★ EP Costs Table; The *EP costs table* is a chart indicating the cost to build/repair units and/or installations (and/or to conduct and commence various game activities). The Axis, Soviet and the Western Allied players are each provided with a separate *EP costs table*.

Player Aid Cards

Six Player Aid Cards are provided for utilization during game play, which include EP income tabulations, order-of-battle tabulations, and Quick Reference Charts.

When players set up the game, the game pieces must be set-up on the map as specified by the order-of-battle Player Aid Cards. **If not specified, a unit may be set up in any territory or hex that is owned by its controlling nation (the specified ownership of every territory and hex is parenthetically denoted on the map), but observing all normal requisites and restrictions.** Some chits are specified as “arrivals”*, in which a parenthesized arrival season is listed with such chits (indicating that such chits will arrive for free as **specified**). Conversely, some chits are specified as “removals”, indicating a particular season in which such chits must be removed from the map (typically representing **historic** transfers to other off-map theaters).

**Some chits (such as arriving naval units) will often be scheduled to arrive in a specific map location. If any chit's arrival location is a current enemy conquest, that chit is therefore ineligible to arrive, and is removed from the game altogether. Naval units, incidentally, are ineligible to be “scrapped” in such a case.*

Aside from those chits that begin the game on the map, or will arrive automatically, each nation's military force is tabulated as an allotment of purchasable combat units, thus becoming eligible for purchase (i.e., construction) as of the indicated “year” column on the pertinent order-of-battle. Hence, as each game year commences, each player must check his own order-of-battle, and then appropriate all of the listed combat units for that year to his own force pool. Such units are then eligible to be purchased normally (but not before). Players may purchase any legally available units, and are **not** required to purchase any particular unit or type of unit (for example, AETO does not require any minimum naval builds, or enforce “gearing limits”).

Under no circumstances may any type of game piece be substituted for another type of game piece. The printed numerals and ratings of all game pieces are inviolate, and may never be altered, unless specified by the rules.

Occasionally, the order-of-battle will note a historical reference with some units. Such notations are purely informational however, and have no impact upon actual game play. Similarly, the military nomenclature of any air unit (e.g., Re-2001) serves only as an identification aid.

Each player is only eligible to handle his own units. A player may not inspect or examine another player's stack(s) or unit(s), unless currently at war with that player, **and** only if he currently has units presently adjacent to them (on land*). Similarly, a player cannot inspect or examine an allied player's stack(s) or unit(s) without his permission. In all cases, however, a player is always entitled to know what map terrain exists below any unit or stack. Additionally, a player is always entitled to see the topmost piece of any stack that is underneath any function chits (which may consist of nothing more than a fortification chit, for example). Players may never purposefully hide game pieces with any chits that are not permitted to functionally exist on the map.

**Or via the normal reconnaissance rules.*

All of the game's combat *units* are two-sided chits. The front side of each unit represents its normal full-strength combat status, although the back side of each unit represents its depleted or damaged combat status (which is usually characterized by reduced combat ratings). Occasionally, the back side of some units are simply blank (typically representing a smaller unit), indicating that it is eliminated when depleted. Conversely, the back side of *some* units retain the same combat ratings as the front side, which is intended to represent units which do not lose any significant combat ability when depleted. Functionally, a depleted (or damaged) unit operates normally (i.e., no differently than a full-strength unit), aside from its diminished combat ratings (if any).

Combat units (of any type) may never be voluntarily depleted, divided, split, or otherwise broken down into separate components. ATPs and STPs, however (because they exist as “points”), can be interchanged as component points, although all air, land and naval units are only ever depleted via combat, as specified by the rules (or order-of-battle), or if purchased as such. Conversely, depleted air and naval units may also **never** be combined **to form a single chit**. Contrarily, however, depleted land units (of the exact same type) can be combined to form full-strength land units. Because land units exist as either one or two steps, **two** familial one-step land units (in the same hex) can be combined to form **one** two-step (i.e., full-strength) unit *of the same type*. A combination of two depleted land units does not require any movement point expenditure, but may only occur during the Movement Phase.

Combat units (of any type) may be voluntarily eliminated (i.e., by the owning player), although any combat unit that is voluntarily eliminated is considered to be *permanently* eliminated. That unit is returned to the counter-mix, and may not be repurchased or rebuilt during the present game.

If playing AETO without the Pacific Theater companion, several players (particularly the UK player) will be required to administer the transfer of various units when specified by the order-of-battle (i.e., representing military transfers in and out of the European Theater). Transferred aircraft carriers *must* always include an affiliated naval-air unit, unless absolutely no naval-air units are presently extant. If a particular player (such as the UK) lacks sufficient naval-air units to arm all available aircraft carriers (due to combat losses, for example), any transferred aircraft carrier(s) must always be prioritized. In the event that a particular naval unit is constructed (that is to say, completed) *after* an appointed transfer date, it must then be immediately transferred (i.e., upon its completion) *unless* that naval unit has also been specified to “return” to the European Theater heretofore.

The maps themselves duplicate the historical physical and political geography of Europe, North Africa and the Middle East during the Second World War. The game area (i.e., where the combat units may operate) is limited to the **maps'** hexagonal grid, “nation boxes” and/or “sea areas”. Despite the lack of specific hexes in some sea areas (on the western map), any units, stacks or task forces that are stacked together are assumed to occupy the same sea location (functionally equivalent to a normal hex) for all intents and purposes. Conversely, separate units, stacks and/or task forces (i.e., not stacked together) are considered to occupy separate sea locations.

Lastly, Advanced European Theater of Operations is intended to be played as an individual game, or played in conjunction with the Pacific Theater variant (known as the Combined Game). However, these rules are written with the primary assumption that AETO will usually be played individually. Occasionally, references to the Combined Game are mentioned, although rules specific to the Pacific Theater are generally absent.

MONTHLY TURN SEQUENCE OF PLAY**Weather Phase****[1] Weather Determination Step**

Players determine the weather for the current monthly game-turn, as indicated on the turn track.

[2] Air Operation Effects Step

If Mud or Winter weather exists, players then determine the air effects in the affected weather zone(s).

Strategic Warfare Phase**[1] Strategic Bombing Step:** *If both the Allies and Axis are conducting bombing raids, the Allies must commence this Step first.*

Any eligible Bomber unit(s) may be designated to bomb any accessible enemy city and/or rail target(s). Resolve air combat (if any) as it occurs. All participating air units are committed for the duration of the current monthly game-turn.

[2] Axis Air Interdiction Step: *This Step is only performed by the Axis player(s).*

Any eligible Axis Bomber unit(s) can be designated to interdict any accessible Convoy Route sea area(s). Resolve air combat (if any) as it occurs. All participating air units are committed for the duration of the current monthly game-turn.

[3] Axis Surface Raider Step: *This Step is only performed by the Axis player(s).*

Any eligible Axis surface naval unit(s) presently occupying any open Convoy Route sea area(s) can be designated to interdict the occupied Convoy Route sea area(s).

[4] U-boat Operations Step: *This Step is only performed by the Axis player(s).*

Any U-boat(s) occupying any open Convoy Route sea area(s) can be designated to attempt U-boat Convoy Interdiction.

[5] Iron Ore Route Interdiction Step: *This Step is only performed by the Allied player(s).*

Players determine if the German Iron Ore Route is interdicted, and - if so - then implement the appropriate effects accordingly.

Naval and Air Phase**[1] First Naval Movement Step:** *The side with the Initiative decides which side commences the First Naval Movement Step.*

Eligible players alternate moving *eligible* individual naval units, stacks and/or task forces (up to the extent of their printed movement allowance), resolving air and naval interceptions (and combat) as they occur. Sea Supply chits and units can be embarked and then transported normally. *Any eligible Allied naval unit(s) may be assigned as Convoy Duty Escorts.* Any aloft Naval-Air unit(s) - if launched from any parent aircraft carrier(s) during the parent aircraft carrier(s)' naval movement option - are returned to their parent aircraft carrier(s) whenever their parent aircraft carrier(s) move (i.e., enter a new hex or sea area).

[2] Friendly and Enemy Air Movement Steps: *The side with the Initiative decides which Air Movement Step is performed first.*

Any eligible air unit(s) may be employed to conduct attacks upon enemy naval and air units, or to change base(s), in that order. Any eligible ATP(s) may be employed to transport Air Supply chits or *transportable* units. Any eligible Allied Bomber(s) may be employed as Convoy Duty Escorts. Resolve all air interceptions (and combat) as they occur. After the performing player concludes the Air Movement Step, *all presently* aloft air unit(s) - if launched *at any time during* the Naval and Air Phase - are now returned to their base(s), *except any Allied Bomber unit(s) that were employed as Convoy Duty Escorts during the U-boat Operations Step of the preceding Strategic Warfare Phase. Any aloft Bomber unit(s) that were not employed as Convoy Duty Escorts during the U-boat Operations Step of the preceding Strategic Warfare Phase, are now returned to their base(s).*

[3] Sea Supply Debarkation Step: *All sides perform the Sea Supply Debarkation Step simultaneously.*

Any transported Sea Supply chit(s) that are presently aboard STPs occupying eligible debarkation location(s) are debarked.

Offensive Phase**[A] (Land Offensive):** *The side with the Initiative decides which side performs the first Offensive (whether it be Air, Land or Sea).***[1] Command Status Step**

One Offensive is expended by the activating major power (unless it is a Minor Nation Offensive with no participating major power units) per Command Agent, thereby activating any eligible land unit(s) allocated to participate in the Land Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly. An Activated HQ may move up to three hexes, and thus activate any land unit(s) encompassed within its command radius.

[2] Breakthrough Step

Any eligible stack of armor and/or mechanized unit(s) - with or without any accompanying General(s) - may move (up to a maximum of two hexes) and conduct a Breakthrough attack. If the Breakthrough attack is successful, then the stack of armor and/or mechanized unit(s) may conduct Breakthrough movement. Afterward, any participating General(s) are flipped to their reverse (ineligible to exploit) side(s). *Any air unit(s) that were launched during the Breakthrough Step are returned to base.*

[3] Land Movement Step

Any eligible (and Activated) land unit(s) allocated to participate in a particular Land Offensive may move normally, excluding any armor and/or mechanized units (and Generals, if any) that participated in a Breakthrough. An Activated HQ may move up to three hexes (even if it moved during the Command Status Step), and thus activate any land unit(s) encompassed within its command radius. If any Amphibious Assault(s) will occur, land any eligible (and Activated) land unit(s) allocated to conduct any Amphibious Assault(s) in the intended landing hex(es).

[4] Combat Step

Resolve any intended land combat attack(s) and/or Amphibious Assault(s) - up to each Command Agent's allowable attack limit - resolving any foregoing air combat and/or paratroop(s) preceding each declared land combat attack. *Any air unit(s) that were launched during the Combat Step are returned to base.*

[5] Exploitation Step

Any eligible General(s) stacked with any eligible armor and/or mechanized unit(s) may exploitatively move and/or attack. Afterward, any participating General(s) are flipped to their reverse (ineligible to exploit) side(s). **Any air unit(s) that were launched during the Exploitation Step are returned to base.**

[6] Unit Status Step

Any **actuated** air unit(s) - if launched during the Breakthrough, Combat and/or Exploitation Step - are **marked as Currently Committed, except enemy Fighter-type air unit(s) that were launched as interceptors only.** Any Activated land unit(s) are marked as "Active". Any Activated HQ(s) are flipped to their reverse (previously Activated) side(s).

[B] (Air Offensive): *The side with the Initiative decides which side performs the **first** Offensive (whether it be Air, Land or Sea).*

[1] Command Status Step

One Offensive is expended by each major power that is contributing any air unit(s) to participate in an Air Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly.

[2] Offensive Air Movement, Interception and Resolution Step

Any air unit(s) that are allocated to participate in an Air Offensive are launched and moved to conduct their intended mission, resolving any convoked air interceptions, counter-interceptions, et cetera as they occur. Then resolve the air unit(s)' intended mission, if possible (if the performing player chooses to complete the intended mission).

[3] Return to Base and Commitment Step

After the performing player concludes a particular Air Offensive, any friendly aloft air unit(s) - if launched to participate in that Air Offensive - are now automatically returned to their base(s). Any enemy aloft air unit(s) - if launched during that same Air Offensive - are now returned to their base(s) as well.

[C] (Sea Offensive): *The side with the Initiative decides which side performs the **first** Offensive (whether it be Air, Land or Sea).*

[1] Command Status Step

One Offensive is expended by the major power that is activating any eligible (i.e., Standby) naval unit(s), stack(s) and/or task force(s) to participate in a Sea Offensive. If the Offensive is to be part of a Combined or Joint Offensive (or if an Impromptu Offensive), expend the requisite EPs for each Offensive accordingly.

[2] Offensive Naval Movement, Interception and Resolution Step

Any naval unit(s) that are allocated to participate in a Sea Offensive are Activated and moved (or Activated in the present hex occupied) to conduct their intended mission, resolving any convoked air and/or naval interceptions, counter-interceptions, et cetera as they occur. Then resolve the naval unit(s)', stack(s)' and/or task force(s)' intended mission(s), if possible (if the performing player chooses to complete the intended mission). Any friendly aloft air unit(s) - if launched to participate in that Sea Offensive - are now automatically returned to their base(s). Any enemy aloft air unit(s) - if launched during that same Sea Offensive - are now returned to their base(s) as well.

Movement Phase

[1] Land Movement Step: *The side controlling the Initiative always performs the Land Movement Step first.*

Any eligible land unit(s) that were not Activated previously (during the current monthly game-turn) may be moved via normal land movement. Any transported unit(s) that are presently occupying any eligible debarkation location(s) are debarked. Any land unit(s) that are debarked in a functioning port (not within enemy ZOC) may move one hex, if otherwise legal to do so.

[2] Rail Movement Step: *The side controlling the Initiative always performs the Rail Movement Step first.*

Any eligible land unit(s) that were not Activated previously (during the current monthly game-turn) may be moved via normal rail movement.

End Phase

[1] Second Naval Movement Step: *The side controlling the Initiative always performs the Second Naval Movement Step first.*

Any naval unit(s) presently at sea must be moved to port, or be "refueled" at sea, or will be marked "out-of-supply". No naval interception or naval combat occurs during this Step, although air-naval interception and Air-Naval attacks can occur upon any naval unit(s) that enter any eligible Bomber-type air unit(s)' range. Any transported unit(s) that are presently occupying any eligible debarkation location(s) are debarked (but must remain in the debarkation location for the remainder of that monthly game-turn). Any aloft air unit(s) - if launched during the Strategic Warfare Phase and/or the Second Naval Movement Step - are now returned to their base(s), **except any Allied Bomber unit(s) that were employed as Convoy Duty Escorts during the U-boat Operations Step of the preceding Strategic Warfare Phase.**

[2] Supply Step: *All sides perform the Supply Step simultaneously.*

Expend any supply chit(s) consumed by any unit(s), removing the expended supply chit(s) from the map. Check for depletion of any land unit(s) that have been marked "out-of-supply" for two or more consecutive monthly game-turns. Determine if any supply source(s) are "isolated". Determine if any unit(s) are "out-of-supply" as of the current monthly game-turn, marking each such unit or stack with an "Out-of-Supply" chit.

[3] Replenishment Step: *All sides perform the Replenishment Step simultaneously.*

Replace units from the Replenishment Box, returning any non-rebuilt unit(s) to the force pool. Institute Pilot Recovery. Attempt repair of damaged installations. Determine Partisan activity in each eligible nation.

[4] Command Status Step: *All sides perform the command Status Step simultaneously.*

Flip any actuated HQ(s) and/or General(s) to their front side(s).

[5] End Of Turn Step: *All sides perform the End of Turn Step simultaneously.*

Remove all Active, Air Effect, Evasion, Committed, Rail Transit, Standby and Ultra chits. Advance the "Month" chit to the next box on the Turn Track. If the next box is a **Winter** Seasonal Turn, advance the "Year" chit to the next box on the Turn Track.

SEASONAL TURN SEQUENCE OF PLAY

Minor Partner Activation Phase

The UK and/or Germany may attempt to activate benevolent minor nations, if otherwise eligible.

Economic Income Phase

[1] EP Income Determination Step: *All sides perform the EP Income Determination Step simultaneously.*

Determine and collect the EP income for each major power, numerating all EP gains and losses (if any).

[2] Arctic Convoy Route Status Step: *This Step is only performed by the UK and/or US player.*

The UK or US player must decide and announce the status (i.e., "closed" or "open") of the Arctic Convoy Route.

[3] Lend-Lease Step: *All sides perform the Lend-Lease Step simultaneously.*

Determine and record the total EPs granted to Italy from Germany, to the Soviet Union from the UK and/or US, and to the UK from the US. If the UK and/or US grant EPs to the Soviet Union, the granting player(s) must specify by which route(s) the EPs are sent.

Construction Phase

[1] Force Pool Additions Step (Winter Seasonal Turns): *All sides perform the Force Pool Additions Step simultaneously.*

Consult the order-of-battle cards, and add all of the new units specified for the new game year to the force pools. Place any unit(s) designated to arrive during a subsequent Seasonal Turn in the appropriate box on the Turn Track.

[2] Unit Arrivals and Removals Step: *All sides perform the Unit Arrivals and Removals Step simultaneously.*

Place any unit(s) on the map that are specified (on the order-of-battle) as arrivals (when and where specified), Conversely, remove any unit(s) from the map that are specified (on the order-of-battle) as removals. Flip any "under-construction" installation(s) to their "completed" side(s).

[3] Construction and Repair Step: *Whichever side did not control the Initiative last season should perform this Step first.*

Construct installations, repair installations, voluntarily destroy installations, construct game units (placing them accordingly), rebuild depleted units, repair naval units, salvage sunken naval units and/or scrap naval units. Redeploy HQs and/or Generals (if desired). Assign any intended EPs to Economic Reserve. Reduce all Offensive Tracks to "0", eliminating any remaining, unused Offensives.

[4] Purchase Offensives Step: *All sides perform the Purchase Offensives Step simultaneously.*

Each major power's player secretly purchases and records the number of Offensives he will have available for the ensuing season (i.e., three monthly game turns). Each major power's purchased Offensive total is then secretly marked on the Offensive Track.

[5] Initiative Step: *This Step is resolved simultaneously.*

Each major power's player simultaneously reveals the total number of Offensives purchased for the ensuing season (marking the Offensive Track with an "OFF" chit accordingly). The side (i.e., the Axis or Allies) with the most Offensives (but discounting inherent minor nation Offensives) controls the Initiative for the following three monthly game-turns. Resolve all ties with a die roll.

The weather can affect land, naval and air operations, depending upon the weather zone and the weather therein. All players must determine the “weather” for each monthly game-turn (before the monthly game-turn begins). The Turn Track will indicate the weather that will or *may be* in effect for that month via the indicated letter (F, M or W). If only one particular letter is indicated, then that automatically determines the weather for that monthly game-turn. If there are several letters listed, the monthly game-turn’s weather condition will be determined by a die roll (6-sided) as it corresponds to the number (or number-range) adjacent to either F, M or W of the current monthly game-turn on the Turn Track. Whatever number is rolled is indicative of the weather for that current monthly game-turn (only).

[1.0] Weather Effects**[1.0]**

Three types of weather exist: Fair (F), Mud (M) and Winter (W). The prevailing weather condition will last for the entire monthly game-turn. Weather may affect the movement and combat of encompassed units, depending on the specific condition. The effects of weather are felt most strongly in the “Severe zone”, and negligibly in the “Mild zone”.

Land Movement Effects

Movement effects apply to all units that enter or are in a hex within the affected weather zone during the monthly game-turn.

Combat Effects

Combat effects are determined by the weather in the *defender’s* hex.

Eligibility for Breakthrough and/or Exploitation will be determined by the armor and/or mechanized unit’s location at the beginning of the Breakthrough and/or Exploitation Step, and in every hex that the armor and/or mechanized unit enters during the course of such movement (i.e., exploiting armor or mechanized units cannot enter a Mud-condition hex at any time during the exploitation).

Air Operation Effects

Each affected weather zone is subject to a separate die roll when determining the weather effects upon air units (see below).

[1.1] Weather Zones**[1.1]**

Throughout the course of a game, there are essentially three types of weather “conditions” which can possibly occur (Winter, Mud or Fair). Additionally, there are three different weather zones (Severe, Mild and Moderate). These weather zones are defined by a series of dotted lines that divide the overall map into specific regions of varying contours and sizes, tabulated as follows:

The European Severe Zone begins from Northern Turkey, across the U.S.S.R. and Eastern Poland, through Scandinavia and the U.K., across most of the Northern and Central Atlantic sea areas on the European map.

The European Moderate Zone begins in the Western Mediterranean area, across Spain, up to the southern U.K., Norway and Sweden, through the Baltic Sea and Western Poland, into the Balkans and Italy, and then over Southwest and Southern Turkey, Northern Lebanon-Syria and Iraq across Southern Persia. The large sea area west of Spanish-Morocco is also considered to be in the European Moderate Zone.

NOTE: France and Germany are considered to be part of the European Moderate Zone, except that land units therein do not lose any movement (**during any Step**) during Winter conditions there. This exception is reflective of the extensive road network in the area (which is not portrayed on the game map).

The European Mild Zone begins in Southern Algeria and Tunisia, over Libya and across the Central Mediterranean Sea to the Eastern Mediterranean Sea and Egypt, and into the Middle East region of the map. The South Atlantic large sea area (as well as the large sea area above it) is considered to be in the European Mild Zone. Dakar, South Africa, the Indian Ocean, the Persian Gulf, the Red Sea and the UK Transfer Hex are all considered to be in the European Mild Zone as well.

[1.2] F (Fair) Conditions**[1.2]**

Fair weather has no unfavorable effect upon game play whatsoever on any part of the map where fair condition exists.

[1.3] M (Mud) Conditions**[1.3]**

Mud exists in the Severe Zone. Fair weather exists in all of the other weather zones. Mud has the following effects:

- ★ In the Severe Zone, a player must roll two dice. On a dice roll of 2-7, there is no effect at all. On a dice roll of 8 or 9, all air unit strengths are halved (rounded down). On a dice roll of 10 or 11, all air unit **printed** strengths *and* **printed** ranges are halved (rounded down). On a dice roll of 12, all air is grounded.
- ★ All land unit movement is halved (rounded down). No Breakthroughs or Exploitations are permitted in Mud conditions. Land units that are outside of the Severe Zone cannot enter the Severe Zone via Exploitation or Breakthrough movement. Movement by rail, however, is unaffected.
- ★ All land attacks during Mud conditions suffer a -1 die roll penalty in the Severe Zone.
- ★ All naval interception attempts suffer a -1 die roll penalty in the Severe Zone.

[1.4] W (Winter) Conditions

[1.4]

Winter exists in the Severe Zone; Mud exists in the Moderate Zone. Fair condition is in effect in the Mild Zone. Mud conditions are stipulated under rule [1.3] above. Winter has the following effects:

- ★ In the Severe zone, a player must roll two dice. On a dice roll of 2-5, there is no effect at all. On a dice roll of 6 or 7, all air unit strengths are halved (rounded down). On a dice roll of 8 or 9, all air unit **printed** strengths *and* **printed** ranges are halved (rounded down). On a dice roll of 10-12, all air is grounded.
- ★ In the Moderate Zone, a player must **also** roll two dice. On a dice roll of 2-6, there is no effect at all. On a dice roll of 7 or 8, all air unit strengths are halved (rounded down). On a dice roll of 9-10, all air unit **printed** strengths *and* **printed** ranges are halved (rounded down). On a dice roll of 11 or 12, all air is grounded.
- ★ All land unit movement is halved (rounded up). Although, all Soviet armor and/or mechanized units are only reduced **one** movement point. Movement by rail, however, is unaffected.
- ★ No Exploitations are permitted in the Severe Zone. Land units that are outside of the Severe Zone cannot enter the Severe Zone via Exploitation movement. Breakthroughs, however, are still permitted normally.
- ★ All naval interception attempts suffer a -2 die roll penalty in the Severe Zone.
- ★ Combined Offensive EP costs are doubled (except for Soviet Combined Offensives).
- ★ Impromptu Offensive EP costs are doubled (except for Soviet Impromptu Offensives).
- ★ Certain lakes, rivers and ports are “frozen” (see [1.6]).

[1.5] Weather Effects Upon Air Units

[1.5]

If there are *any* adverse weather **effects** in an affected weather zone (*i.e.*, **inclement weather**), air units therein may **not** impart any air-superiority modifier to any land combat die roll (whether they are supporting the attacking or the defending land units). In addition, the combat strength number of any participating Bomber-type air unit is automatically halved (fractions rounded **up**).

Any air units that *enter* an *affected* weather zone from outside of that weather zone immediately (upon entry) become subjected to the inclement weather effects therein. Additionally, such air units will then become Previously Committed if they rebase into of out of an *affected* weather zone. Moreover, **no** air units may change base into or out of an affected weather zone during the Offensive Phase.

If any air unit(s) are grounded in any particular weather zone(s), *every* type of air activity is prohibited in any hexes and sea areas therein. This *includes* air reconnaissance, and any Forced Rebase(s).

NOTE: The weather zone that encompasses most of France and Germany is considered to be part of the Moderate Zone when implementing weather effects upon air units. Land units, however, are unaffected by weather effects in this particular zone.

Any Naval-Air unit aboard an aircraft carrier **in** a Convoy Route sea area (*i.e.*, assigned as a Convoy Duty Escort) will *always* be eligible to “fly” during the Strategic Warfare Phase, **even if** air is *grounded* therein. However, the “escort value” of a Naval-Air unit aboard an aircraft carrier (assigned as a Convoy Duty Escort) in any non-hexed large sea area is **halved** during any inclement weather therein, regardless of the specific weather effects. Thus, a CV (with a Naval-Air unit) will possess an “escort value” of **2** (instead of the standard 4) if any weather effects pervade therein. This exception, however, only applies to Naval-Air units aboard aircraft carriers assigned as Convoy Duty Escorts during the Strategic Warfare Phase. Aircraft carriers in any affected sea area not assigned as Convoy Duty Escorts during any other Phase are affected normally by inclement weather.

[1.6] Frozen Rivers, Lakes and Ports

[1.6]

The following “freezing” effects occur during a W weather condition in the Severe Zone:

- ★ During Winter (W) weather monthly game-turns, Archangel (E 0626), Leningrad (E 1429), Liepaja (W 4333), Riga (E 1933), Stockholm (W 4630), Tallinn (E 1633), Turku (W 4733) and Helsinki (W 4734) are all considered to be *frozen*. As such, no naval units (including subs) may enter or exit any of these ports (while they are frozen). If any frozen port is captured by **any** enemy land unit(s), the naval unit(s) presently docked therein (if any) are then considered to be automatically (and immediately) sunk* (and unsalvageable). During any enemy land combat attack against a frozen port, any naval unit(s) therein may contribute their own gunnery rating (if any) to the defense of that hex normally (see [5.14]; Naval Bombardment).

*Such naval units are **not** eligible to be “scrapped”.

- ★ Lakes and rivers in the Severe Zone become frozen as well. Land units cannot enter any *all-lake* hex, although land units can otherwise cross any frozen lake hexside. Ocean and/or sea-coastal hexes never become frozen, except per above.
- ★ Land unit strengths are not halved if they attack across a frozen river or lake hexside.

[1.7] Weather Location Determination

[1.7]

Units (land or air) which enter a M or a W condition hex are, for all movement and combat purposes, considered to have *started* moving in that adversely affected weather zone. They cannot, therefore, combine mild weather movement (which is unaffected) with the restricted movement of M or W condition. As such, any unit that enters a M or W condition weather zone is therefore affected throughout the entirety of its movement (as if it had been moving in a M or W condition all along).

The reverse of this is true as well. Units that start movement in an affected weather zone do not benefit in any way if they then move into an unaffected weather zone. Such units still retain any effects of the weather zone from where they began movement.

EXAMPLE: An air unit flies from an M condition base into a mild weather hex to attack enemy naval units. If an adverse air effect exists (either *range and strength halved* or *strength halved*), these limitations continue to apply to the air unit upon arrival at the target hex, even though the target hex itself may actually be in the mild weather zone.

If a river-line bestrides two differently affected weather zones (e.g., the Vistula adjacent to Warsaw, which separates the Moderate and Severe weather zones in Poland), the status of the river (where it bestrides the two weather zones) is always assumed to be as if within the more inclement weather zone.

[PART 2] STRATEGIC WARFARE

[PART 2]

Strategic Warfare is warfare directed specifically at an enemy nation's economy and infrastructure. Strategic Warfare can either be directed at a nation's economy to cause Economic Point (EP) "losses" (which are immediately subtracted from that nation's EP Track), or Strategic Warfare can be directed at a nation's Rail Capacity to hinder the movement of land units via rail. In either case, all forms of Strategic Warfare occur during the Strategic Warfare Phase of a monthly game-turn.

EPs that are held in Economic Reserve (see [37.8]) are never *immediately* affected by Strategic Warfare, although no more than 20 EPs may be held in Economic Reserve during any one season. If more than 20 EPs are cached on the EP Track, those EPs are immediately subject to possible elimination as a result of enemy Strategic Warfare (if any).

NOTE: Regardless of the method of Strategic Warfare, no major power (that is subjected to Strategic Warfare) can ever lose more EPs than it will receive as an EP Income (in the following Seasonal Turn). A major power can potentially be reduced to "0" EPs (notwithstanding any EPs cached in Economic Reserve), but never less than "0".

[2.0] Strategic Bombing

[2.0]

Strategic Bombing is the employment of *Bomber* units (aircraft units signified with a "B" in the upper left hand corner of the chit) during the Strategic Warfare Phase to fly toward and attack (i.e., "bomb") enemy cities and/or resources. Strategic Bombing may be conducted by a single Bomber unit against a single target, or it may be conducted by numerous Bomber units against a single target or multiple targets. No other type of air unit may be used for Strategic Bombing.

Bombing directed at an enemy's Rail Capacity is known as Bombing Rail Capacity, and is discussed under rule [2.6].

[2.1] Eligible Bomber Units

[2.1]

Any land-based Bomber unit(s) not marked "out-of-supply" are eligible to conduct a bombing raid if they can reach an enemy target city, resource hex and/or rail line city/resource hex (depending upon the target) from their current airbase(s). Fighters, Fighter-Bombers and Naval-Air units are **not** eligible to conduct bombing raids, although they may *accompany* any Bomber(s) conducting a bombing raid (provided that they are also not marked "out-of-supply"). Enemy Fighters, Fighter-Bombers and/or Naval-Air units are eligible to *intercept* any such Bomber(s) and/or their accompaniment normally (if within air interception range). Friendly Fighters, Fighter-Bombers and/or Naval-Air units may also *counter-intercept* (if within air interception range) normally.

Weather conditions will affect Bombers (and accompanying and intercepting air units) normally, which includes the air unit's own airbase, along the flight path, and/or in the target hex itself.

Any air units that fly during the Strategic Warfare Phase (including accompanying or intercepting air units) become marked as Previously Committed afterward. Committed air units may not perform any other missions or operations for the duration of that monthly game-turn.

[2.2] Mission Procedure

[2.2]

The Allies are always the first to commence a bombing raid if both the Allies and the Axis will be conducting bombing raids during the same monthly game-turn. After the first Allied bombing raid (if any), both sides must then alternate conducting bombing raids until either side declines any further raids during the current Strategic Warfare Phase.

The bombing player first announces that he will be conducting a bombing raid during the current Strategic Warfare Phase, and then launches the Bomber(s) from their current airbase(s) toward an enemy target hex. Bombers that are launched from the *same* airbase hex (at the same time) *must* fly together, and they *must* attack the same hex (although they may attack different targets in the same hex). In other words, Bombers that are launched from the same airbase hex at the same time (i.e., during the same raid) may **not** be split up as they move, and they may not attack different target hexes during the same raid.

Coordinated Strategic Bombing

Any Bomber(s) in the same airbase hex may launch and then fly over any **other** friendly airbase hex(es) to "collect" any other Bombers (or Fighters, Fighter-Bombers and/or Naval-Air units) presently based there, and may then collectively fly on toward an enemy target hex (being susceptible to eligible enemy air interception as they move). Any "collected" air units also may **not** be split up as they are moving, or attack a different target hex. Any launching Bomber(s), however, may fly over as many friendly

base hexes as desired (within movement allowances) and may collect as many eligible friendly air unit(s) as are available in each base hex (while *en route* to a target hex). A “collecting” Bomber or Bombers are not considered to actually be landing, but are merely *over-flying* any friendly base hex(es) that they enter along the way. When “collected”, all such air units may then move on toward a target hex, provided that all of those air units still possess sufficient movement (i.e., range) to reach the target hex. As stated, all such air units are susceptible to normal eligible enemy air interception along the way. Any Fighters, Fighter-Bombers, and/or Naval-Air units (collected as *escorts*, for example) that do not possess enough movement may fly within - or up to the extent of - their own printed movement range (but never further). The movement (i.e., the flight toward and into the target hex) of any air unit(s) launched from a particular airbase (as well as any friendly air units “collected” *en route*) must be completed before any other non-collected air unit(s) from any other airbase are launched and moved toward and into the same target hex during that same Step.

NOTE: Bombers or other air units are never required to be “collected” if over-flown by any other Bomber(s) *en route* to a target hex. A bombing player is free to choose as few or as many eligible air units to be “collected” as he desires.

Fighters, Fighter-Bombers, and/or Naval-Air units that do not or cannot fly with an attacking Bomber or Bombers on toward a particular target hex must simply stop in their last occupied hex (whether it be by choice or as a result of their own movement limit) as the Bomber(s) and other accompanying (i.e., “collected”) air units (if any) continue on. *Each* accompanying air unit may fly within or up to the extent of its own printed range, irrespective of any other accompanying air units or Bomber(s) they are with during that bombing raid. Accordingly, each air unit - as it is left behind - is subject to any eligible enemy air interceptions (as are any air units that continue on). Fighters, Fighter-Bombers and/or Naval-Air units that have stopped or have reached the extent of their printed movement range simply remain in the last hex that they occupied (unless aborted) until the end of the current bombing raid.

Fighters, Fighter-Bombers and/or Naval-Air units flying **with** any Bomber(s) - *as escorts* - cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units automatically results in air combat in their own hex.

EXAMPLE: One American 12-20[2] (B-17) Bomber based at Bristol (W 3714), and another at Manchester (W 3916) will be conducting a Strategic Bombing Attack upon the German city/resource hex of Munich (W 3025) during the Strategic Warfare Phase. For both Bombers to participate in the same raid (i.e., contributing strength points to the same Strategic Bombing Attack die roll), the Western Ally player chooses to first launch the B-17 unit at Bristol, flying it three hexes to Manchester to “collect” the other B-17 unit there. From Manchester, both Bombers then fly on toward Harwich to “collect” an uncommitted American 4-10/4 (P-51) Fighter based there (while *en route* Munich). From Harwich, the two B-17s and one P-51 are moved toward Munich. Because of the P-51 with the B-17s, the German player declines any air interceptions (for the moment). Regardless, while *en route*, the P-51 **cannot leave** the two B-17 units for any reason whatsoever (although the P-51 may end its movement in any hex before reaching the extent of its range, while the Bombers continue on). Nonetheless, as the two B-17s and the P-51 continue moving, the P-51 (with a range of “10”) must stop one hex short of Munich, because Munich is actually eleven hexes from Harwich (the P-51’s airbase). After the P-51 has stopped, however, the two B-17s continue on into the Munich hex. Now, a German Fighter unit in the Prague hex (W 3227) elects to intercept! At this point, the German Fighter could intercept the two B-17s in the Munich hex (which are now *without* the P-51), **but not the P-51 (because the German player did not do so before the B-17s continued moving)**. Hoping to hit the B-17s and prevent the Strategic Bombing Attack, the German Fighter chooses to intercept them and ignore the P-51 in the previous hex. After the German Fighter reaches the Munich hex (with the two B-17s), two rounds of air combat are resolved. In this example, both B-17s are hit and depleted (thus aborting them), although the German Fighter is also hit by one of the B-17’s “return fire”. After the air combat, the B-17s, the German Fighter and P-51 are returned to their bases from their current locations and marked as Previously Committed immediately thereafter.

All Bombers that are participating in the same bombing raid (including “collected” Bombers) must attack the same target hex. No Bombers may be collected, fly or otherwise participate in a bombing raid if they lack sufficient movement (i.e., range) to actually reach the same target hex as the “collecting” Bombers. In other words, any Bombers that are launched or collected must all possess enough available movement to be capable of reaching the same target hex. Not all such Bombers are necessarily required to fly all of the way to the target hex, but they must at least *possess* enough available movement to do so. As such, any number of Bombers may be “dropped off” while *en route* to the target, although such Bombers are then no longer eligible to perform any bombing during that monthly game-turn, and thereafter are marked as Previously Committed just the same. Nevertheless, a player may desire (during the course of a bombing raid) to leave some of the participating Bombers (and/or escorting Fighter-type air units) behind (before reaching the target hex) if, for example, he wants to avoid subjecting any particular air unit(s) to further potential air combat and/or anti-aircraft fire.

NOTE: A Fighter-type air unit that will be escorting a bombing raid is permitted to be launched first, and then collect the participating Bombers (i.e., in that order). Of course, All range (and weather) considerations apply normally.

Once in a target hex, any Bomber(s) therein may be designated to either attack a Strategic Target and/or the nation’s Rail Capacity, depending on which target type(s) are in the target hex. A player may allocate any of the available Bombers in the target hex to attack either target type (or both, if he has enough Bombers to do so), although he must indicate (before air combat, if any) which Bomber(s) will be attacking each target.

Target Types

Bombers conducting a Strategic Bombing Attack *must* fly to a specific target **hex** (susceptible to all normal eligible enemy air interception, as they move):

[A] To conduct any Strategic Bombing Attack, a Bomber (or Bombers) must fly to an enemy city, resource or city/resource hex. The effectiveness of a Strategic Bombing Attack depends upon the target *type* (see [2.3]). Multiple bombing raids upon the *same* target *hex* within the same season (three monthly game-turns in between Seasonal Turns) do so at reduced effectiveness (see [2.3]).

[B] If Bombing Rail Capacity, a Bomber (or Bombers) must simply fly to any city/resource rail line hex (even a city/resource rail line hex that had been attacked previously) within the nation of the targeted Rail Capacity (see [2.6]).

Air Interception

If the targeted player wishes to defend against any Strategic Bombing Attack, he may do so by declaring a normal air interception with any eligible friendly Fighter-type air units (i.e., flying as Fighters) within air interception range of the attacking Bomber(s). If the interception is occurring in the Bomber(s)' target hex, all air combat therein must be resolved *before* the attacking Bomber(s) resolve their Strategic Bombing Attack. After a Strategic Bombing Attack roll has occurred, any subsequent air interceptions will not mitigate those bombing results.

Enemy air interceptions may occur normally while the attacking Bomber(s) are *en route* to (or in) a Strategic Bombing target hex. However, any intercepting enemy air units become marked as Previously Committed after participating in any air combat during the Strategic Warfare Phase. Consequently, they are therefore not eligible to participate in any subsequent air combat for the duration of the Strategic Warfare Phase or the current monthly game-turn.

Air units that are accompanying a bombing raid cannot *intercept*, although they obviously can participate in any air combat that is occurring in their own hex as a result of an enemy air interception.

As enemy air interceptions occur, eligible friendly Fighters, Fighter-Bombers and/or Naval-Air units (within air interception range) may counter-intercept. Accordingly, other eligible enemy Fighters, Fighter-Bombers and/or Naval-Air units (within air interception range) may counter-counter-intercept, and so forth. Players may alternate intercepting and counter-intercepting until both players decline any further air interceptions, or until there are no more eligible air units available to do so. Air interception and air combat is resolved as it occurs (see [4.13]). Any Fighters, Fighter-Bombers and/or Naval-Air units that were launched and flown *with* Bombers (as the Bomber's Fighter-escort accompaniment) are automatically assumed to engage any enemy Fighters, Fighter-Bombers and/or Naval-Air units that have entered their hex. When air combat has begun in any particular hex, both players automatically forfeit the opportunity to add additional air units to that hex for the duration of that particular air combat engagement.

After all air combat, the surviving un-aborted Bomber(s) that have not yet conducted a Strategic Bombing Attack may then do so. All aborted Bombers, however, are set aside until returned to base (at which time they are marked as Previously Committed). An aborted Bomber may never contribute to any Strategic Bombing Attack.

[2.3] Strategic Targets

[2.3]

Bombers that are conducting a Strategic Bombing Attack must attack a Strategic Target to inflict Economic Point losses upon an enemy's economy. There are three basic types of Strategic Targets: city hexes, resource hexes, and city/resource hexes. If the target hex contains only a city symbol (such as Kiel), it is a **city target**. If the target hex contains a resource symbol (any hex with a crossing pickaxe symbol) with no city therein, it is a **resource target**. If the target hex contains both a city and a resource symbol (such as London), it is a **city/resource target**. If any Bomber unit(s) attack a city/resource hex, they may not attack *just* the city or *just* the resource symbol in that hex (say, as an attempt to avoid any right-column-shifts that would increase the possibility of being hit by anti-aircraft). Any Strategic Bombing Attack upon a city/resource hex is always considered to be attacking both the city and the resource symbol.

If multiple Bombers in a target hex are attacking *both* a Strategic Target and Rail Capacity (see [2.6]), the bombing player must designate (before any air combat in that hex is resolved) *which* Bomber (or Bombers) are attacking the Strategic Target, and *which* Bomber (or Bombers) are attacking the Rail Capacity.

Cities, Resources, City/Resources, Capitals

If the target of the Strategic Bombing Attack is a city hex only (that is, without a resource symbol therein), the bombing attack is resolved normally. *However*, if the target hex is a resource hex (without an actual city symbol), any attacking Bomber(s) are penalized with a one-column-shift to the *left* of their current bombing strength column. Contrarily, however, if the target hex is a city/resource hex, the attacking Bomber(s) gain a one-column-shift to the *right*. Furthermore, if the target hex is also **any** national capital, the attacking Bomber(s) gain an *additional* one-column-shift to the *right*.

The Ploesti hex (E 3629) and the Caucasus hexes (E 3311, E 3312, E 3410, E 3607, E 3707) are exceptions, in that they are always automatically considered equivalent to a city/resource capital hex. Thus, a Strategic Bombing Attack upon any of these hexes will automatically garner a two-column-shift adjustment to the right. Each of the Ploesti and Caucasus "oil" hexes are denoted on the map with an oil-field symbol, indicating that they are subject to this two-column-shift to the right if strategically bombed. Any Bomber(s) attacking the Ploesti and/or the Caucasus "oil" hexes always accrue a two-column-shift adjustment to the right, and are **never** adjusted to the left for any reason. A Night Strategic Bombing Attack against the Ploesti and Caucasus "oil" hexes is always resolved on the 2-5 column of the Bombing Table, no different than any other Night Strategic Bombing Attack.

EXAMPLE: If one American 12-20[2] (B-17) Bomber attacks a German *city-only* hex, the Bomber's total attack strength of "12" points would correspond to the 12-16 column on the Bombing Table. If, however, the Bomber attacks a *resource-only* hex (that is to say, a hex without a "city" symbol), its attack would be adjusted one column to the left (down to the 7-11 column). If, though, the Bomber attacks a *city/resource* hex (a hex with both a city and a resource symbol therein, such as Dusseldorf), the Bomber would gain a one-column-shift adjustment to the right (to the 17-24 column on the Bombing Table). Furthermore, if the target hex contains a city/resource *capital* (any city denoted as a "star", such as Berlin), then the Bomber would gain an *additional* one-column-shift adjustment to the right (up to the 25-39 column on the Bombing Table, per this example).

[2.4] Halving Bomber Strengths during Strategic Bombing

[2.4]

Non-Home Strategic Targets

Attacking Bomber strengths are always halved (rounded down) whenever they are bombing a non-home nation enemy-occupied Strategic Target (that is providing EPs to the enemy) or a Strategic Target in any minor nation (whether a conquest or a minor partner). For example, if the Germans have captured Calais (W 3518), any Western Ally Bomber attack strength points during a Strategic Bombing Attack upon Calais would be halved (rounded down), because Calais is not an Axis home city. Or, if Bulgaria is an Axis minor partner, any Western Ally Bomber attack strength points during a Strategic Bombing Attack upon a Strategic Target in Bulgaria would likewise be halved (rounded down).

EXCEPTION: Strategic Bombing Attacks against the Ploesti "oil" hex (E 3629) or the Caucasus "oil" hexes (E 3311, E 3312, E 3410, E 3607, E 3707) are never "halved".

Redundant Strategic Bombing

Attacking Bomber strengths are always halved (rounded down) if the target hex **was** already **successfully** bombed during a **previous monthly game-turn within that same current** season. That is to say, if the same target hex is bombed **more than once during different monthly game-turns** within the same season (i.e., between successive Seasonal Turns), all Bombers that are attacking that particular target do so at half-strength. Thus, multiple attacks upon the same *non-home* enemy occupied target hex are therefore quartered (i.e., a bombing attack upon any non-home enemy occupied target hex is halved, and a subsequent bombing attack upon the *same* non-home target hex would be halved again). As mentioned, this does not apply to the Ploesti or Caucasus hexes.

The western map includes two Strategic Bombing Boxes (adjacent to the Western Allies' EP Costs Table), which may be used as a chart to keep track of which cities have already been bombed during the current season. Simply place a control chit atop the name of each city that has been bombed during the current season. For those targets that are not listed by name in the Strategic Bombing Box, place a control chit atop the space marked "other" on the Strategic Bombing Box, which applies to any other target hexes that are bombed during a monthly game-turn. Otherwise, players should feel free to keep a written record, if so desired.

The Strategic Bombing Boxes have no other function with regard to game play. They serve merely as a record of targets bombed during the season. At the end of each season (i.e., during the Seasonal Turn), the Strategic Bombing Boxes are cleared, and all eligible targets are thence subject to normal bombing attacks (until attacked at least twice in the following season).

NOTE: Bombing Rail Capacity is never "halved".

No nation can ever lose more EPs due to a Strategic Bombing Attack upon any *conquered* or minor-ally Strategic Target than may be gained from that occupied or minor-ally nation (as a whole).

[2.5] Strategic Bombing Procedure

[2.5]

After all air interceptions and air combat (and if there is at least one un-aborted attacking Bomber remaining in the target hex **with a net combat strength of at least 2**), the bombing player simply totals the number of all desired, attacking un-aborted Bomber strength points* in the target hex, and rolls two dice (6-sided), comparing that dice roll with the corresponding bombing column on the Bombing Table. A *number* result indicates the amount of eliminated EPs inflicted upon the enemy from that Strategic Bombing Attack. A dash (-) result indicates "no effect". If the bombing result includes an asterisk (*), then one Bomber unit is considered to be **hit** by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the target hex suffers an immediate step-loss. The player with the Initiative always chooses which Bomber is "hit", if multiple Bombers are participating in the attack (unless bombing Ploesti; See [2.9]). Fighters, Fighter-Bombers and Naval-Air units may never be hit by any anti-aircraft result. Likewise, Bombers that did not actually participate in the Strategic Bombing Attack are immune from anti-aircraft, even if they are *in* the target hex at the time of the attack. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

NOTE: Anti-aircraft hits are "doubled" against any Bombers attacking the Ploesti or Caucasus "oil" hexes (see [2.9]).

**Multiple Bomber units in the same Strategic Target hex may, if desired, all attack as a single aggregate bombing group (collectively rolling one dice roll), or may each attack individually, or as multiple Bomber groups (if there are multiple Bombers therein to do so), with each Bomber or group rolling separately. Each Bomber (or Bomber group) in the same target hex may roll its own Strategic Bombing Attack (separately), although each such Bomber or Bomber group's attack strength is limited solely to the specific Bomber(s) in that particular group. Each Bomber or Bomber group (i.e., dice roll) is subject to anti-aircraft fire individually. All such Bombers in the same target hex, however, are considered to be one group with regard to any current or subsequent enemy air interceptions.*

No player may ever conduct more Strategic Bombing Attacks than he has available in actual participating Bomber chits.

Returning to Base

After resolving all strategic bombing raids, all surviving and/or aborted air units (that had participated in the bombing raids) are returned to base and then marked as Previously Committed.

After concluding the initial Western Ally strategic bombing raid (if any), an Axis player may then conduct a strategic bombing raid (during the same Strategic Warfare Phase). The Allies and the Axis then alternate conducting strategic bombing raids until either side declines any further attacks. When all of the eligible powers on either side (Allies or Axis) decline to perform any further bombing raids during the Strategic Bombing Step of the current Strategic Warfare Phase, that side then automatically forfeits any opportunity to conduct any additional bombing raids thereafter (for the remainder of the current Phase). Any eligible powers on the same side may randomly alternate among each other during their bombing raid option. The Allies and the Axis must alternate conducting strategic bombing raids as "sides", not as individual nations.

[2.6] Bombing Rail Capacity

[2.6]

Bombers may be used to attack the Rail Capacity of any nation (within the Bomber's range), provided that there is at least one city/resource hex with a rail line symbol, within the original home borders of the targeted nation. Nations *without* a city/resource hex (with a rail line symbol) can be targeted - to bomb Rail Capacity - on any city hex. Nations without any rail line symbols do not possess a Rail Capacity, and therefore are exempt from this type of attack. Any Bomber(s) that will be Bombing Rail Capacity are governed by the same air movement and air interception rules as delineated under [2.1] and [2.2].

Bombers that reach a hex with a rail line symbol therein can be declared as to be Bombing Rail Capacity in that nation (i.e., the nation with the *targeted* city-rail-hex), although the bombing player **must** indicate which of the Bomber units (if there are multiple Bombers* therein) will be attacking the Rail Capacity *before* air combat (if any) begins in the target hex. After all air combat in the target hex has been resolved, the bombing player then simply totals the number of all attacking un-aborted Bomber strength points (designated to bomb the Rail Capacity), and then rolls two dice (6-sided), comparing that die roll with the corresponding strength point column on the Bombing Table. The resulting number (if any) is the amount of Rail Capacity lost within that nation as a result of that attack (for the duration of that monthly game-turn). The result is then subtracted from the targeted nation's total Rail Capacity (as indicated on the map). A dash (-) result indicates "no effect". If the bombing result includes an asterisk (*), then one Bomber unit is considered to be **hit** by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the targeted hex suffers an immediate step-loss. The player with the "Initiative" always chooses which Bomber is "hit" (of those Bombing Rail Capacity) if multiple Bombers are participating in the attack. Fighters, Fighter-Bombers and Naval-Air units may never be hit by any anti-aircraft result. Likewise, Bombers that did not actually participate in Bombing Rail Capacity are immune from anti-aircraft, even if they are *in* the target hex at the time of the attack. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

**If a target hex contains both a Strategic Target and a rail line, the bombing player may designate any number of his total available Bomber units (in the same target hex) as to be directed at both target types (dividing up his aggregate available Bomber units between both targets in any apportionment he chooses). Bomber units that are Bombing Rail Capacity are organized as a different group from those that are bombing a Strategic Target. Each of the Bomber groups rolls its attack separately. Each target must have specific Bombers assigned to it. No single bombing roll can affect both Rail Capacity and Economic Points, nor can any single Bomber unit attack both targets during the same monthly game-turn.*

If a particular nation loses some portion of its Rail Capacity, rail movement therein is accordingly reduced. Units that are moving via rail from *another* nation may rail *into* or *through* a nation with a reduced Rail Capacity without any adverse effects, even if there is less remaining Rail Capacity than incoming raiing units (because the incoming raiing units are actually using the Rail Capacity of the nation they started in). If, however, all of a nation's Rail Capacity is *eliminated*, **all** rail movement **within and through** that nation is prohibited, even if a unit moving via rail began its rail movement in another nation or region of the map. For example, if Germany's Rail Capacity is eliminated, units in France cannot rail into or through Germany, even if using French Rail Capacity.

A rail line symbol or a rail line hexagon itself is never incarnate affected by any bombing result. In this regard, rail line symbols on the map serve merely as symbolic targets for Bombers that are Bombing Rail Capacity in a particular nation or colony. A specific rail line symbol or rail line hexagon is not affected one way or the other by any successful bombing result. That is to say, raiing units may still rail into or through any rail hex (via *available* Rail Capacity) if otherwise legal to do so, even if specifically targeted by any Bomber units.

NOTE: Bombing Rail Capacity may never be conducted at "night".

No player may ever conduct more Strategic Bombing Attacks than he has available in actual participating Bomber chits.

Players may bomb the Rail Capacity in any nation, even home, minor partner or occupied nations, although any bombing attack upon a minor nation that is *scheduled* to become a **minor partner** (i.e., but currently "neutral") will be considered a declaration of war instead.

[2.7] US Daylight Strategic Bombing

[2.7]

To reflect the greater accuracy of US daylight strategic bombing (and also the greater attrition of Bombers and air crews) the US player may (before rolling the dice) elect to add **+1** to his Strategic Bombing Attack dice roll for *each* full-strength US 8-20[1] (B-24), 8-22[1] (B-24), 12-18[1] (B-17) and/or 12-20[2] (B-17) Bomber unit that is participating in that particular bombing raid. The target type can be a city, a resource or a city/resource hex. This modifier, however, may **never** be applied when Bombing Rail Capacity. The US player may, at his option, use any portion of this modifier and decline the rest. He must, however, announce so prior to his dice roll.

[2.8] Night Strategic Bombing

[2.8]

Any Bomber(s) may declare a Night Strategic Bombing Attack, but any such Bomber(s) may only resolve their Night Strategic Bombing Attack dice roll on the **2-5** column of the Bombing Table, *regardless* of how many Bomber units (or how many strength points) are actually participating in the raid. Additionally, Night Strategic Bombing Attacks can never be column shifted on the Bombing Table, regardless of the target. US Bomber units (of any type) may **never** conduct any Night Strategic Bombing Attacks. Fighters, Fighter-Bombers and/or Naval-Air units may never fly during a Night Strategic Bombing Attack. Bombers that will be conducting a Night Strategic Bombing Attack are governed by the same air movement rules as delineated under [2.1] and [2.2], although such rules will - for the most part - be functionally unnecessary.

Bombers that are conducting a Night Strategic Bombing Attack cannot be intercepted by *any* enemy air unit(s) at any time during the bombing raid. Essentially, Bombers that are performing a Night Strategic Bombing Attack are entirely immune to any enemy air interceptions for the duration of a night raid.

During a Night Strategic Bombing Attack, all anti-aircraft hits on the 2-5 column of the Bombing Table are resolved normally until 1942. Beginning in 1942, however, all anti-aircraft hits are “**doubled**” during any Night Strategic Bombing Attack. Beginning in 1943 (and throughout the duration of the war) all anti-aircraft hits are “**tripled**” during any Night Strategic Bombing Attack. In any case, if multiple Bomber units are participating in the same night bombing raid, the player with the “Initiative” always chooses which Bomber is hit by any anti-aircraft results. If there are more anti-aircraft “hits” than there are Bomber steps in the target hex, the additional hits are **not** carried over to any other or subsequent bombing raids. They are simply superfluous.

[2.9] Strategic Bombing of the Ploesti or Caucasus Oil Fields [2.9]

Ploesti Refineries

If Rumania is a German minor partner or Rumania is contributing pre-war EPs to Germany (see [36.10]), Western Ally Bomber units (within movement range) may bomb the Ploesti “oil” hex (E 3629) as a Strategic Target with an automatic two-column-shift to the right on the Strategic Bombing Table. Night Strategic Bombing Attacks, however, are always resolved on the 2-5 column, even if they are attacking the Ploesti “oil” hex.

The Soviet Union may never bomb the Ploesti “oil” hex prior to a war with Germany, even if Rumania is not yet a German minor partner.

Bombers that will be bombing the Ploesti “oil” hex are governed by the same air movement and interception rules as delineated under [2.1] and [2.2]. Strategic Bombing Attacks against the Ploesti “oil” hex are never “halved”, even if Ploesti is bombed more than once within the same season.

Western Ally and Soviet air units may never fly, operate or bomb together during the same Strategic Bombing Attack. Western Ally and Soviet air units may each bomb the Ploesti “oil” hex during the same monthly game-turn, but never during the same attack. Soviet Fighters and/or Fighter-Bombers may counter-intercept any Axis Fighters launched to intercept Western Ally air units en route to the Ploesti “oil” hex, provided that no Soviet Fighter or Fighter-Bomber (at any time) enters the same hex as any Western Ally air units or the Ploesti “oil” hex itself. This cooperation restriction applies vice versa as well, if ever to occur.

Any anti-aircraft results (*) are also doubled if attacking the Ploesti “oil” hex. Moreover, the Axis player *always* chooses which Western Ally Bomber or Bombers are “hit” in the Ploesti hex, even if the Axis do not have the “Initiative”.

In the event that the Ploesti “oil” hex becomes a Western Ally or Soviet conquest, any Axis Strategic Bombing Attacks upon the Ploesti “oil” hex is bombed as if it were any other normal minor-nation resource hex.

Caucasus Refineries

Similar to a Strategic Bombing Attack upon Ploesti, Axis Bomber units (within movement range) may bomb the Caucasus “oil” hexes (E 3312, E 3311, E 3410, E 3607 and E 3707) as Strategic Targets with an automatic two-column-shift to the right on the Strategic Bombing Table. Night Strategic Bombing Attacks, however, are always resolved on the 2-5 column, even if they are attacking the Caucasus “oil” hexes

Bombers that will be bombing the Caucasus “oil” hexes are governed by the same air movement and interception rules as delineated under [2.1] and [2.2]. Strategic Bombing Attacks against the Caucasus “oil” hexes are never “halved”, even if the Caucasus “oil” hexes are bombed more than once within the same season.

Any anti-aircraft results (*) are also doubled if attacking the Caucasus “oil” hexes. Moreover, the Soviet player *always* chooses which Axis Bomber or Bombers are “hit” in any of the Caucasus “oil” hexes, even if the Soviets do not have the “Initiative”.

In the event that any of the Caucasus “oil” hexes become an Axis conquest, Soviet or Western Ally Strategic Bombing Attacks upon the Caucasus “oil” hexes are bombed as if they were any other normal minor-nation resource hexes.

[2.10] Convoy Routes [2.10]

A Convoy Route is defined as any sea area with a map-printed U-boat silhouette depiction therein (also known as a Convoy Route sea area), and represents the primary convoy shipping lanes in that region of the Atlantic Ocean during World War Two. Each Convoy Route sea area is always considered to be actively in effect (i.e., the inherently represented convoy traffic is always assumed to be traversing the Atlantic). No Convoy Route sea area may ever be “closed” (except the Arctic Convoy Route; see [2.12]), and is always susceptible to Convoy Interdiction (until the United Kingdom is conquered*).

**Although, the US Coastal Water Convoy Route sea area remains active even after the United Kingdom is conquered.*

Each Convoy Route sea area is susceptible to Convoy Interdiction by any eligible Axis U-boat(s), surface naval unit(s), Auxiliary Cruiser(s) and/or Bomber(s) - wherein employed - during the Strategic Warfare Phase of any monthly game-turn(s). However, Allied players can similarly employ naval and/or air units to inhibit the likelihood of successful Axis interdiction of any particular Convoy Route sea area(s).

[2.11] Convoy Route Interdiction [2.11]

Convoy Route Interdiction (also colloquially known as Convoy Interdiction) is the employment of Axis naval and/or air units during the Strategic Warfare Phase to inflict EP losses upon the UK, US and/or Soviet Union via the interdiction of Western Ally Convoy Routes (i.e., any large sea area with a map-printed U-boat silhouette), although Convoy Route Interdiction *primarily* affects the UK. Convoy Interdiction can occur via Axis Air Interdiction of Convoy Routes (see [2.13]), U-boat Operations (see [2.14]), Axis Surface Naval Unit Interdiction of Convoy Routes (see [2.21]), and/or German Auxiliary Cruiser Interdiction of Convoy Routes (see [2.22]).

NOTE: Eligible Allied naval units may be assigned as Convoy Duty Escorts (during the Naval and Air Phase), or *unassigned* as Convoy Duty Escorts (during the beginning of the Strategic Warfare Phase).

[2.12] Arctic Convoy Route

[2.12]

There are three specific Arctic Convoy Route sea areas adjoining the Norwegian Sea, which are collectively known as the Arctic Convoy Route. Each of the Arctic Convoy Route sea areas is automatically considered to be “closed”, unless specifically declared (by the UK and/or the US player*) to be “open” during a Seasonal Turn.

**The Soviet player may not declare the Arctic Convoy Route to be open.*

If the UK and/or the US player allocates lend-lease EPs to the Soviet Union (i.e., beyond the Persian Route lend-lease EP limit; see [8.3]), the UK and/or US player (whoever is sending the lend-lease EPs) must declare the Arctic Convoy Route to be “open” during the current Seasonal Turn. Furthermore, the Soviet city Murmansk (E 0230) and/or Archangel (E 0626) must be controlled by the Soviet Union, and presently non-isolated. No lend-lease EPs may be sent to the Soviet Union via the Arctic Convoy Route if both Murmansk and Archangel have been captured (or isolated) by the Axis.

NOTE: During Winter weather monthly game-turns, Archangel is considered to be “frozen”, and is not (in-and-of-itself) eligible to warrant lend-lease to the Soviet Union via the Arctic Convoy Route. In such a case, only Murmansk is eligible.

If the UK or US player declares the Arctic Convoy Route to be “open”, he must place an “Arctic Route Open” chit in the two southernmost Convoy Status boxes printed on the map (or all three Convoy Status boxes if Winter Effects apply; see below), denoting that the Arctic Convoy Route is “open” for the ensuing season (i.e., three monthly game-turns). Furthermore, when the Arctic Convoy Route sea areas are “open”, they automatically remain “open” for the duration of that current season (e.g., if the Arctic Convoy Route is declared to be “open” during the Autumn Seasonal Turn, it is therefore considered to be “open” during October, November and December).

If the UK or US player declared the Arctic Convoy Route “open” during a Seasonal Turn (and assuming Murmansk/Archangel has not been captured or isolated), the UK player may send up to **1/4*** of his current net EP income (before any construction) to the Soviet Union as lend-lease (via the Arctic Convoy Route). As of the US entry into the war (i.e., in Winter of 1942, if **not** playing a Combined Game), the US player may send up to **1/2*** of his current **net** EP income (before any construction) to the Soviet Union (via the Arctic Convoy Routes).

**Fractions always rounded down.*

Winter Effects

If the UK and/or US is sending lend-lease to the Soviet Union during the Autumn and/or Winter Seasonal Turn, the northern-most (hexed) Arctic Convoy Route **must** be “open” (because of the Winter monthly game-turns occurring amid the Autumn and Winter seasons). The northern-most Arctic Convoy Route is a hexed sea area, although it is considered to be a non-hexed sea area for U-boats, naval units assigned as Convoy Duty Escorts, and Axis Bombers performing Convoy Interdiction during the Strategic Warfare Phase. Functionally, air and/or naval units participating during the Strategic Warfare Phase (in the hexed Arctic Convoy Route sea area) are never eligible to be actuated or activated during the Naval and Air Phase, Offensive Phase and/or End Phase.

Interdicting the Arctic Convoy Route

If the Arctic Convoy Route is “open”, each of the Arctic Convoy Route sea areas can be interdicted normally during the Strategic Warfare Phase. Accordingly, eligible Western Ally and/or Soviet air and/or naval units may be assigned as Convoy Duty Escorts normally as well.

Closing the Arctic Convoy Route

If no lend-lease EPs are allocated to the Soviet Union (via the Arctic Convoy Route) during a particular Seasonal Turn, the Arctic Convoy Route is considered to be automatically “closed”, and is not susceptible to Convoy Interdiction during the ensuing season.

[2.13] Axis Air Interdiction of Convoy Routes

[2.13]

Axis Bomber units that did not participate in any Strategic Bombing, nor were Bombing Rail Capacity during the current Strategic Warfare Phase may be used to *interdict* Convoy Routes in the Atlantic **if** they possess enough movement range to reach *and* then enter a Convoy Route sea area (any non-hexed sea area with a U-boat depiction therein). The Indian Ocean, Persian Gulf and the Red Sea are **not** considered to be Convoy Route sea areas.

Convoy Routes are always considered to be “open”, and cannot ever be “closed” nor are ever “inactive”, **except** for the Arctic Convoy Route sea areas (see [2.12]). With regard to Convoy Interdiction, there is no alternating movement procedure, per se. The Axis player simply launches any Bomber(s) in any order or assemblage desired (as if a normal Strategic Bombing Attack) toward and into an eligible (and reachable) Convoy Route sea area (per interdiction attack).

The Arctic Convoy Route sea areas must be “open” to be vulnerable to any Convoy Interdiction.

To interdict a Convoy Route, the Axis player must fly an eligible Axis Bomber (or Bombers) from any presently occupied airbase toward and *into* any eligible and reachable Convoy Route sea area. Such Bombers are susceptible to all normal Western Ally and/or Soviet air interceptions (while en route) by any uncommitted Western Ally and/or Soviet Fighters, Fighter-Bombers and/or Naval-Air units within air interception range. However, uncommitted Axis Fighters, Fighter-Bombers and/or Naval-Air units within air interception range may counter-intercept. Moreover, any uncommitted Western Ally and/or Soviet Fighters, Fighter-Bombers and/or Naval-Air units may counter-counter-intercept, and so forth. All air combat is thus resolved in each hex as it occurs.

NOTE: Western Ally and Soviet air units may never intercept or participate in combat in the same hex or Convoy Route sea area, although Western Ally air units that are merely functioning as “escorts” (i.e., they are not participating in any *de facto* combat in the Convoy Route sea area) are **not** considered to be “participating in combat” with regard to this restriction.

Any interdicting Axis Bomber(s) must possess sufficient movement to fly *to* the Convoy Route and then *into* the Convoy Route sea area. The MP cost to enter a particular Convoy Route sea area varies. Many Convoy Route sea areas have a different MP cost printed therein (specifying a unique movement cost to enter) such as the North Atlantic Convoy Route sea area (which has a MP cost of **20**). Air units must pay the same MP cost as naval units to enter *any* large sea area.

Escorting Bombers

Uncommitted Axis Fighters, Fighter-Bombers and/or Naval-Air units may accompany any Axis Bomber(s) *en route* and/or *into* a Convoy Route sea area as *escorts*, assuming that they possess enough movement to reach and/or enter a Convoy Route sea area from their current base. Similar to [2.2], Axis Bombers must over-fly friendly bases and “collect” any desired Axis Fighters, Fighter-Bombers and/or Naval-Air units that will be accompanying the interdicting Axis Bomber(s) toward and/or into the targeted Convoy Route sea area. Any “collected” air units may **not** be split up as they are moving, or attack a different Convoy Route sea area. Any interdicting Axis Bomber(s) may fly over as many friendly bases as desired (within movement allowances) and may collect as many eligible friendly Fighters, Fighter-Bombers and/or Naval-Air units as are available in each base hex (while *en route* to a Convoy Route sea area). Fighters, Fighter-Bombers, and/or Naval-Air units that do not possess enough movement to reach a targeted Convoy Route sea area may fly within - or up to the extent of - their own printed movement range. Fighters, Fighter-Bombers, and/or Naval-Air units that do not or cannot fly with an interdicting Axis Bomber (or Bombers) on toward any particular Convoy Route sea area must simply stop in their last occupied hex (whether it be by choice or as a result of their own movement limit) as the interdicting Axis Bomber(s) and other accompanying (i.e., “collected”) air units (if any) continue on.

Fighters, Fighter-Bombers and/or Naval-Air units flying with any Bomber(s) as *escorts* cannot *intercept* or *counter-intercept*. Of course, any enemy air interceptions upon such air units automatically results in air combat between such air units in their location.

Combat Air Patrol

Once *in* a Convoy Route sea area, each interdicting Axis Bomber (and accompaniment, if any) can be *automatically* intercepted by any friendly Naval-Air unit(s) aboard any friendly undamaged aircraft carrier(s) that are specifically and currently assigned as Convoy Duty Escorts in that Convoy Route sea area (i.e., stacked with a “Convoy Duty Escorts” chit). However, any friendly Naval-Air unit(s) aboard any aircraft carrier(s) that are **not** currently assigned as Convoy Duty Escorts may **not** intercept *any* interdicting Axis Bomber(s) or accompaniment. Nonetheless, if any air interceptions occur in any Convoy Route sea area, all air combat therein is resolved normally (see [4.16]).

Convoy Interdiction Attacks

After air combat is resolved (if any), all surviving un-aborted Axis Bombers still remaining in the Convoy Route sea area may interdict that Convoy Route. The Axis player simply totals the number of all desired, attacking un-aborted Bomber strength points* in the Convoy Route sea area, and rolls two dice (6-sided), comparing that dice roll with the corresponding bombing column on the Bombing Table. A *number* result indicates the amount of eliminated EPs inflicted upon the UK (and later the US) from that Convoy Interdiction Attack. A dash (-) result indicates “no effect”. If the bombing result includes an asterisk (*), then one Bomber unit is considered to be **hit** by anti-aircraft fire. As such, one Bomber unit (per attack roll) in the Convoy Route sea area suffers an immediate step-loss. The UK player always chooses which Bomber is “hit”, if multiple Bombers are participating in the attack. Axis Fighters, Fighter-Bombers and Naval-Air units (flying as escorts) may never be hit by any anti-aircraft result. Likewise, Bombers that did not actually participate in the Convoy Interdiction Attack are immune from anti-aircraft, even if they are *in* the Convoy Route sea area. If a depleted Bomber is hit by anti-aircraft, it is eliminated.

**Multiple Axis Bomber units in the same Convoy Route sea area may, if they desire, all attack as a single aggregate bombing group (collectively rolling one dice roll), or they may each attack individually, or as multiple groups (if there are multiple Bombers therein to do so), with each group rolling separately. Each Bomber or Bomber group in the same Convoy Route sea area may roll its own Convoy Interdiction Attack (i.e., separately), although each such Bomber or Bomber group’s attack strength is limited solely to those specific Bombers in that particular group. Each Bomber group (i.e., dice roll) is subject to anti-aircraft fire individually. All such Bombers in the same Convoy Route sea area, however, are considered to be one group with regard to any air interceptions by any Naval-Air units.*

Axis Fighters, Fighter-Bombers and/or Naval-Air units can never be employed to interdict any Convoy Route.

Interdicting Axis Bombers may **never** attack any ship or naval unit while in a Convoy Route sea area during the Strategic Warfare Phase. Interdicting Axis Bombers may only attack a Convoy Route.

After the Axis Air Interdiction Step, any participating air units (including Naval-Air units aboard aircraft carriers) are returned to their bases and marked as Previously Committed. Such air units may perform no other missions during the current monthly game-turn. Naval-Air units still retain their “escort value”, however, even after engaging any Axis air units (assuming they survived air combat).

[2.14] U-boat Interdiction of Convoy Routes

[2.14]

U-boat chits are unique among naval units inasmuch as they have no printed gunnery, armor or movement rating. In this regard, the U-boat chits represent wolfpacks of seagoing submarines (primarily the type VII), which are intended to function solely in the strategic role. Tactical submarines differ functionally from U-boats, and are not eligible to conduct Strategic Warfare (see [3.29]).

U-boat Construction and Placement

U-boat chits are constructed like normal naval units (see [8.6]), and may be placed (i.e., when completed) in any eligible German-controlled port (see [8.11]), provided that a valid line of supply exists to a German home supply source (see [7.0]) to the port(s) where the U-boat(s) are to be placed. No U-boat may ever be placed directly in any Convoy Route sea area.

U-boat Movement

A U-boat chit can only be deployed (from a port or a Convoy Route sea area it presently occupies) *directly* into a Convoy Route sea area (i.e., any eligible large sea area with a map-printed U-boat silhouette) during the Naval and Air Phase (as an Axis naval movement option; see [3.2]), provided it did not conduct a Strategic Warfare attack during the Strategic Warfare Phase, or move previously during the current Naval and Air Phase. A U-boat chit is not moved like normal naval units, but is simply placed into an eligible Convoy Route sea area (see [3.5]). Thus, a U-boat chit cannot be intercepted when deployed to a Convoy Route sea area.

NOTE: U-boats may **not** be deployed during the Strategic Warfare Phase.

U-boat Deployment Requirements

The German player may - during the Naval and Air Phase - deploy any U-boat chit (even if depleted) from its port (or from its current location, if already at sea) to any eligible Convoy Route sea area. However, the German player may **not** deploy *more than one* U-boat chit in each Convoy Route sea area **unless** every Convoy Route sea area is presently occupied by a U-boat chit*. Thus, a U-boat chit may **not** be placed into a Convoy Route sea area with another U-boat chit *if* any other Convoy Route sea area is currently devoid of any U-boats (although the presence of other types of naval units is irrelevant). Moreover, the German player may **not** deploy *more than two* U-boat chits in each Convoy Route sea area **unless** every Convoy Route sea area* is presently occupied by at least two U-boat chits. Thus, a U-boat chit may **not** be placed into a Convoy Route sea area with two other U-boat chits *if* any other Convoy Route sea area* does not yet contain two U-boat chits. Supplementary U-boat placements can be extrapolated accordingly.

**U-boat deployment requirements are not applied to any of the Arctic Convoy Route sea areas if the Arctic Convoy Route is "closed". Likewise, U-boat deployment requirements are never applied to the three South Atlantic sea areas (i.e., the three Convoy Route sea areas south of the Azores sea area) until Germany controls a functional, supplied Atlantic port.*

EXCEPTION: The German player may deploy any number of U-boats in the North Atlantic Convoy Route sea area and/or the US Coastal Water sea area (regardless of the year), irrespective of the normal U-boat deployment requirement.

Present U-boat chit deployments need not be adjusted if U-boat losses unbalance the current ratio, if the Arctic Convoy Route is subsequently opened, or if after the German player acquires an Atlantic port. However, any newly deployed U-boats must be placed in accordance with the aforementioned U-boat deployment requirements.

U-boat Deployment Restrictions

★ Until Germany controls a functional and supplied Atlantic port* (harboring U-boats), the German player *cannot* deploy any U-boats into the South Atlantic Convoy Route sea areas (i.e., the three sea areas south of the Azores sea area). This restriction does **not** ever apply to any **Schnorchel** U-boat, however.

**The following ports are "Atlantic ports": Azores, Belfast, Bilbao, Bordeaux, Brest, Bristol, Cadiz, Casablanca, Cherbourg, Cork, Coruna, Dover, Dublin, Gibraltar, Le Havre, Lisbon, Liverpool, Plymouth, Southampton, St. Nazaire and Tangier.*

★ U-boat chits may never be deployed into the Indian Ocean, Persian Gulf and/or the Red Sea.

★ U-boats may be deployed into any of the Arctic Convoy Route sea areas (even if "closed"), although no Convoy Interdiction of any Arctic Convoy Route sea area can occur if the Arctic Convoy Route is "closed" (see [2.12]).

U-boat Attacks

During the Strategic Warfare Phase (only), the German player may opt to conduct U-boat attacks in any eligible Convoy Route sea area(s) presently occupied by at least one U-boat chit (whether it is depleted or full-strength), and thereby cause EP loss(es) to the Allies (if successful).

During the U-boat Operation Step (i.e., during the Strategic Warfare Phase), the German player must decide which eligible Convoy Routes sea area(s) will be "interdicted" (i.e., where at least one U-boat chit is deployed). Accordingly, the German player may opt to interdict *none, some or all* of the eligible Convoy Route sea areas, as he prefers. If the German player opts to "interdict" any particular Convoy Route sea area (if otherwise eligible), **every** U-boat chit in that same Convoy Route sea area **must** conduct a U-boat attack*, even if any U-boat chit(s) therein are depleted. The German player may **not** selectively attack with some U-boats, but withhold other U-boats (i.e., within the same Convoy Route sea area). Nonetheless, U-boat attacks in each interdicted Convoy Route sea area is resolved independently.

**The presence of other air and/or naval units is irrelevant.*

NOTE: The German player is *not* required to totally decide which Convoy Route sea area(s) will be "interdicted" at the outset of the U-boat Operations Step. The German player may successively decide which Convoy Route sea area will be "interdicted" as each is resolved.

When the German player declares the "interdiction" of a Convoy Route sea area (during the U-boat Operation Step of the Strategic Warfare Phase), he must then resolve the attack(s) of any U-boat(s) in that same Convoy Route sea area. If no Allied air and/or naval units are assigned as Convoy Duty Escorts in that Convoy Route sea area, no U-boat attacks are necessary. However, if at least one Allied air or naval unit is assigned as Convoy Duty Escorts, the players must determine the current total "escort value" in that particular Convoy Route sea area (see [2.15] regarding "escort value" calculations).

NOTE: The German player is always entitled to know the *current* total "escort value" in any Convoy Route sea area (i.e., *before* deciding to interdict that or any Convoy Route sea area).

If the German player opts to “interdict” a particular Convoy Route sea area, he must then roll two dice (6-sided) per *each* U-boat chit in that same Convoy Route sea area (unless no Allied air and/or naval units are assigned as Convoy Duty Escorts therein). If an attacking U-boat’s dice roll result is **equal-to** or **less-than** the corresponding dice roll requisite (see below), that U-boat’s attack (in that particular Convoy Route sea area) is considered **unsuccessful**. However, if an attacking U-boat’s dice roll result is **greater than** the corresponding dice roll requisite (see below), that U-boat’s attack (in that particular Convoy Route sea area) is considered **successful** (see [2.23]).

Total Escort Value 100+ :	Dice roll of ≤12 = Unsuccessful U-boat attack :	Dice roll of 13 = Successful U-boat attack
Total Escort Value 91-99 :	Dice roll of ≤11 = Unsuccessful U-boat attack :	Dice roll of 12+ = Successful U-boat attack
Total Escort Value 80-90 :	Dice roll of ≤10 = Unsuccessful U-boat attack :	Dice roll of 11+ = Successful U-boat attack
Total Escort Value 71-79 :	Dice roll of ≤9 = Unsuccessful U-boat attack :	Dice roll of 10+ = Successful U-boat attack
Total Escort Value 60-70 :	Dice roll of ≤8 = Unsuccessful U-boat attack :	Dice roll of 9+ = Successful U-boat attack
Total Escort Value 51-59 :	Dice roll of ≤7 = Unsuccessful U-boat attack :	Dice roll of 8+ = Successful U-boat attack
Total Escort Value 40-50 :	Dice roll of ≤6 = Unsuccessful U-boat attack :	Dice roll of 7+ = Successful U-boat attack
Total Escort Value 31-39 :	Dice roll of ≤5 = Unsuccessful U-boat attack :	Dice roll of 6+ = Successful U-boat attack
Total Escort Value 20-30 :	Dice roll of ≤4 = Unsuccessful U-boat attack :	Dice roll of 5+ = Successful U-boat attack
Total Escort Value 11-19 :	Dice roll of ≤3 = Unsuccessful U-boat attack :	Dice roll of 4+ = Successful U-boat attack
Total Escort Value 1-10 :	Dice roll of 2 = Unsuccessful U-boat attack :	Dice roll of 3+ = Successful U-boat attack

+1 : Schnorchel U-boat.

- 2 : “U-boat” Ultra chit.

If any U-boat’s attack is **unsuccessful**, that U-boat is also automatically considered to be “**hit**” by the convoy escorts and consequently depleted (or sunk, if already depleted*), and no EP loss (from that U-boat) is inflicted upon that particular Convoy Route.

**Sunk U-boat chits are removed from play (permanently), and are ineligible to be rebuilt thereafter (see [8.5]).*

If a U-boat’s attack is **successful**, that U-boat is **not** hit, but is then eligible to inflict the normal EP loss(es) per [2.23]. Moreover, if the successful U-boat attack occurs in the North Atlantic Convoy Route sea area, or the US Coastal Water Convoy Route sea area (if the current year is 1939, 1940, 1941 or 1942), the German player is eligible to roll for the “Happy Time” effect (see [2.24]).

NOTE: If any U-boat’s modified attack dice roll is a “**12**”, it is considered to be a “hit” upon one escorting naval unit (within that same Convoy Route sea area), even if the U-boat itself is hit as well (see [2.16]). A modified roll of “**13**”, however, is **not** considered to be a “hit”.

Italian U-boats

During the Autumn Seasonal Turn of 1939, the Italian player may purchase one U-boat* (only one) from the German **counter-mix** (in addition to the German U-boat listed for 1939 on the German order-of-battle) and deploy it normally (as an Italian U-boat chit) upon its construction completion.

**Per the normal cost of 5 EPs, and the standard two-season construction delay.*

For all intents and purposes, the Italian U-boat functions as do all other German U-boats, and must abide by all normal U-boat rules and restrictions. However, the Italian U-boat is considered solely an Italian unit, and any attacks it conducts in a Convoy Route sea area precipitates war with the UK (and France, if - as of yet - unconquered) and the US, if in the US Coastal Water sea area. As with other U-boats, it cannot be rebuilt if sunk (although the Italians - only - can repair it normally, if it becomes depleted).

The Italian U-boat may **not** be exchanged for any tactical subs, nor can any other tactical Italian submarine unit be deployed or used to attack a Convoy Route.

Schnorchel U-boats

The first Schnorchel-type U-boats become available during the Winter Seasonal Turn of 1944, representing significantly improved U-boat designs. As such, all Schnorchel U-boat chits impart an automatic **+1** die roll bonus when attacking any Convoy Route sea area (reflecting the superiority of the snorkel design). Moreover, each Schnorchel U-boat chit inflicts a loss of **2** EPs (rather than 1 EP) if successfully interdicting any eligible Convoy Route sea area during the Strategic Warfare Phase.

NOTE: Schnorchel U-boats may operate in the South Atlantic Convoy Route sea areas, even if the Axis does not control an Atlantic port (see above).

Schnorchel U-boat chits function exactly like normal U-boat chits in all other respects.

Keeping U-boats at Sea

U-boat chits may be kept at sea normally (i.e., beyond the End Phase), although no EP expenditure is ever required to do so. Of course, any U-boat chit may be returned to a friendly functional port during the End Phase instead, if the German player desires.

NOTE: Only U-boat chits that are kept at sea (and thus *begin* the Strategic Warfare Phase of the following monthly game-turn *at sea*) will be eligible to conduct Strategic Warfare during the subsequent monthly game-turn.

Repairing U-boats

A depleted U-boat chit may be repaired normally during a Seasonal Turn (if docked in a functional and supplied friendly port; see [8.6]). A depleted U-boat chit may never be repaired while at sea.

[2.15] Convoy Duty Escorts

[2.15]

The Allied player may employ any DE, DD, CVE, CVL and/or CV naval unit(s) as ubiquitous “convoy escorts” in any Convoy Route sea area(s), and thus potentially avert U-boat Convoy Interdiction (i.e., in any Convoy Route sea area wherein employed) during the U-boat Operations Step of the Strategic Warfare Phase.

NOTE: Allied Convoy Duty Escorts do not affect Axis surface naval unit or Auxiliary Cruiser Interdiction.

During the Naval and Air Phase (i.e., during any friendly naval movement options), any Allied DE, DD, CVE, CVL and/or CV naval unit(s) may move into any Convoy Route sea area(s), and may be assigned as Convoy Duty Escorts there (see [3.11]). Each Allied DE, DD, CVE, CVL and/or CV imparts a specific “escort value” in any Convoy Route sea area(s) wherein they are assigned as Convoy Duty Escorts, tabulated as follows:

DE	= 1	Escort Value each
DE (Damaged)	= 1/2	Escort Value each
DD	= 1	Escort Value each
DD (Damaged)	= 1/2	Escort Value each
CVE, CVL, CV (with an air unit)*	= 4	Escort Value each
CVE, CVL, CV (Damaged)	= 0	Escort Value
BB	= 0	Escort Value
BC	= 0	Escort Value
CA	= 0	Escort Value
CL	= 0	Escort Value

**If any inclement weather is in effect (even if grounded), the “escort value” of any A CVE, CVL and CV is “2” (rather than 4).*

NOTE: Any Allied naval unit (i.e., not just DEs, DDs, CVEs, CVLs and CVs) may be assigned as Convoy Duty Escorts, although only DEs, DDs, CVEs, CVLs and CVs impart any “escort value”.

During any subsequent Strategic Warfare Phases (i.e., during the U-boat Operations Step), the collective “escort value” of every Allied DE, DD, CVE, CVL and/or CV (if assigned as Convoy Duty Escorts) in **each** Convoy Route sea area is totaled (termed the “total escort value”). Hence, any U-boat(s) allocated to conduct U-boat Convoy Interdiction (in a Convoy Route sea area wherein Convoy Duty Escorts are assigned) must first resolve a U-boat Attack (see [2.14]).

EXAMPLE: If the South Atlantic Convoy Route sea area contains four operational CVEs (an escort value of 4 each = 16), ten DDs (an escort value of 1 each = 10), four damaged (i.e., depleted) DDs (an escort value of 1/2 each = 2) and eight DEs (a combined escort value of 1 each = 8), the “total escort value” is therefore 36 (i.e., the 31-39 column).

The “total escort value” of each Convoy Route sea area is then correlated to a corresponding column of the U-boat Attack Chart, and an associated dice roll result (see [2.14]).

NOTE: The German player is always entitled to know the current total “escort value” in any Convoy Route sea area (i.e., before deciding to interdict that or any Convoy Route sea area).

Convoy Interception Prohibition

Any Allied naval unit(s) presently assigned as Convoy Duty Escorts (stacked below a “Convoy Duty Escorts” chit) are ineligible to conduct Active or Reactive naval interception. Conversely, any Allied naval unit(s) presently assigned as Convoy Duty Escorts cannot be intercepted.

[2.16] U-boat Hits on Convoy Duty Escorts

[2.16]

If any Allied naval unit(s) are assigned as Convoy Duty Escorts in any Convoy Route sea area(s), they are susceptible to possible “hits” from attacking U-boats (in addition to the normal inflicted EP loss).

If any U-boat’s modified attack dice roll is a “12”, that U-boat’s attack is also considered to be a “hit” upon **one** escorting Allied naval unit (i.e., if assigned as Convoy Duty Escorts within that same Convoy Route sea area)*, even if the U-boat chit itself is hit as well (see [2.14]). Each U-boat’s attack “hit” is implemented as per the normal naval combat hit effects (see [3.17]), although all U-boat attack “hits” in any particular Convoy Route sea area are always implemented *after* all U-boat attacks have been resolved. Hence, the “total escort value” of a Convoy Route sea area is not reduced until after all U-boat attacks (in that same Convoy Route sea area) during that same Phase are concluded.

**Escorting Allied Bomber units cannot ever be hit by any U-boat attacks.*

NOTE: A modified U-boat attack dice roll of “13” (as *can* occur from a Schnorchel U-boat attack) is **not** considered to be a “hit” upon any Allied naval unit.

If no Allied naval units are presently assigned as Convoy Duty Escorts in a Convoy Route sea area (where a U-boat’s hit occurs), the hit is therefore disregarded (i.e., it is not carried over to any other Convoy Route sea area). A U-boat’s hit can never be applied to any naval unit that is not presently assigned as a Convoy Duty Escort in any sea area.

Whichever side currently controls the Initiative (i.e., the Allies or Axis) may choose *which* escorting naval unit is selected as a hit by each U-boat’s attack “hit”. If multiple U-boat attack hits occur within the same Convoy Route sea area, whichever side currently controls the Initiative may select different targets or the same target (until sunk).

If any aircraft carrier (assigned as a Convoy Duty Escort) is sunk by any U-boat(s) hit(s), that aircraft carrier's Naval-Air unit is also considered to be eliminated (and returned to the force pool normally). An aircraft carrier that is damaged (but not sunk) is assumed to automatically recover its Naval-Air unit. In either case, the U-boat(s) hit(s) are implemented *after* all U-boat attacks have been resolved.

[2.17] Bombers as Convoy Duty Escorts **[2.17]**

The Allied player may also employ any Bomber (not Fighter-Bomber) unit(s) as ubiquitous "convoy escorts" in any Convoy Route sea area(s) - if within air range - and thus potentially avert U-boat Convoy Interdiction (i.e., in any Convoy Route sea area wherein employed) during the U-boat Operations Step of the Strategic Warfare Phase.

During the Naval and Air Phase (during the Air Movement Step), any Allied Bomber (but not Fighter-Bomber) unit(s) may be flown into any Convoy Route sea area(s) - if within range - and may be assigned as Convoy Duty Escorts there. Accordingly, any such Bomber unit(s) are launched and moved per the normal air movement rules (see [4.12]), and are therefore susceptible to enemy air interception normally (i.e., *before* it enters a Convoy Route sea area, and is assigned as Convoy Duty Escorts). When in any Convoy Route sea area (if assigned as Convoy Duty Escorts), the Bomber unit(s) cannot be intercepted by any enemy air units.

NOTE: The MP cost for a Bomber unit to enter *any* Convoy Route sea area is determined by the printed **MP = #** therein. Thus, to enter any Convoy Route sea area, the moving Bomber unit must have a sufficient *printed* range from its current base to move toward and then into a particular Convoy Route sea area.

Each Allied Bomber imparts a specific "escort value" in any Convoy Route sea area(s) wherein they are assigned as Convoy Duty Escorts, tabulated as follows:

Bomber* = 4 Escort Value *Each*
Bomber (Depleted)* = 2 Escort Value *Each*

**If any inclement weather is in effect (even if grounded), the "escort value" of any Bomber is halved.*

NOTE: No other type of air unit may be assigned as Convoy Duty Escorts.

During the Strategic Warfare Phases (i.e., during the U-boat Operations Step), the collective "escort value" of every Allied Bomber (if assigned as Convoy Duty Escorts) in **each** Convoy Route sea area is totaled and added to the total escort value of any DE, DD, CVE, CVL and CV naval unit(s) assigned as Convoy Duty Escorts within that same Convoy Route sea area (if any). If no other Allied naval units are assigned as Convoy Duty Escorts therein, the total "escort value" of the assigned Bomber unit(s) is simply applied solely.

NOTE: During any subsequent Naval and Air Phase, uncommitted Allied Bombers presently assigned as Convoy Duty Escorts (i.e., Bombers assigned as Convoy Duty Escorts that did not impart any "escort value" to inhibit any U-boat attacks) can fly from the Convoy Route sea area to any functioning friendly base (within the Bomber's printed range) as a Change Base mission. The first base transferred to is considered to be **one** "hop".

Bomber Interception Prohibition

Any Allied Bomber unit(s) presently assigned as Convoy Duty Escorts (i.e., stacked below a "Convoy Duty Escorts" chit) cannot be intercepted by any Axis air unit (including any Axis Naval-Air unit, even if within the same Convoy Route sea area). Conversely, any Allied Bomber unit(s) assigned as Convoy Duty Escorts are ineligible to conduct any other operations (including reconnaissance) while assigned therein.

[2.18] French Convoy Duty Escorts **[2.18]**

Any French DD(s) and/or fully functioning aircraft carrier(s) can be assigned as Convoy Duty Escorts in any Convoy Route sea area(s) per the normal rules, *provided* that there are at least **four** UK land unit *steps* **and** the UK **BEF** HQ within France proper at the time of deployment. This allowance, however, only applies before a conquest of France. French naval units that subsequently become UK controlled ships may be freely employed as escorts at any time, however.

Any French DD(s) and/or fully functioning aircraft carrier(s) must be placed under a "Convoy Duty Escorts" chit in an "open" Convoy Route sea area to be assigned as Convoy Duty Escorts. Any assigned French naval unit(s) may stack with any other Western Ally naval units normally (and/or Soviet naval units assigned as Convoy Duty Escorts in any of the Arctic Convoy Route sea areas).

French naval units assigned as Convoy Duty Escorts are not *required* to be removed therefrom if the BEF HQ and/or any UK steps in France become eliminated as a result of combat (or any *combat-related* elimination, such as out-of-supply depletions or an inability to retreat). If, though, the UK player ever voluntarily removes *any* UK unit and/or the BEF HQ from France, all French naval units assigned as Convoy Duty Escorts *must* be removed therefrom at the next *legal* opportunity.

Only French naval units with an "escort value" may be assigned as Convoy Duty Escorts.

[2.19] Soviet Convoy Duty Escorts **[2.19]**

Any Soviet DD(s) can also be assigned as Convoy Duty Escorts in any of the Arctic Convoy Route sea areas per the normal rules, and may be stacked together with any other Western Ally naval unit(s) normally. However, Soviet DDs may never be employed as escorts in any other sea area.

This allowance, however, only applies before a conquest of the Soviet Union (i.e., in Europe).

[2.20] US Pre-War Convoy Duty Escorts

[2.20]

Beginning in Autumn 1941 (i.e., the October monthly game-turn), up to four of the US "START" DD chits (see the US order-of-battle) may be moved into the North Atlantic Convoy Route sea area (only) and assigned as Convoy Duty Escorts there, even if the US is not at war with Germany. The presence of US Pre-War DDs (assigned as Convoy Duty Escorts) in no way affects US neutrality, even if any of the US DD(s) are depleted or sunk from U-boat hits whilst assigned as Convoy Duty Escorts, or if any U-boat(s) are hit as a result of their presence in the North Atlantic Convoy Route sea area during the Strategic Warfare Phase.

The US Pre-War DDs cannot conduct any normal naval attack against German surface ships (unless Germany is already at war with United States). Conversely, any non-U-boat attack directed at any US Pre-War DD is considered to be a declaration of war upon the United States normally (see [9.1]).

[2.21] Axis Surface Naval Unit Interdiction of Convoy Routes

[2.21]

Any Axis surface naval unit(s) - with a gunnery rating (not a torpedo rating) of at least 1 (i.e., not Axis DDs) - occupying any eligible Convoy Route sea area(s) during the Strategic Warfare Phase are eligible to inflict EP losses upon the UK, US and/or Soviet Union (see [2.23] and [2.24]).

Any Axis surface naval unit(s) employed to interdict any Convoy Route sea area(s) must be moved into the intended Convoy Route sea area(s) during the Naval and Air Phase or the Offensive Phase via the normal naval movement rules (e.g., as a normal Axis naval movement option; see [3.2]), and are susceptible to enemy air and/or naval interception normally, if presently applicable (see [3.6] and/or [4.15]). **No** Axis surface naval unit(s) may ever be automatically "deployed" to any Convoy Route sea area(s) in the same manner as U-boats and Auxiliary Cruisers.

NOTE: Any Axis surface naval unit(s) that move into a Convoy Route sea area during the End Phase are **not** eligible to conduct Strategic Warfare during the ensuing Strategic Warfare Phase.

Each intending Axis surface naval unit occupying an eligible Convoy Route sea area during the Strategic Warfare Phase (unless entered during the previous End Phase) may conduct Convoy Interdiction (i.e., during the Axis Surface Raider Step). Accordingly, each interdicting Axis surface naval unit inflicts a preset EP loss (see [2.23]), which is added to the total EP loss(es) inflicted upon the Western Allies during that same Strategic Warfare Phase. Axis surface naval units are **not** applicable when determining "Happy Time" eligibility, however.

Axis surface naval units can be intercepted normally, and therefore fight in naval combat normally, if successfully intercepted.

Any Axis surface naval unit(s) that conduct Convoy Interdiction during the Strategic Warfare Phase are thereafter ineligible to move (e.g., to conduct Active or Reactive naval interception) during the subsequent Naval and Air Phase, Offensive Phase or the End Phase of that same monthly game-turn. Each interdicting Axis surface naval unit should be marked with an "Active" chit, denoting its ineligibility to move or operate during the ensuing Naval and Air Phase, Offensive Phase and/or End Phase. Only Axis surface naval units that do **not** conduct Convoy Interdiction during the Strategic Warfare Phase are eligible to operate normally during the subsequent Naval and Air Phase, Offensive Phase and/or End Phase.

Axis Aircraft Carriers as Raiders

Any Axis aircraft carrier - with a Naval-Air unit - occupying any eligible Convoy Route sea area during Strategic Warfare Phase is eligible to inflict EP losses upon the UK, US and/or Soviet Union (see [2.23] and [2.24]) exactly like an Axis surface naval unit. As such, the Axis aircraft carrier's Naval-Air unit is marked as "Previously Committed" normally (see [4.27] and [4.28]).

Keeping Axis Surface Naval Units at Sea

Any Axis surface naval unit(s) that *had* conducted Convoy Interdiction during the *preceding* Strategic Warfare Phase are never required to be kept at sea (i.e., "refueled") via the expenditure of EPs. Any Axis surface naval unit(s) that did not conduct Convoy Interdiction during the preceding Strategic Warfare Phase are subject to [3.14] and/or [7.10] normally.

[2.22] German Auxiliary Cruiser Interdiction of Convoy Routes

[2.22]

There are nine Auxiliary Cruiser chits (also colloquially known as "Raiders") listed in the German order-of-battle (i.e., the Atlantis, Coronel, Komet, Kormoran, Orion, Pinguin, Stier, Thor and Widder), each arriving free in any German home port throughout the course of the game.

Auxiliary Cruisers are considered normal naval units, and function exactly like any normal surface naval unit, except that Auxiliary Cruisers are considered to be automatically sunk if hit by any enemy air or naval attack (i.e., Auxiliary Cruisers do not possess a damaged or depleted side).

Unlike normal surface naval units, however, Auxiliary Cruisers are unique inasmuch as they can be automatically deployed directly to any Convoy Route sea area (including the Indian Ocean, Persian Gulf and Red Sea) exactly like a U-boat chit* (i.e., an Auxiliary Cruiser need not actually move as do Axis surface naval units - although it may, if preferred - but can be simply deployed to any eligible Convoy Route sea area). Accordingly, an Auxiliary Cruiser cannot be intercepted when being deployed directly to a Convoy Route sea area.

If from a functioning and supplied Axis port or a Convoy Route sea area (i.e., as an Axis naval movement option). Any Auxiliary Cruiser(s) that presently occupy any hexed sea area may **not be automatically deployed directly to any port or Convoy Route sea area (including the Indian Ocean, Persian Gulf and Red Sea).*

Auxiliary Cruisers are not bound by any deployment requirements or restrictions (as are U-boats; see [2.14]), but may be moved or deployed freely during the Naval and Air Phase, Offensive Phase and/or End Phase. Furthermore, Auxiliary Cruisers are eligible to conduct Convoy Interdiction (unlike U-boats) in the Indian Ocean, Persian Gulf and/or Red Sea, as if they are Convoy Route sea areas.

Each intending Auxiliary Cruiser occupying an eligible Convoy Route sea area during the Strategic Warfare Phase (unless entered during the previous End Phase) may conduct Convoy Interdiction (i.e., during the Axis Surface Raider Step) like an Axis surface naval unit (i.e., **not** like a U-boat chit). Accordingly, each interdicting Auxiliary Cruiser inflicts a preset EP loss (see [2.23]), which is added to the total EP loss(es) inflicted upon the Western Allies during that same Strategic Warfare Phase. Auxiliary Cruisers are **not** applicable when determining “Happy Time” eligibility, however.

Auxiliary Cruisers can be intercepted normally (although not while being “deployed”), and therefore fight in naval combat normally, if successfully intercepted.

Any Auxiliary Cruiser(s) that conduct Convoy Interdiction during the Strategic Warfare Phase are thereafter ineligible to move (e.g., to conduct Active or Reactive naval interception) during the subsequent Naval and Air Phase, Offensive Phase or the End Phase of that same monthly game-turn. Each interdicting Auxiliary Cruiser should be marked with an “Active” chit, denoting its ineligibility to move or operate during the ensuing Naval and Air Phase, Offensive Phase and/or End Phase. Only Auxiliary Cruisers that do **not** conduct Convoy Interdiction during the Strategic Warfare Phase are eligible to operate normally during the subsequent Naval and Air Phase, Offensive Phase and/or End Phase.

Any Auxiliary Cruiser(s) that are at sea (in a Convoy Route sea area*) may be automatically deployed directly to any supplied Axis port(s) during the Naval and Air Phase (as an Axis naval movement option), provided that the Auxiliary Cruiser(s) did not conduct Convoy Interdiction during the preceding Strategic Warfare Phase. Any Auxiliary Cruiser(s) that *currently* occupy any hexed sea area(s) may not be automatically deployed directly to any Axis port(s).

**Including the Indian Ocean, Persian Gulf and/or Red Sea.*

Keeping Auxiliary Cruisers at Sea

Any Auxiliary Cruiser(s) may be kept at sea normally (i.e., beyond the End Phase), although no EP expenditure is ever required to do so (even if not occupying a Convoy Route sea area). Of course, any Auxiliary Cruiser may be returned to a friendly functioning port during the End Phase normally, if the German player prefers.

Pacific Theater Deployment

If playing a Combined Game, German Auxiliary Cruisers (only) are **eligible** to conduct Convoy Interdiction if occupying any large sea in the Pacific Theater. Inflicted EP losses are borne by the UK if occurring in any large sea area except the US Coastal Water sea area, wherein inflicted EP losses are borne by the US.

[2.23] Convoy Route Interdiction EP Damage [2.23]

Each U-boat and/or Axis surface naval unit inflicts a preset EP loss if presently occupying and successfully interdicting an eligible Convoy Route sea area during the Strategic Warfare Phase, tabulated as follows:

U-boat	= Inflicts 1 EP each.
Auxiliary Cruiser	= Inflicts 1 EP per gunnery value.
Light Cruiser (CL)	= Inflicts 1 EP per gunnery value.
Heavy Cruiser (CA)	= Inflicts 1 EP per gunnery value.
Battleship (BB)	= Inflicts 1 EP per gunnery value.
Schnorchel U-boat	= Inflicts 2 EPs each.
Aircraft Carrier (CV)*	= Inflicts 8 EPs (if with a Naval-Air unit).

**If any inclement weather is in effect (even if grounded), the inflicted EP loss of an aircraft carrier is “4” (rather than 8).*

After determining which Convoy Route sea area(s) have been successfully interdicted by any U-boat(s) and/or Axis surface naval unit(s), the collective inflicted EP loss of every interdicting U-boat and/or Axis surface naval unit is then added as a final sum, which is the total EP loss(es) inflicted upon the UK, US and/or Soviet Union (see [2.25]) during the current Strategic Warfare Phase.

EXAMPLE: After concluding all U-boat attacks during the April monthly game-turn of 1942, there are eight successfully interdicting U-boats among several Convoy Route sea areas, as well the German battleship *Bismark* (with a gunnery rating of “4”) and the *damaged* German heavy cruiser *Prinz Eugen* (with a gunnery rating of “1”). Thus, the total inflicted EP loss during April is 13 EPs (in addition to the “Happy Time” roll or rolls, if presently applicable; see [2.24] below).

[2.24] The “Happy Time” [2.24]

In addition to the normal EP loss inflicted by each successfully attacking U-boat chit (see [2.23]), any successful U-boat Convoy Interdiction of the **North Atlantic** Convoy Route sea area and/or the **US Coastal Water** Convoy Route sea area* entitles the German player to inflict additional EP losses upon the Western Allies (known as the “Happy Time”, which represents the substantial number of merchant ships sunk by German U-boats during the first few years of the war).

**The “Happy Time” is only applicable during 1939, 1940, 1941 and 1942.*

NOTE: Any attack upon the US Coastal Water Convoy Route sea area is considered to be a declaration of war upon the US, unless the US is already at war with the Axis per [9.1] (in which case this consideration is irrelevant).

If at least one German U-boat chit successfully interdicts the North Atlantic Convoy Route sea area and/or the US Coastal Water Convoy Route sea area, the German player may then roll a die or dice (6-sided) - depending on the current year - as an *additional* Strategic Warfare attack, known as a “Happy Time” roll, tabulated as follows:

1939 = 1 Die.
1940 = 2 Dice.
1941 = 1 Die.
1942 = 2 Dice.

The German player is only entitled to roll once per Strategic Warfare Phase **per each** successfully interdicted eligible Convoy Route sea area (i.e., the North Atlantic and/or the US Coastal Water Convoy Route sea area), *regardless* of how many U-boat chits actually conduct an attack therein (assuming at least one U-boat successfully interdicted the North Atlantic and/or the US Coastal Water Convoy Route sea area). The German player is entitled to one “Happy Time” roll if only the North Atlantic Convoy Route sea area, or if only the US Coastal Water Convoy Route sea area is successfully interdicted, or up to two “Happy Time” rolls if **both** the North Atlantic and the US Coastal Water Convoy Route sea areas are interdicted (during the same Strategic Warfare Phase).

After the “Happy Time” roll(s), the die (or dice) roll result(s) are then **added** to the total EP loss(es) inflicted upon the Western Allies during that same Strategic Warfare Phase. As per [2.25], the “Happy Time” EP loss(es) are borne by the nation wherein the “Happy Time” roll occurs. If any successful U-boat Convoy Interdiction occurs in the US Coastal Water Convoy Route sea area, the “Happy Time” EP loss(es) are borne by the US. If any successful U-boat Convoy Interdiction occurs in the North Atlantic Convoy Route sea area, the “Happy Time” EP loss(es) are borne by the UK.

NOTE: The “Happy Time” roll(s) do not supersede any interdicting U-boat’s preset Convoy EP Damage quotient (i.e., an interdicting U-boat that effectuates a “Happy Time” roll applies its Convoy EP Damage quotient normally; see [2.23]).

Only successfully interdicting U-boats (in the North Atlantic and/or the US Coastal Water) are eligible to effectuate “Happy Time” roll(s). Axis surface naval units (including Auxiliary Cruisers) and/or Axis bombers are never applicable when determining “Happy Time” eligibility.

[2.25] Division of EP Losses **[2.25]**

All EP losses occurring in any Atlantic Convoy Route sea area, the Indian Ocean, the Persian Gulf and/or the Red Sea are borne by the UK. All EP losses occurring in the US Coastal Water Convoy Route sea area are borne by the US.

NOTE: US lend-lease to the UK does **not** modify the aforementioned partition of EP losses.

If the Arctic Convoy Route is “open”, all inflicted EP losses occurring in any Arctic Convoy Route sea area are borne by the Western Allies **and** the Soviet Union jointly. In such a case, EP losses occurring in any Arctic Convoy Route sea area are divided evenly between the sending nation(s) and the Soviet Union. If both the UK and the US sent lend-lease EPs to the Soviet Union, the total EP loss is divided equally among the UK, US and the Soviet Union (i.e., divided by three), regardless of the actual UK-to-US lend-lease EP ratio (e.g., even if the US is actually sending a higher proportion of lend-lease EPs than the UK). If the total EP loss in the Arctic Convoy Route is not evenly divisible, the Western Allies must always suffer the greater amount. Furthermore, the UK must always suffer the loss of any EP remainder, unless only the US is sending lend-lease EPs to the Soviet Union.

All EP losses are divided as specified above, regardless of the inflicting agent(s), or any combination thereof.

[2.26] Interdicting the German Iron Ore Route **[2.26]**

The German Iron Ore Route represents the principal iron ore shipping lanes along the Norwegian and Swedish coastlines, and is susceptible to interdiction during the Strategic Warfare Phase (during the Iron Ore Route Interdiction Step). The German Iron Ore Route is considered interdicted (with the resulting effect) if any of the following circumstances apply:

★ **CONDITION 1:** Sweden is currently an unconquered Axis-enemy (or an Allied-conquest).

EFFECT: Germany must suffer a loss of EPs equal to **4** (6-sided) dice during the Strategic Warfare Phase. **If** at least one of the Galivare resource hexes (hex W 5630, W 5730 or W 5629) is occupied by any Axis land unit (in supply), then Germany suffers a loss of EPs equal to **3** dice. **If** at least two of the Galivare resource hexes are occupied by any Axis land units (in supply), then Germany suffers a loss of EPs equal to **2** dice. **If** all of the Galivare resource hexes are occupied by any Axis land units (in supply), then Germany suffers a loss of EPs equal to **1** die.

★ **CONDITION 2:** Norway is currently an unconquered Axis-enemy (or an Allied conquest) during any “W” monthly game-turn.

EFFECT: Germany must suffer a loss of EPs equal to **2** (6-sided) dice during the Strategic Warfare Phase. **If** Narvik (W 5828) is presently occupied by any Axis land unit (in supply), then Germany only suffers the loss of EPs equal to **1** die.

★ **CONDITION 3:** If Sweden is a German ally (or a German conquest), but hex(es) W 5630, W 5730 and W 5629 are occupied by any Axis-enemy land unit(s).

EFFECT: Germany must suffer a loss of EPs equal to **4** (6-sided) dice during the Strategic Warfare Phase. **If** only two of the Galivare hexes are occupied by any Axis-enemy land unit(s), Germany suffers a loss of EPs equal to **3** dice. **If** only one of the Galivare hexes are occupied by any Axis-enemy land unit(s), Germany suffers a loss of EPs equal to **2** dice.

- ★ **CONDITION 4:** If any Norwegian or a Swedish **red-dashed** coastal hex(es) from Narvik (W 5828) to Stockholm (W 4630) are presently occupied by any Axis-enemy naval unit(s) - including tactical submarine units, but not STPs - during any "W" monthly game-turn.

NOTE: The Norwegian Iron Ore Route (the red dashes) is only susceptible to Iron Ore Interdiction during Winter weather monthly game-turns (the Norwegian Iron Ore Route is assumed to be inactive during non-Winter monthly game-turns).

EFFECT: Germany must suffer a loss of EPs equal to **2** (6-sided) dice during the Strategic Warfare Phase. **If** Norway is neutral, Germany only suffers an EP loss equal to **1** die, unless the interdicting naval unit is a tactical sub, in which case Germany suffers a loss of EPs equal to 2 dice, regardless.

Any naval unit(s) that are employed as Iron Ore Route interdictors (during the Strategic Warfare Phase) are **not** considered to be automatically Activated for the duration of that same monthly game-turn. Any such naval unit(s) are eligible to function normally during the subsequent Phases of that monthly game-turn. However, players must remember that naval units that move during the End Phase (to an Iron Ore Route hex) are not applicable when determining Iron Ore Route interdiction during the ensuing Strategic Warfare Phase.

- ★ **CONDITION 5:** If any Swedish **blue-dashed** coastal hex(es) from W 5230 to hex W 4630 are occupied by any Axis-enemy naval unit(s) - including tactical subs, but not STPs - during any "M" or "F" weather monthly game-turns.

NOTE: The Swedish Iron Ore Route (the blue dashes) is only susceptible to Iron Ore Interdiction during non-Winter weather monthly game-turns (the Swedish Iron Ore Route is assumed to be frozen and inactive during Winter monthly game-turns).

EFFECT: Germany must suffer a loss of EPs equal to **2** (6-sided) dice during the Strategic Warfare Phase.

Any naval unit(s) that are employed as Iron Ore Route interdictors (during the Strategic Warfare Phase) are **not** considered to be automatically Activated for the duration of that same monthly game-turn. Any such naval unit(s) are eligible to function normally during the subsequent Phases of that monthly game-turn. However, players must remember that naval units that move during the End Phase (to an Iron Ore Route hex) are not applicable when determining Iron Ore Route interdiction during the ensuing Strategic Warfare Phase.

- ★ **CONDITION 6:** Narvik (W 5828) is occupied by an Axis-enemy land unit (but not including Norwegian partisans) during any "W" weather monthly game-turn, and Sweden is not currently a conquest of an Axis-enemy.

EFFECT: Germany must suffer a loss of EPs equal to **2** (6-sided) dice during the Strategic Warfare Phase. Germany suffers the loss of EPs equal to **3** dice if Malmo (W 4127) or Stockholm (W 4630) is also occupied by an Axis-enemy land unit in any "W" weather monthly game-turns.

- ★ **CONDITION 7:** If Sweden is an Axis conquest, but any Swedish partisans occupy hex(es) W 5630, W 5730 and W 5629.

EFFECT: Germany must suffer a loss of EPs equal to **4** (6-sided) dice during the Strategic Warfare Phase. **If** only two of the Galivare hexes are occupied by any Swedish partisans, Germany suffers a loss of EPs equal to **3** dice. **If** only one of the Galivare hexes are occupied by any Swedish partisan(s), Germany suffers a loss of EPs equal to **2** dice.

All Iron Ore Interdiction Conditions and Effects are cumulative, although no more than **4** dice may ever be rolled per the same monthly game-turn as a result of Iron Ore Interdiction. Additionally, the Iron Ore Interdiction may only occur once per each monthly game-turn, even if several of the conditions apply simultaneously. Of the prevailing conditions, the condition(s) enforcing the most Strategic Warfare dice rolls always applies.

NOTE: Soviet submarine units performing Iron Ore Interdiction (regardless of which dashed hexes they interdict), always suffer a **-1** die roll penalty.

Naval operations entail Convoy Interdiction, Convoy Escort, Naval Interception and Combat, Naval Transport, Naval Bombardment, and Submarine Harbor Infiltration, delineated as follows:

[3.0] Naval Unit Stacking**[3.0]**

There is no limit to the number (or types*) of naval units that may occupy the same sea area or coastal hex (unless in port; see [3.15]). Furthermore, allied nations may freely combine naval units (if occupying the same sea location) during naval movement, naval interceptions, and/or naval combat. **Multiple naval units, stacks or task forces in the same large sea area may be stacked together, or stacked separately, and are regarded as together or separately, respectively, in any such case (see [3.6]).**

Despite the lack of specific hexes in any large sea area, any naval units, stacks or task forces that are stacked together (in a large sea area) are assumed to occupy the same sea location (functionally equivalent to a normal hex) for all intents and purposes. Conversely, separate naval units, stacks and/or task forces (i.e., not stacked together) are considered to occupy separate sea locations, and are actuated, moved and intercepted separately.

Submarine units may not be stacked (in the same hex) with any other friendly surface naval unit, or other friendly submarine (except when docked in port). If a particular naval movement will result in a submarine becoming stacked with any other friendly surface naval unit (or other friendly submarine), the owning player may opt to "bump" the **non-moving chit (i.e., either the submarine or the surface naval unit) one legally accessible adjacent sea hex. The enemy player, however, may choose which adjacent sea hex that the non-moving chit is bumped to (if legally accessible).*

[3.1] Task Force Chits**[3.1]**

Each of the major powers is provided with an allotment of individually numbered "Task Force" chits. Each Task Force chit is used to signify the specific map location of aggregated naval unit chits (which would otherwise be overly cumbersome to handle during game play). As such, each of the "Task Force" chits corresponds to an identically numbered Task Force Box printed on the map, which is used to accommodate all of the naval chits represented by that particular "Task Force" chit. There is no limit to the number of naval chits that may be assigned to any particular Task Force chit, although all of the map's Port Capacity limits must be strictly observed.

There is no limit to the number of authentic Task Force chits that may be on the map at any one time, and players are free to create their own additional Task Force chits as needed or desired to augment the allotment of "Task Force" chits provided in the game. No "Task Force" chit, however, may ever be in play without at least one naval chit in its corresponding Task Force Box, unless optional rule [11.3] is in effect, in which case no more than *one* "Task Force" chit may actually be a *Dummy Task Force*.

Usage of any "Task Force" chits is never required; they exist solely to aid in the movement and organization of naval chits during game play.

The game's allotment of "Task Force" chits is tabulated as follows:

- ★ **FRANCE:** French TF 1, French TF 2, French TF 3, French TF 4, French TF 5, French TF 6 and French TF 7.
- ★ **GERMANY:** German TF 1, German TF 2 and German TF 3.
- ★ **ITALY:** Italian TF 1, Italian TF 2 and Italian TF 3.
- ★ **UK:** UK TF 1, UK TF 2, UK TF 3, UK TF 4, UK TF 5, UK TF 6, UK TF 7, UK TF 8 and UK TF 9.
- ★ **US:** US TF 1, US TF 2, US TF 3, US TF 4, US TF 5, US TF 6 and US TF 7.
- ★ **SOVIET UNION:** USSR TF 1, USSR TF 2 and USSR TF 3.

NOTE: US "Task Force" chits are actually printed on the reverse side of the French "Task Force" chits. Moreover, US naval chits use the French Task Force boxes when France has been conquered.

[3.2] Naval Movement Mechanics**[3.2]**

Naval units may move during the Naval and Air Phase, the Offensive Phase and/or the End Phase, explained as follows:

All types of naval units (except U-boats*) are moved incrementally in terms of movement points (MPs). As such, each naval unit chit is allotted a specific movement point allowance (printed as the lower right number of each naval unit chit). Accordingly, each naval unit chit is eligible to be moved (once per Naval and Air Phase, Offensive Phase and/or End Phase) *within* or *up to* the extent of its own printed movement (into and/or through any sea areas and/or coastal hexes) during an eligible friendly movement option (see [3.4]).

**U-boat chits (which are governed by different movement rules) do not possess a printed movement number (see [3.5]).*

NOTE: Reactive naval interception movement is resolved per the normal Reactive naval interception rules, irrespective of any naval unit's actual printed movement, or the normal naval movement procedure (see [3.6]).

Naval units may be moved either individually (i.e., as an individual naval unit chit), or as conglomerate stacks (moving together). A stack of naval units can be placed on the map itself (as a literal stack of naval unit chits), or may be assigned to a specific Task Force chit (see [3.1]). In either case, a stack (or task force) of naval units can be moved together (up to the extent of the slowest naval unit's printed movement), or can be moved individually (at which time, each individually moving naval unit chit is no longer considered to be part of that stack or task force).

Naval Movement Costs

There are basically three distinct types of sea "locations", each requiring a different MP cost (i.e., the amount of movement points required to enter therein) when (and each time) entered, tabulated as follows:

★ **Large sea areas (non-hexed):** Any dark blue sea area without any actual hexes (such as the North Atlantic Ocean sea area) requires a specific MP cost, as indicated by the printed "MP = #" within the large sea area itself (e.g., the North Atlantic Ocean sea area contains an "MP = 20"). In this regard, the MP cost of most large non-hexed sea areas vary. Each large sea area is divided from any other adjacent sea area(s) by a thick, light blue border line.

★ **Sea areas (hexed):** Any dark blue sea area comprised of dark blue hexes (such as the Baltic sea area) requires a specific flat entrance cost of **3 MPs**, regardless of how many hexes are actually traversed therein, or any particular hex path. A naval unit, stack or task force must be moved along a specified path* of connecting sea hexes, however, despite the flat entrance cost. Each sea area is divided from any other adjacent sea area(s) by a thick, light blue border line.

**If all relevant players agree that it is unnecessary to move along a specified path (e.g., if it is understood that no enemy air or naval interception is possible), then a player may simply move his naval unit(s) from sea area to sea area, and account for all accrued MPs as the naval unit(s) are moved.*

★ **Coastal hexes:** Any light blue hex (such as W 4425) requires a cost of **1 MP** per each hex. Naval units, stacks or task forces cannot move from any coastal hex to another coastal hex across an all-land hexside. Naval movement to or from a coastal hex to another coastal hex (or a sea area) must follow an uninterrupted water path (i.e., it may not cross over land).

NOTE: Naval units do not expend any movement points to enter or exit any port (when in a port hex), although a port is always considered to be a distinctly separate location. To enter any port, the owning player must simply declare the moving naval unit, stack or task force (if in the port's hex) to be "entering port". Accordingly, players should place an "In Port" chit atop any such naval unit(s).

A naval unit may move into and/or through any consecution of hexes and/or sea areas during naval movement. However, a naval unit cannot enter any hex or sea area unless it currently retains sufficient (i.e., unexpended) MPs to do so (per each naval unit's current printed movement allotment). A naval unit is *always* permitted to move into at least **one** sea area (regardless of the naval unit's available movement), if it has not yet moved during the current Phase. In such a case, however, the moving naval unit is always assumed to expend its entire movement allotment in doing so.

Naval Embarkation Costs

If any CL/DD combination(s) and/or STP(s) begin the Naval and Air Phase docked in a particular port, no MPs are ever required to embark any unit(s) presently in that port hex. However, if any CL/DD combination(s) and/or STP(s) do not begin the Naval and Air Phase docked in an intended embarkation port, the CL/DD combination(s) and/or STP(s) may move to that port (from another port or sea location) and then embark any unit(s) in that port (if not conducting an Amphibious Assault). In such a case, a CL/DD combination and/or STP must expend **1/2** of its printed movement to embark any unit(s) in that port hex. If a CL/DD combination and/or STP lacks sufficient available movement to do so, then no embarkation is permitted at that time.

NOTE: Sea Supply chits are **always** embarked at no MP cost.

Any STPs that will be conducting an Amphibious Assault must begin the current Naval and Air Phase in the embarkation port (with the assaulting land units).

[3.3] Special Naval Movement Considerations

[3.3]

The following map locations are governed by special naval movement rules, explained as follows:

Boxes

★ Allied naval units need not expend any movement points to enter any nation box (i.e., Canada, Iceland, India, Iraq or the US) from an adjoining sea area. Of course, when in a nation box, entering any adjoining sea area requires the normal MP cost. Only Allied units may enter any nation box*.

**If the Axis capture the Iraq Transit Box, it may be used as an Axis box (i.e., port). If playing a Combined Game, the India box will become an Axis box if India (in the Pacific Theater) is conquered by the Axis.*

Canals

★ Kiel Canal

Naval units can move through the Kiel canal from an adjacent coastal hex, if every land hex bordering the Kiel canal is also friendly-controlled (i.e., hexes W 3823, W 3824, W 3925 and W 3924). Movement through the Kiel canal is to be calculated as 1 MP per canal hexside (i.e., 4 MPs to enter and exit the Kiel canal from end to end).

★ Panama Canal

During a Combined Game (only), the Panama Canal hex (W 3303) functions as a special canal, essentially connecting the European and Pacific Theaters. No naval unit may enter or traverse the Panama hex unless permitted by the US player, even if the US is presently neutral. Movement *into or through* the Panama canal is 1 MP (e.g., to exit one theater and enter another). In any case, the Panama hex is considered to be a US Major Port.

★ Suez Canal

Naval units can move through the Suez canal from an adjacent coastal hex, if every land hex bordering the Suez canal is also friendly-controlled (i.e., hexes E 5720, E 5721, E5619, E 5620 and E 5520). Movement through the Suez canal is to be calculated as 1 MP per canal hexside (i.e., 4 MPs to enter and exit the Suez canal from end to end).

Frozen Ports

- ★ During any Winter (W) weather monthly game-turns, Archangel (E 0626), Leningrad (E 1429), Liepaja (W 4333), Riga (E 1933), Stockholm (W 4630), Tallinn (E 1633) and Helsinki (W 4734) are all considered to be *frozen*. As such, no naval units (including subs) may enter or exit any of these ports. During any enemy land combat attack against a frozen port, any naval unit(s) there may contribute their own gunnery rating (if any) to the defense of that hex normally (see [5.14]). If a frozen port is captured by enemy land units, all naval units presently docked there are considered to be automatically (and immediately) sunk (and unsalvageable). Any such naval unit(s) are **not** eligible to be “scrapped”.

Ports

- ★ **Capetown**
Allied naval units need not expend any movement point to enter the Capetown hex. Any Allied naval unit that is in the Indian Ocean sea area or South Atlantic Ocean sea area can simply enter the Capetown port at no MP cost. Of course, when in the Capetown hex, entering the Indian Ocean sea area or the South Atlantic sea area requires the normal MP cost. Only Allied units may enter the Capetown hex.
- ★ **London**
London (W 3616) is only usable as a port if the owning player also controls Harwich (W 3617) **and** Dover (W 3517). As such, no naval unit can enter the London hex if Harwich **or** Dover is an enemy controlled hex.

Straits

- ★ **Denmark: Kattegat (W 4325 - W 4326)**
If the Axis currently control Copenhagen (W 4126) and/or Aalborg (W 4224) in Denmark, no Allied naval unit may *traverse* hex W 4325 or W 4326. Any Allied naval unit(s) may enter hex W 4325 or W 4326, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).
- ★ **Denmark: Ferry Crossing (W 4024 - W 4025)**
If the Axis currently control *both* sides of the Denmark Ferry Crossing symbol (hexes W 4024 and W 4025), no Allied naval unit may *traverse* hex W 4024 or W 4025. Any Allied naval unit(s) may enter hex W 4024 or W 4025, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).
- ★ **Italy: Strait of Messina (W 1428 - W 1529)**
If the Axis currently control Messina (W 1428) in Sicily, no Allied naval unit may *traverse* hex W 1428 or W 1529. Any Allied naval unit(s) may enter hex W 1428 or W 1529, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).
- ★ **Italy: Strait of Otranto (W 1831 - W 1832)**
If the Axis currently control Durazzo (W 1932), hex W 1831 and/or Valona (W 1733) in Albania, no Allied naval unit(s) may *traverse* hex W 1831 or W 1832. Any Allied naval unit(s) may enter hex W 1831 or W 1832, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).
- ★ **Soviet Union: Kerch Strait (E 3421 - E 3420)**
If the Soviets (not Western Allies) currently control hex E 3421 and/or E 3420, no Axis naval unit(s) may *traverse* hex W 3421 or W 3420. Any Axis naval unit(s) may enter hex W 3421 or W 3420, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).
- ★ **Turkey: Bosphorus (E 4226 - E 4225)**
If Turkey currently controls hex E 4226 and/or E 4225, no naval unit may *traverse* hex E 4226 or E 4225. Any naval unit(s) may enter E 4226 or E 4225, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).
- ★ **Turkey: Dardanelles (E 4428 - E 4329)**
If Turkey currently controls hex E 4428 and/or E 4329, no naval unit (except Turkish) may *traverse* hex E 4428 or E 4329. Any naval unit(s) may enter E 4428 or E 4329, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).
- ★ **UK: Strait of Gibraltar (W 1508 - W 1407)**
If the UK currently controls Gibraltar (W 1508), no Axis naval unit (except Turkish) may *traverse* hex W 1508 or W 1407. Any Axis naval unit(s) may enter hex W 1508 or W 1407, although - when exiting either hex - any such naval unit(s) **must** exit via the same hexside as entered (i.e., back the way it came).

Special Submarine Infiltration (Straits)

Tactical Submarine units may attempt to “infiltrate” an otherwise impassable strait (only). To do so, the submarine unit must move into the specified strait hex itself (e.g., W 4325). At that time (i.e., during the Naval and Air Phase, Offensive Phase or End Phase), the owning player declares his intention to attempt a “submarine infiltration” and then simply rolls one die* (6-sided). If the die roll is a **1-3**, then the submarine unit is not eligible to traverse the present strait (although it may move back out and onward, if it has any remaining MPs). In such a case, no combat occurs (unless a 1 is rolled; see below), although the submarine unit may **not** attempt any further “infiltration” (anywhere) during that same Phase. However, if the die roll is a **4-6**, then the submarine unit is considered successfully *through* the strait, and may continue to operate normally on that side. A submarine unit is required to attempt an infiltration each time it intends to traverse any strait (mine) hex, regardless of any previous infiltration (e.g., a submarine unit that has successfully infiltrated the Kattegat - to *get into* the Baltic - must also successfully infiltrate the Kattegat to *get out*).

*Apply a -1 to the die roll per each enemy DD and/or DE unit currently present in the same coastal hex. A die roll of “6” is always considered to be a successful “infiltration”, however, regardless of any modifier(s).

NOTE: The three “mine” depictions printed on the map serve as a memory aid, indicating that the inherent *screen* for any strait is always “3” (against submarine units).

If any submarine unit’s infiltration attempt die roll is a natural “1” (i.e., a *physical* die roll of 1, irrespective of any die roll modifiers), the submarine unit is then subject to one normal naval combat attack from the inherent “mines”, and one normal naval combat attack from any enemy Destroyer and/or Destroyer Escort unit(s) - whether depleted or full-strength - currently present in that same hex (to a maximum of 4). Afterward, the submarine unit is assumed to automatically dive (assuming it survived), and cannot be pursued.

[3.4] Naval Movement Procedure (During the Naval and Air Phase) [3.4]

Any eligible naval units, stacks and/or task forces can be moved during the Naval and Air Phase to perform a variety of colloquial naval missions, such as naval escort, interception, patrol, pursuit, transport, et cetera. Naval units, stacks or task forces that enter any enemy hex (i.e., containing an enemy naval unit, stack or task force) are eligible to attempt naval interception (see [3.6]) and then engage in naval combat thereafter, if successful. Each naval engagement is attempted immediately following the fomenting naval interception. Naval combat is resolved immediately following a successful naval engagement attempt (see [3.6]).

Initiative

During the Naval and Air Phase, the player presently controlling the “Initiative” must decide whom (i.e., which side) will move the *first* naval unit, stack or task force of the current Naval and Air Phase. The player controlling the “Initiative” may choose to move the first naval unit, stack or task force, **or** compel the opposing side to move the first naval unit, stack or task force. A player that controls the Initiative may not actually dictate *which* opposing player must move the first naval unit, stack or task force, however. Rather, in such a case, the opposing players must decide amongst themselves whom shall conduct the first naval movement. If two or more allied players cannot agree whom will move first, the player with the higher tally of Offensives (as is determined at the beginning of the season) is the final arbiter (resolving any ties with a die roll).

NOTE: If playing a Combined Game, Initiative in Europe is not applicable to the Pacific, and vice versa.

Alternating Naval Movement

Once decided, the player moving first may then move **one** naval unit, stack or task force (only) of his own nationality (or alliance) within or up to the extent of that naval unit’s, stack’s or task force’s printed movement. If a player prefers not to move any naval units, stacks or task forces (when optioned to do so), he may simply declare a “pass” instead.

NOTE: A naval stack or task force may move no further than the slowest naval unit it contains (although a stack or task force may “drop off” slower naval units as it moves, thereby permitting the quicker naval units to continue moving).

If a particular player has completed the movement of *one* naval unit, stack or task force (or “passed”), the option to move a naval unit, stack or task force is then ceded to the enemy players. Those enemy players must decide amongst themselves whom shall conduct a naval movement at this time (if they cannot agree, the enemy player with the preponderance of purchased Offensives is the final arbiter). Then, that enemy player may opt to move **one** naval unit, stack or task force (or declare a “pass”). Afterward, the option to move another naval unit, stack or task force is ceded *back* to the other players again. As usual, those players must decide whom will move next. In this case, however, a player that has *not yet moved* is always prioritized before another friendly player that has already moved (if the players cannot agree whom will move next), regardless of any preponderance of Offensives (i.e., the player that moved last must yield to the next friendly player). Of course, a player (that has not yet moved) may freely bequeath his movement option to any other friendly player, or may simply “pass” altogether. In either case, after that player has completed the movement of one naval unit, stack or task force (or has “passed”), the option to move another naval unit, stack or task force is ceded to the enemy players again. Each side (i.e., the Allied side and the Axis side) must alternate naval movement in this way (i.e., moving one naval unit, stack or task force at a time, throughout the naval movement segment of the Naval and Air Phase), until all eligible players have verbally “passed”.

**If all players opt to “pass” (or have completed all intended naval movement), the naval movement segment of the Naval and Air Phase then ends.*

Naval Movement Procedure

During a player’s own movement option, he may actuate **one** naval unit, **one** stack (i.e., any number of multiple naval units within the same hex) **or** **one** task force*. If a player is simply moving one naval unit chit, he simply moves that naval unit from its current hex or location (moving along an incremental path of hexes or sea areas) to an intended destination hex or sea location (within or up to the extent of its printed movement). Only a naval unit, stack or task force that has not yet moved (during the current Phase) is eligible to move during a friendly movement option (unless conducting a Reactive naval interception; see [3.6]). Moreover, if any naval unit, stack or task force has already conducted a *successful* naval interception (i.e., whether an Active or Reactive naval interception), that naval unit, stack or task force is not eligible to move subsequently during the current Phase.

**A moving stack or task force may move no further than the slowest naval unit it contains (although a stack or task force may “drop off” slower naval units as it moves, thereby permitting the quicker naval units to continue moving).*

NOTE: Moving naval units, stacks and/or task forces are susceptible to enemy air interception (see [4.15]) and enemy Reactive naval interception (see [3.6]) as they move, if moving within enemy (air or Reactive naval) interception range, **even if the intercepting enemy player had passed during his own preceding naval movement option.**

Moving Naval Stacks

A *stack* of naval units (i.e., multiple friendly naval units stacked together in the same hex or sea area) can also be moved from its current hex or location (moving along an incremental path of hexes or sea areas) to an intended destination hex or sea location. Before its movement, the owning player must arrange a stack’s naval units to indicate which naval units in that stack will be moving, and which naval units will remain behind in the stack’s current hex or sea area (unless the entire stack will be moving).

Any naval unit(s) that shall remain behind (i.e., naval units that will not be moving with the stack) cannot be moved during the *present* naval movement option, but will be eligible to be moved normally during any subsequent naval movement option (unless moved previously during that same Phase).

NOTE: A moving naval stack may not include any naval unit(s) in that same hex or sea area that had moved previously (during the same Phase), even if currently stacked with that moving naval stack.

If a player is moving a stack of naval units, he must move the stack as a singular fleet or flotilla (notwithstanding any naval units that will remain behind). A moving stack of naval units may **not** be split up (during the same naval movement option) or moved in different directions and/or to different locations.

A moving stack of naval units may “drop off” any naval unit(s) within that stack into any hex or sea location it **enters** (i.e., as it is moving), and continue to move thereafter (if desired). Moreover, a moving stack is free to drop off any (and as many) naval units it contains, provided it actually enters each such hex or sea location (where each naval unit is “dropped off”), although any naval unit(s) that are “dropped off” may not be moved thereafter, during that same Phase (i.e., a “dropped off” naval unit’s movement is considered ended for that Phase), even if they retain unexpended MPs.

Moving Task Forces

Like a naval stack, a *task force* may be moved from its current hex or location (moving along an incremental path of hexes or sea areas) to an intended destination hex or sea location. If a task force contains multiple naval units, the owning player must remove any naval units (from the corresponding task force box) that will not be moving with that task force (if any). Such naval unit’s (if any) are simply placed in the task force’s current hex or sea area, thus indicating that they shall remain behind in the task force’s current hex or sea area. Any naval unit(s) that shall remain behind (i.e., naval units that will not be moving with the task force) cannot be moved during the *present* naval movement option, but will be eligible to be moved normally during any subsequent naval movement option (unless moved previously during that same Phase).

NOTE: A moving task force may not include any naval unit(s) in that same hex or sea area that had moved previously (during the same Phase), even if stacked with that moving task force.

If a player is moving a task force, he must move the task force as a singular task force (notwithstanding any naval units that will remain behind). A moving task force may **not** be split up into multiple task forces and/or naval units (during the same naval movement option) or moved in different directions and/or to different locations.

A moving task force may “drop off” any naval unit(s) in that task force into any hex or sea location it **enters** (i.e., as it is moving), and continue to move thereafter (if desired). Moreover, a moving task force is free to drop off any (and as many) naval units it contains, provided it actually enters each such hex or sea location (where each naval unit is “dropped off”), although any naval unit(s) that are “dropped off” may not be moved thereafter, during that same Phase (i.e., a “dropped off” naval unit’s movement is considered ended for that Phase), even if they retain unexpended MPs.

Combining Naval Units

At the outset of the Naval and Air Phase, Offensive Phase and/or End Phase, a player may organize any naval units (in the same hex) in whatever manner he prefers. A player may formulate ad hoc stacks and/or groups of naval units, or he may assign them to specifically numbered task force chits (which correspond to a specific task force “holding box” printed on the map). Of course, naval units - if in port - must abide by all Port Capacity limits, regardless of their composition.

Moreover, however, a moving naval unit, stack or task force may also “pick up” any other friendly stationary naval unit(s), stack(s) and/or task force(s) **as it moves** (if entering the same hex or sea area), provided that they have not previously moved during the current Phase. If a friendly stationary stack or task force contains some naval units that have already moved, those naval units cannot be “picked up” (although the *other* naval units can be adjoined with the moving naval unit, stack or task force normally).

Any friendly naval unit, stack or task force that is adjoined with a moving naval unit, stack or task force is automatically assumed to have expended the same number of MPs, up to that point, as the moving naval unit, stack or task force.

NOTE: There is no limit to the number of naval units that may join a moving naval unit, stack or task force.

Standby Status Considerations

If any naval unit, stack or task force moves **more than** half of its own printed movement (during the Naval and Air Phase), it may **not** be Activated (e.g., moved) during the ensuing Offensive Phase. However, any naval unit, stack or task force that moves **less than** (or up to) half of its own printed movement (during the Naval and Air Phase) may be assigned to Standby status (and thus marked with a “Standby” chit at the conclusion of its naval movement), **even if that naval unit, stack or task force didn’t actually move. Any naval unit, stack or task force that did not move is not required to be assigned to Standby status, although any naval unit, stack or task force that is assigned to Standby status is considered a naval movement option nonetheless.**

NOTE: If *some* naval units in a stack or task force have moved more than half of their printed movement, those units may not be assigned to Standby status (and may not be marked with a Standby chit). If the parent stack or task force is Activated during the ensuing Offensive Phase, those naval units must be excluded from any activation or movement during the Offensive Phase.

A naval unit, stack or task force that has not moved more than half of its own printed movement (and is thus assigned to Standby Status) is eligible to conduct a Reactive naval interception during the Naval and Air Phase normally (see [3.6]), although that intercepting naval unit, stack or task force will become marked as “Active” if its Reactive naval interception is successful.

Any naval unit, stack or task force that is on Standby status may be Activated (and moved) during the ensuing Offensive Phase (via a Sea Offensive), per the stipulations of [3.12].

Regardless of a naval unit’s, stack’s or task force’s movement status during the Naval and Air Phase (or Offensive Phase), every naval unit (if at sea) is eligible to move again during the End Phase.

[3.5] Moving U-boats

[3.5]

U-boats function and operate differently than tactical submarine units (see [3.29]), and do not possess any printed gunnery, armor or movement rating, explained as follows:

U-boats are unique inasmuch as they are only eligible to move during the Naval and Air Phase and the End Phase. Furthermore, U-boats are only eligible to move from a German controlled port **to** a Convoy Route sea area (i.e., any eligible large sea area with a map-printed U-boat silhouette) during the *Naval and Air Phase* (i.e., during a friendly naval movement option), or **from** a Convoy Route sea area to any German controlled port during the *Naval and Air Phase* (during a friendly naval movement option) or during the *End Phase*.

U-boats, however, are not moved incrementally along a path of sea areas or hexes, but may be *automatically* “deployed” to any eligible* Convoy Route sea area(s). Thus, during an Axis naval movement option, the Axis player may simply pick up any eligible U-boat chit (if presently in port, or if it had not participated in Convoy Interdiction during the preceding Strategic Warfare Phase) and then place it in an intended (and eligible) Convoy Route sea area. Accordingly, a U-boat cannot be intercepted as it moves (whether to or from any Convoy Route sea area).

*See [2.14] regarding eligible U-boat deployments.

Notwithstanding U-boats that are docked in port, no U-boat may ever exist (as a U-boat) outside of any Convoy Route sea area. Additionally, no U-boat can ever intercept or attack any naval unit game piece during the Naval and Air Phase and/or End Phase, although neither can any U-boat be intercepted or attacked by any naval unit game piece during the Naval and Air Phase and/or End Phase. All naval combat involving U-boats is resolved during the Strategic Warfare Phase only (see [2.16]).

[3.6] Naval Interception

[3.6]

Naval interception is the necessary procedure to engage an enemy naval unit, stack or task force (with a friendly naval unit, stack or task force). If a successful naval interception occurs, naval combat is then immediately commenced (see [3.17]), unless evaded (see [3.8]). There are two types of naval interception; **Active** naval interception, and **Reactive** naval interception:

★ **Active Naval Interception** occurs when a player (during his own naval movement option) moves a friendly naval unit, stack or task force from a port or sea location to another eligible sea location (within the naval unit's, stack's or task force's allowable movement range), and attempts to successfully engage (intercept) an enemy naval unit, stack or task force in that same location. Only a naval unit, stack or task force that has *not* previously conducted an Active or a *successful* Reactive naval interception during the same Phase is eligible to conduct an Active naval interception.

When a player contrives to conduct an Active naval interception (per his own naval movement option), he may **only** actuate one particular friendly (and eligible) naval unit, stack or task force to do so (i.e., from one particular hex or sea area location), in addition to any other friendly naval unit(s), stack(s) and/or task force(s) it convokes (in any hex it enters) en route, if any (see Active Naval Interception Procedure below). *Separate* friendly naval units, stacks or task forces (in different locations) **cannot** be converged (from different locations and movement paths) to intercept a particular enemy naval unit, stack or task force during the same naval movement option.

A naval unit, stack or task force may - at any time during its Active naval interception movement - voluntarily abridge, modify or suspend its intended Active naval interception movement. Afterward, its movement is considered ended for the Phase, nonetheless, although it is eligible to attempt Reactive naval interception normally, if opportune.

★ **Reactive Naval Interception** occurs when a player (during an *enemy's* movement option) declares his intent to “intercept” a moving enemy naval unit, stack or task force, from a port or sea location to another eligible location (within the friendly naval unit's, stack's or task force's eligible naval interception range), and attempts to successfully engage (intercept) that moving enemy naval unit, stack or task force in that declared location. Reactive naval interception requires no actual expenditure of MPs (because it is triggered by an enemy naval unit's, stack's or task force's movement, and is limited to the specified naval interception *range*; see below). Only a naval unit, stack or task force that has not previously conducted a *successful* Active or a *successful* Reactive naval interception during the same Phase is eligible to conduct a Reactive naval interception.

If a player is optioned to conduct a Reactive naval interception (i.e., as an enemy naval unit, stack or task force moves within naval interception range), he may attempt to intercept that moving enemy naval unit, stack or task force with as many (or as few) friendly (and eligible) naval units, stacks or task forces as are available (if within naval interception range). A player may attempt one Reactive naval interception at a time, or he **may** simultaneously converge *multiple* friendly naval units, stacks or task forces to attempt one or multiple Reactive naval interceptions at the same time (provided that they all are eligible to do so). A player may conduct a Reactive naval interception with one or some eligible naval unit(s), stack(s) or task force(s), while withholding others (e.g., perhaps to conduct a later opportune Reactive naval interception), or decline to conduct any Reactive naval interceptions altogether.

NOTE: If any naval unit, stack or task force *fails* a **Reactive** naval interception engagement attempt upon a moving enemy naval unit, stack or task force (even after moving to the interception hex), that particular naval unit, stack or task force is then permitted two possible movement options, immediately thereafter (see [3.10]).

Both types of naval interception can occur during the Naval and Air Phase and/or the Offensive Phase*, but **not** during the End Phase. Regardless of the type of naval interception (Active or Reactive), all naval interception attempts (and resultant naval combat engagements, if any) must be resolved *as they occur* (i.e., as they are attempted). If any *concurrent* Air-Naval attacks (and/or incited air combat engagements) occur as well, they are always resolved as they are declared, and **before** any pending naval interception engagement (see [4.15]).

*An “Active” naval unit, stack or task force is **not** eligible to conduct any naval interception during the Offensive Phase.

NOTE: Despite the lack of specific hexes in any large sea area, any naval units, stacks or task forces that are stacked together (in a large sea area) are assumed to occupy the same sea location (functionally equivalent to a normal hex) for all intents and purposes. Conversely, separate naval units, stacks and/or task forces (i.e., not stacked together) are considered to occupy separate sea locations, and are actuated, moved and intercepted separately.

Active Naval Interception Procedure

During a friendly movement option, a player may move an eligible naval unit, stack or task force from its current location (if not in a frozen port) along an incremental path of hexes (and/or large sea areas) toward an *idle* enemy naval unit, stack or task force (whether the enemy naval unit, stack or task force has already moved, or impends to move), and then into the enemy's hex (or stacks with that enemy naval unit, stack or task force, if in a large sea area). An Active naval interception must be within the available movement allowance of the intercepting naval unit, stack or task force (i.e., from the intercepting naval unit's, stack's or task force's start location*, and including the target hex).

**If both the interceptor and the target are in the same large sea area, the interceptor is always assumed to have enough naval movement to reach the enemy target naval unit, stack or task force (regardless of the printed MP = # within that large sea area).*

During a naval movement option (when conducting an Active naval interception), a friendly moving (i.e., intercepting) naval unit, stack or task force - while en route to the enemy target hex - may move* **into** any sea hex(es) or sea area(s) containing any *other* friendly naval unit(s), stack(s) or task force(s), and thereby convoke any other naval unit(s) there to join with that moving naval unit, stack or task force (as it moves) and then collectively attempt to intercept and engage a targeted enemy naval unit, stack or task force. A friendly moving naval unit, stack or task force may convoke as many other friendly naval units, stacks or task forces as desired, provided that the moving naval unit, stack or stack force actually *enters* each convoked naval unit's, stack's or task force's hex or sea area location. *Separate* friendly naval units, stacks or task forces (in different locations) **cannot** be converged (from different locations and movement paths) to intercept a targeted enemy naval unit, stack or task force during the same naval movement option. Each intended Active naval interception engagement must be attempted and resolved as it occurs.

**All participating and adjoined naval units must possess sufficient movement to reach the enemy target hex.*

NOTE: A stack or task force cannot move any further than the "slowest" naval unit it is moving with. Any naval stack or task force, however, may "drop off" any slower naval unit(s) as it moves, thereby increasing the stack or task force's overall allowable movement range.

As any naval unit, stack or task force moves, it is susceptible to enemy Reactive naval interception (if within naval interception range) by any eligible enemy naval unit, stack or task force (even if they had moved during a previous naval movement option). In such a case, the moving naval unit, stack or task force must be temporarily halted in the declared Reactive interception hex (or sea area), and the enemy Reactive intercepting naval unit, stack or task force is then moved from its present location along an incremental path of hexes (unless in a large sea area) toward the moving naval unit, stack or task force.

NOTE: An enemy naval unit, stack or task force that *successfully* conducts a Reactive naval interception will **not** be eligible to move afterward (during a subsequent naval movement option) during the current Phase, even if that enemy naval unit, stack or task force had not moved hitherto.

As an enemy naval unit, stack or task force moves to attempt a Reactive naval interception, any *other* eligible friendly naval unit, stack or task force may also then declare a Reactive naval interception (which is technically a Reactive *counter*-interception) if within naval interception range of that enemy naval unit, stack or task force. As such, the enemy naval unit, stack or task force must be temporarily halted in the declared Reactive counter-interception hex (or sea area), and the Reactive *counter*-intercepting naval unit is then moved from its present location along an incremental path of hexes (unless in a large sea area) toward the moving enemy naval unit, stack or task force. Additional Reactive naval *counter-counter* interceptions, Reactive naval *counter-counter-counter* interceptions (and so forth) can be extrapolated accordingly.

After resolving any and all Reactive naval interception attempts (and resultant naval combat, if any), the interrupted Active naval interception movement continues* normally (unless any preceding naval combat has crippled the movement thereof; see [3.17]).

**Although a player may - at any time during that movement - voluntarily abridge, modify or suspend his intended Active naval interception (e.g., if a moving task force had been crippled by a preceding naval combat engagement).*

After the conclusion of an Active naval interception movement (if concluded in an enemy naval unit's, stack's or task force's hex or sea area location), the intercepting player *may* then attempt an Active naval interception engagement normally (see below). Each Active naval interception engagement attempt must be resolved *as it occurs*. If that player declines to attempt an Active naval interception engagement (at that moment), that particular naval unit, stack or task force is **not** eligible to move again (or to continue moving) during that Phase, except to attempt a subsequent Reactive naval interception from that location (if opportune).

NOTE: If an intercepting naval unit, stack or task force has entered any enemy naval unit's, stack's or task force's sea location, but then **failed** the Active naval interception attempt, that intercepting naval unit, stack or task force cannot *continue* to move afterward (or attempt any other Active naval interceptions) during that same Phase. However, that naval unit, stack or task force (after failing the Active naval interception attempt) is eligible to attempt a subsequent Reactive naval interception from that location (if opportune).

After a naval unit, stack or task force conducts a *successful* Active naval interception, it is **not** eligible to move again or attempt any other naval interceptions (either Active or Reactive) during the current Phase. Of course, any such naval unit, stack or task force can - itself - be intercepted normally.

Reactive Naval Interception Procedure

Reactive naval interceptions can only occur during an enemy naval movement option, whereby a player may declare his intent to conduct a Reactive naval interception upon a **moving** enemy naval unit, stack or task force (i.e., as it is moving) with an eligible friendly naval unit, stack or task force. Reactive naval interception, however, is limited to a specific naval interception “range” (to which, the Reactive intercepting naval unit’s, stack’s, or task force’s printed movement is irrelevant), listed as follows:

A If interception is occurring *from* a **port** or **coastal hex** = May intercept in any **adjacent sea area** or within **3 coastal hexes**.

B If interception is occurring *from* a **sea area** (any size) = May intercept in any **adjacent coastal hex** or **within** that **sea area** (i.e., any hex or location within that sea area).

A player can declare a Reactive naval interception attempt at any time during an enemy naval unit’s, stack’s or task force’s naval movement (if presently within the naval interception range at the moment of the declared Reactive naval interception attempt). If an enemy naval unit, stack or task force enters within naval interception range (but no Reactive naval interception is declared), *and then* moves beyond naval interception range, a Reactive naval interception may **not** then be declared retroactively. As such, the opportunity to do so (after the enemy has exited naval interception range) is simply lost. Of course, if that same enemy naval unit, stack or task force (or another enemy naval unit, stack or task force) subsequently reenters within naval interception range, a Reactive naval interception is again permitted normally, if otherwise legal.

NOTE: If an enemy naval unit, stack or task force is exiting a port (if within Reactive naval interception range), it may be intercepted in that port hex, but never in the port itself (because, until it is out of the port, it is not considered to be moving, regardless of any activity - such as rearrangements - within the port). Conversely, an enemy naval unit, stack or task force in a port’s coastal hex cannot be intercepted as it enters that port (from that same coastal hex).

When a Reactive naval interception is declared, the moving enemy naval unit, stack or task force must be temporarily halted in the declared Reactive interception hex (or large sea area). Then, the friendly Reactive intercepting naval unit, stack or task force is moved from its present location along an incremental path of hexes (unless the Reactive naval interception is occurring in a large sea area*) toward the moving enemy naval unit, stack or task force (prefacing the naval interception engagement attempt).

**If the Reactive naval interception is occurring in a large sea area, the intercepting naval unit, stack or task force may be simply picked up and placed atop the moving enemy naval unit, stack or task force. If pertinent, all Reactive counter-interceptions and Reactive counter-counter-interceptions are applicable normally (and must be resolved per the normal sequence order, disregarding any specific procedures referring to “hexes”).*

NOTE: A naval unit, stack or task force that *successfully* conducts a Reactive naval interception will **not** be eligible to conduct any naval movement or further naval interceptions afterward (i.e., during the current Phase), even if that naval unit, stack or task force had not moved hitherto.

As any friendly naval unit, stack or task force is moving to attempt a Reactive naval interception, any *other** eligible enemy naval unit(s), stack(s) or task force(s) may then declare a Reactive naval interception upon that friendly naval unit, stack or task force (which is colloquially known as a Reactive *counter*-interception) if within naval interception range. As such, the friendly naval unit, stack or task force must also be temporarily halted in the declared Reactive counter-interception hex (or sea area). The Reactive *counter*-intercepting enemy naval unit, stack or task force is then moved from its present location along an incremental path of hexes (unless moving in a large sea area) toward that naval unit, stack or task force. Additional Reactive naval *counter-counter* interceptions, Reactive naval *counter-counter-counter* interceptions (and so forth) can be extrapolated accordingly.

**Other than the moving naval unit, stack or task force that is being intercepted.*

NOTE: A naval unit, stack or task force that is subject to a Reactive naval interception (and is temporarily halted) may **not** - itself - conduct a Reactive counter-interception; it must remain idle until the Reactive naval interception (and any other resulting Reactive counter-interceptions, Reactive counter-counter-interceptions, etc.) have been concluded.

After a Reactive intercepting naval unit, stack or task force has entered an enemy’s hex (after resolving any preceding Reactive counter-interceptions, counter-counter-interceptions, etc.), the intercepting player may then attempt a Reactive naval interception engagement normally (see below). Each Reactive naval interception engagement attempt must be resolved as *it occurs*. If a player fails a Reactive naval interception engagement attempt, that particular naval unit, stack or task force is then permitted two possible movement options immediately thereafter (see [3.10]).

NOTE: If a naval unit, stack or task force has *not* conducted an Active naval interception or a *successful* Reactive naval interception (during the same Phase) it may attempt innumerable Reactive naval interceptions - if opportune - (during an enemy’s naval movement option) until successful (i.e., until resulting in a *successful* Reactive naval interception).

After a naval unit, stack or task force conducts a Reactive naval interception (if it is successful), it is **not** eligible to move again or attempt any other naval interceptions during the current Phase. Of course, any such naval unit, stack or task force can - itself - be intercepted normally.

Naval Interception Engagement

If opposing naval units, stacks and/or task forces occupy the same hex or sea location (immediately after Active or Reactive naval interception movement), the intercepting player *may* then resolve a naval interception attempt. The intercepting player may opt to intercept with some naval units, while excluding other naval units (if he desires). However, a successful naval interception must always intercept *all* of the enemy naval units in the same interception hex as a single fleet, even if the enemy naval units are formed into separate stacks and/or task forces (although naval units that are docked in port are considered to occupy a separate location from naval units that are outside of that port, even if in the same hex).

NOTE: Prior to a naval interception attempt, any intercepting naval units that move together are always assumed to form a single stack (while they are actually moving together), even if they comprise separate stacks and/or task forces.

EXCEPTION: Any enemy naval unit, stack or task force that attempted (but failed) to counter-intercept the intercepting naval unit, stack or task force (in that same hex) may be excluded from the other *enemy* naval unit(s) in the same location.

Naval Interception Procedure

When a player attempts a naval interception (whether an Active or Reactive naval interception), he may choose to organize the intercepting naval units as one aggregate search group, or he may divide them into multiple "search groups". If the intercepting player chooses to form multiple "search groups", **each** "search group" must comprise *at least 3* friendly surface naval units. Each "search group" must contain at least one surface naval unit with a gunnery rating of "0" or greater*. Each "search group" is eligible to (and must) conduct a separate individual naval interception attempt (i.e., a separate die roll) upon the same targeted enemy naval unit, stack or task force.

**Destroyer Escorts (which do not possess a gunnery rating) can be solely formed into "search groups" if attempting to intercept an enemy submarine unit.*

NOTE: A "search group" may comprise less than 3 surface naval units **if** it is the *only* "search group" that is attempting a naval interception in that hex. In such a case, only one naval interception attempt is resolved.

EXAMPLE: An intercepting task force contains 14 naval units (STPs are not counted); the intercepting player may form them into four "search groups" (two "search groups" of 3, and two "search groups" of 4) or as two "search groups" (one "search group" of 11, and one "search group" of 3, or perhaps two "search groups" of 7 apiece). The intercepting player may, however, simply intercept as a single task force of 14 naval units.

If the intercepting stack or task force is formed into multiple "search groups", each "search group" is then arranged according to its base movement (i.e., in the order of the *fastest* to the *slowest* "search groups"). Then, the intercepting player must resolve each "search group's" interception attempt (and resulting naval combat, if any) individually and sequentially (i.e., as it occurs), starting with the fastest "search group", then the next fastest "search group", to the slowest "search group". Each successful naval interception immediately results in a naval combat engagement (before any subsequently pending naval interception attempts). Only the "search group" that has presently (and successfully) intercepted is eligible to engage in the resultant naval combat.

NOTE: The **slowest** naval unit (i.e., the naval unit with the lowest movement rating) in each "search group" mandates the "search group's" overall speed.

To resolve each naval interception attempt, the intercepting player must roll one die (6-sided), unless Automatic Naval Interception applies (see [3.7]). On a die roll of "**7**" or **greater**, the targeted enemy naval unit, stack or task force is considered successfully intercepted, modified (cumulative, except where indicated as "-OR-") as follows:

"ACTIVE" NAVAL INTERCEPTION MODIFIERS

- +1 : If the target attacked (as a Strategic Warfare attack) a Convoy Route sea area this turn.
- +1 : Per friendly search group (always applies at least once).
- +1 : If the searching agent is a tactical submarine.
- +2 : If the interception is attempted in a coastal hex.
- +2 : If the target *will be* attempting an Amphibious Assault (that turn) **in** the hex of the naval interception.
- +1 : If any friendly air unit (non-ATP) is within range of the naval unit or task force (to its hex) being intercepted.
- +1 : If the target was successfully reconnoitered previously in the same hex (or sea area, if in a large sea area).
- ? : Any printed INT modifier when in a large sea area*.
- 1 : If "M" weather in an Severe weather zone.
- 2 : If "W" weather in an Severe weather zone.
- 1 : If the target is a submarine.
- 1 : For any inclement weather effects (see [1.0]).
- 1 : If the target is a single ship chit (i.e., not a task force).
- 1** : If the intercepting naval unit, stack or task force moved **10-13** MPs to reach the target hex (or large sea area)
- OR -
- 2** : If the intercepting naval unit, stack or task force moved **14-16** MPs to get to the target hex (or large sea area).
- OR -
- 3** : If the intercepting naval unit, stack or task force moved **17+** MPs to get to the target hex (or large sea area).

"REACTIVE" NAVAL INTERCEPTION MODIFIERS

- +1** : If the target moved within **2** hexes of the interceptor.
- OR -
- +2** : If the target moved within **1** hex of the interceptor.
- +1 : Per friendly search group (always applies at least once).
- +1 : If the searching agent is a tactical submarine.
- +2 : If the target exits a port, but the interceptor is in that port hex.
- +2 : If the interception is attempted in a coastal hex.
- +2 : If the target *will be* attempting an Amphibious Assault (that turn) **in** the hex of the naval interception.
- +1 : If any friendly air unit (non-ATP) is within range of the naval unit or task force (to its hex) being intercepted.
- +1 : If the target was successfully reconnoitered previously in the same hex (or sea area, if in a large sea area).
- ? : Any printed INT modifier when in a large sea area*.
- 1 : If "M" weather in an Severe weather zone.
- 2 : If "W" weather in an Severe weather zone.
- 1 : For any inclement weather effects (see [1.0]).
- 1 : If the target is a single ship chit (i.e., not a task force).
- 1 : Intercepting ships were "in port" at the moment when the naval interception movement began.

**Non-hexed large sea areas automatically impose a negative interception penalty (either a -1, -2, or -3), as indicated by the printed INT = # therein (on the map).*

NOTE: A player that is intending to conduct an Amphibious Assault may voluntarily renounce his intention to conduct an Amphibious Assault (and thereby avert the +2 naval interception modifier). In such a case, however, the averted naval units cannot conduct or participate in any Amphibious Assault during that same monthly game-turn.

If the modified naval interception die roll is *less than 7*, the naval interception is unsuccessful (from that intercepting naval unit, stack, task force or "search group"). However, if the naval interception attempt die roll is a natural "**6**" (i.e., a *physical* die roll of 6, irrespective of any modifiers), it is considered a **successful** naval interception. Conversely, if the naval interception attempt die roll is a natural "**1**" (i.e., a *physical* die roll of 1, irrespective of any modifiers), it is considered an **unsuccessful** naval interception.

Naval Interception Restrictions

- ★ U-boats can never be intercepted.
 - ★ STPs cannot intercept or solely form “search groups” (although an STP can *accompany* any interception or “search group”).
 - ★ A naval unit, stack or task force that is docked in a frozen port cannot intercept or be intercepted.
 - ★ A naval unit, stack or task force that becomes undocked as a result of an enemy land unit's occupation of that naval unit's, stack's or task force's port hex is not susceptible to Reactive Naval Interception thereupon.
 - ★ A naval unit, stack or task force that enters a port from outside of that port (i.e., within that same hex) cannot be intercepted, unless the intercepting enemy naval unit, stack or task force is presently **in** that port.
 - ★ A naval unit, stack or task force that enters a canal hexside from outside of that canal cannot be intercepted, unless the intercepting enemy naval unit, stack or task force is presently in or adjacent to the canal inlet hex. Furthermore, a naval unit, stack or task force that is moving *within* a canal cannot be intercepted.
 - ★ A naval unit, stack or task force in a port cannot be intercepted within that port* if it presently harbors at least **one** naval unit with a gunnery rating of “3” or greater (even if a “3” is as a result of “damage”), except per [10.27]. However, a friendly naval unit, stack or task force is always eligible to enter any *friendly-controlled* port, despite the presence of any enemy naval unit(s).
- *Except by an infiltrating submarine unit.*
- ★ If a naval unit, stack or task force declines or fails an Active naval interception attempt, it is not eligible to attempt another Active naval interception during that same Phase. However, a naval unit, stack or task force (after failing a naval interception attempt) is eligible to attempt a subsequent Reactive naval interception from that location (if opportune).
 - ★ A naval unit, stack or task force cannot conduct more than one naval interception attempt (per Phase) upon the *same* enemy naval unit, stack or task force.
 - ★ Each intercepting naval unit, stack or task force is limited to one *successful* naval interception per Phase.

[3.7] Automatic Naval Interception

[3.7]

In certain instances, naval interception is simply automatic (i.e., no naval interception die roll is required), explained as follows:

NOTE: An automatic interception is abrogated in any hex where a German Evasion chit is played (see [10.3]).

When any naval interception will occur, the naval interception will be considered *automatic* (i.e., requiring no die roll) if any of the following circumstances apply:

Automatic Naval Interception Circumstances

- ★ Any naval unit(s) that are presently docked in a friendly port can automatically intercept any enemy naval unit(s) entering that port, except infiltrating submarine units (see [3.30]).
 - ★ Any naval unit(s) that successfully enter an enemy port can automatically intercept any enemy naval unit(s) in that port.
- NOTE:** Exiting a port is **not** considered to be an automatic naval interception (although the normal naval interception modifiers do virtually guarantee a successful naval interception, in such a case).
- ★ Any naval unit(s) that are presently in an enemy port can automatically intercept any enemy naval unit(s) presently in that port (whether the enemy naval units are moving or stationary).
 - ★ Any naval unit(s) that are in a coastal hex in or adjacent to a canal inlet/outlet hex can automatically intercept any enemy naval unit(s) that enter or exit that canal.
 - ★ Any enemy naval unit(s) presently **Activated** to conduct an Amphibious Assault during the *current* Offensive Phase can be automatically intercepted* in the intended landing hex (i.e., in the coastal hex where the Amphibious Assault is - or will be - occurring) by any enemy naval unit(s), stack(s) and/or task force(s) within interception range.

**All normal interception ranges apply.*

NOTE: A player that is intending to conduct an Amphibious Assault may voluntarily renounce his intention to conduct an Amphibious Assault (and thereby avert - if solely because of the impending Amphibious Assault - an enemy's automatic naval interception). In such a case, however, the averted naval units cannot conduct or participate in any Amphibious Assault during that same monthly game-turn.

Regardless of any legitimate automatic interception opportunities, any particular intercepting naval unit, stack or task force is only permitted to conduct one *successful* naval interception per Step.

After a *successful* naval interception (whether Active or Reactive), the intercepting player and the intercepted player must then compare the relative speed of the intercepting naval unit, group, stack or task force, and the intercepted naval unit, stack or task force. If the intercepted naval unit's, stack's or task force's current speed is faster (i.e., higher) than the intercepting naval unit, search group, stack or task force, it *may* automatically "evade" that naval interception*. In such a case, the intercepted player must simply announce that he is "evading" that naval interception (with that particular intercepted naval unit, stack or task force), thereby immediately ending the encounter. Any naval interception that is "evaded" is considered to be a *successful* interception nonetheless.

**No naval unit, stack or task force is ever required to "evade", and can engage in naval combat normally, if the owning player prefers.*

NOTE: The speed of a group of ships (i.e., a stack or task force) is always considered collectively equal to the **slowest** naval unit within that group. **An intercepted player cannot exclude any particular naval unit from a stack or task force after a successful enemy naval interception to qualify that stack or task force for Evasion.**

Evasion is always optional, although an intercepted player must announce his intention to evade (or decline) immediately after a successful naval interception (if eligible to do so). An intercepted player may decline to evade an enemy naval unit, stack or task force (thereby resulting in naval combat), but then opt to evade a subsequent naval interception (if eligible).

If a moving naval unit, stack or task force opts to evade a successful Reactive naval interception, it may continue its movement normally.

If any stack or task force is purposing to conduct an Amphibious Assault in a particular coastal hex, but opts to evade an enemy naval interception (in that hex), it is then ineligible to conduct any Amphibious Assault during that same monthly game-turn.

Evasion Restrictions

Evasion is not permitted in the following instances:

- ★ An automatic naval interception (see [3.7]) cannot be evaded (except via a German Evasion chit; see [10.3]).
- ★ A naval unit, stack or task force that is purposing to conduct an Amphibious Assault (during the current monthly game-turn) cannot evade a successful naval interception*.

**A player may voluntarily forgo an intended Amphibious Assault (e.g., to enable an evasion of a successful enemy naval interception).*

- ★ A naval unit, stack or task force cannot evade more than **once** per Phase. If any naval unit, stack or task force has already evaded an interceptor during the present Phase, it cannot evade any subsequent naval interceptions (i.e., during that same Phase), even if from the same task force (i.e., during the same naval interception attempt).
- ★ An Evasion does not forbid any intercepting aircraft carrier(s) to conduct any Air-Naval attack(s) upon that intercepted naval unit, stack or task force. A valid Evasion always occurs after any Air-Naval attack(s).
- ★ An Evasion is not permitted between Round 1 and Round 2 of naval combat. When a naval unit, stack or task force engages in naval combat, it may only withdraw per the normal withdrawal rules (see [3.17]).

[3.9] Aircraft Carrier and Naval-Air Operations (Naval and Air Phase)

During the Naval and Air Phase, aircraft carriers operate like normal naval units, although the activity (i.e., movement) of an aircraft carrier during the Naval and Air Phase will govern the operational status of any accompanying Naval-Air unit(s). Additionally, the operational status of any accompanying Naval-Air unit(s) during the Naval and Air Phase will potentially determine the activities of the Naval-Air unit(s) parent aircraft carrier(s). A Naval-Air unit (aboard an aircraft carrier) is governed by the normal air operation rules (with some exceptions*), but its participation during the First Naval Movement Step and/or the Air Movement Step is determined by the activity of its parent aircraft carrier during the Naval and Air Phase.

Half-step Naval-Air units (i.e., Naval-Air units that are blank on the reverse side) are **not eligible to participate (i.e., fight in air combat) in the **second** air combat round (although a half-step Naval-Air unit may remain in the air combat hex during the second air combat round).*

Active and Reactive Naval Interceptions (Air-Naval attacks)

If a *successfully* intercepting group, stack or task force is comprised of at least one undamaged aircraft carrier (with a functioning Naval-Air unit), any available Naval-Air unit(s) in that same group, stack or task force are automatically eligible to conduct any normal Air-Naval attack(s) - weather permitting - against the intercepted enemy naval unit, stack or task force (unless the aircraft carrier's Naval-Air unit is currently "aloft", as can occur if the Naval-Air unit is launched in that hex to conduct an air interception of an enemy air unit before the aircraft carrier's Active naval interception is attempted). Assuming the aircraft carrier's Naval-Air unit is not aloft, the attacking Naval-Air unit's Air-Naval attack always occurs *before* any Evasion declaration and/or naval combat. If the intercepting *and* the intercepted group, stack or task force is comprised of undamaged aircraft carriers (with functioning Naval-Air units), air interception, counter-interception, et cetera (e.g., among the opposing Naval-Air units) can occur normally.

Enemy Air and/or Naval Interceptions

If an undamaged aircraft carrier (with a functioning Naval-Air unit) is moving during a friendly naval movement option (during the First Naval Movement Step), and is intercepted as it moves (and is temporarily halted; see [3.6]), the aircraft carrier's Naval-Air unit (if presently aboard the aircraft carrier) is eligible to be launched normally (weather permitting) to conduct an air interception (or a counter-interception, or a counter-counter-interception, et cetera) of any enemy air unit that is launched during the current friendly naval movement option, or to conduct an Air-Naval attack upon any enemy naval unit, stack or task force that is moving to conduct a Reactive naval interception during the current friendly naval movement option.

However, unlike normal air units launched during the Naval and Air Phase (which return to base at the conclusion of the ensuing Air Movement Step of the Naval and Air Phase), an aloft Naval-Air unit (if launched from an aircraft carrier during that aircraft carrier's naval movement option) is automatically returned to its parent aircraft carrier whenever that aircraft carrier moves (i.e., enters any new hex or sea area) during the Naval and Air Phase. Thus, a Naval-Air unit can conceivably be launched multiple times during its parent aircraft carrier's naval movement option, if its parent aircraft carrier is repeatedly intercepted in each new hex or sea area that it enters (assuming that the parent aircraft carrier is eligible to be moved). If the Naval-Air unit's parent aircraft carrier does not (or cannot) move during the Naval and Air Phase, the accompanying Naval-Air unit can only be launched once (as a normal air or naval interception) during the Naval and Air Phase (i.e., per the normal air operation rules), and is then returned to its parent aircraft carrier normally thereafter (i.e., at the conclusion of the ensuing Air Movement Step).

NOTE: Movement within a hex (e.g., into or out of a port in the same hex) does **not** constitute movement with regard to this rule. However, movement within the same large sea area does apply.

EXAMPLE: The US aircraft carrier "Wasp" is moving from Gibraltar into the Mediterranean Sea (i.e., into the sea area east of Gibraltar) during the Naval and Air Phase. As the "Wasp" moves, the German player declares an Air-Naval attack (having successfully located the "Wasp" previously) and launches a 6-12 (He-111) Bomber. Accordingly, the "Wasp" is temporarily halted in its present hex as the 6-12 is launched and moved toward it. In response, the US player launches a 3-8/2 (F4F) Naval-Air to intercept the German 6-12 Bomber. During air combat, the 6-12 is depleted and aborted. As such, the US 3-8/2 remains aloft for now (per the normal rules), thereby ending the German player's declared Air-Naval attack. Immediately afterward, the US player opts to continue the movement of the "Wasp" (which was interrupted by the German 6-12 Bomber's Air-Naval attack). At the moment the "Wasp" enters a new hex, the "Wasp's" 3-8/2 Naval-Air unit (which is still aloft) is then *immediately* returned aboard the "Wasp" (assuming the "Wasp" did not move beyond the range of the 3-8/2 in its present location). At that moment, the 3-8/2 is eligible to be launched again, if necessary, as the "Wasp" continues to move. As the "Wasp" continues to move, it is reconnoitered and subjected to a second Air-Naval attack from an Italian 3-12 (SM.79) Bomber, which is also intercepted and depleted (and aborted) by the "Wasp's" same 3-8/2 Naval-Air unit. Again, immediately afterward, the US player opts to continue the movement of the "Wasp" (thereby immediately returning the aloft 3-8/2 to the "Wasp" again). As the "Wasp" continues to move, it is reconnoitered and subjected to a third Air-Naval attack from a German 4-5/1 (Ju-87) Bomber, which is also intercepted by the "Wasp's" same 3-8/2 Naval-Air unit. This time, the 3-8/2 misses the 4-5/1 during the first round of air combat, although the US 3-8/2 is a two-step Naval-Air unit, and is thus eligible to fight during the second round of air combat. Thus, the 3-8/2 luckily aborts the German 4-5/1. At this time, the US player moves the "Wasp" one more hex (solely to recover the aloft 3-8/2 Naval-Air unit again). As the "Wasp" moves again, the Italian player declares a Reactive naval interception with a nearby task force, and moves it toward the "Wasp". As the Italian task force is moving, the US player promptly declares and attempts an air reconnaissance, which successfully locates and identifies the Italian task force as the CL "Abruzzi". Before the Italian task force reaches the "Wasp", the US player decides to conduct an Air-Naval attack (i.e., launching the 3-8/2 Naval-Air), but unfortunately fails to sink or even damage the "Abruzzi". Hence, the "Abruzzi" then continues toward the "Wasp" and conducts a successful naval interception. The "Wasp's" 3-8/2 Naval-Air unit is ineligible to conduct an Intensive Air-Naval Attack because it is currently "aloft" (i.e., the 3-8/2 cannot return to the "Wasp" until the "Wasp" moves again, or until the end of the Naval and Air Phase). However, the US player notices that the "Wasp" (with a printed speed of 43) is actually faster than the "Abruzzi" (with a printed speed of 41). Thus, the US player simply elects to "evade" the "Abruzzi", ending the naval interception. Nonetheless, the US player elects to end the "Wasp's" naval movement (ending that friendly naval movement option), leaving the 3-8/2 aloft. The Axis players cannot launch any subsequent Air-Naval attacks now (while the "Wasp" remains in that hex), because the "Abruzzi" already conducted a Reactive naval interception (i.e., all air interceptions upon any naval unit, stack or task force must always precede any naval interceptions in the same hex or location). Thereafter, the 3-8/2 Naval-Air remains aloft (as well as the previously launched Axis Bombers) until the end of the ensuing Air Movement Step of the Naval and Air Phase (regardless of which side's Air Movement Step - Allies or Axis - ensues first).

[3.10] Failing Reactive Naval Interception

[3.10]

If a particular naval unit (including a submarine), stack or task force **fails** (or declines) a **Reactive** naval interception engagement attempt upon a moving enemy naval unit, stack or task force, that particular naval unit, stack or task force is then permitted two possible movement options, immediately thereafter:

NOTE: A *failed* naval interception attempt is never considered a declaration of war.

A A naval unit, stack or task force (i.e., failing a Reactive naval interception), may simply remain in the attempted naval interception hex. In such a case, the naval unit, stack or task force (in its entirety) must remain in the exact hex where the interception attempt had occurred (i.e., it may **not** move to any other alternate location), until the next available movement option. That naval unit, stack or task force retains its normal Reactive interception eligibility (from its present location) thereafter.

[B] A naval unit, stack or task force (i.e., failing a Reactive naval interception), may return to its previous (i.e., starting) hex or sea area location (i.e., from where the interception had been declared). In such a case, the naval unit, stack or task force must return (in its entirety) to the exact hex (and port, if in port) or sea area location from where the interception attempt had been initially declared (i.e., it may **not** move to any other alternate location). That naval unit, stack or task force retains its normal Reactive interception eligibility (from its previous location) thereafter.

Functionally, these movement options are irrelevant *within* any large sea area (insofar as there are no specific “locations” within any large sea area).

If a particular search group successfully intercepts an enemy naval unit, stack or task force, but another does not (i.e., if from the same reacting stack or task force), only the search group(s) that *fail* are eligible to employ the aforementioned options.

NOTE: Regardless of which aforementioned option is employed, any naval unit, stack or task force may attempt a normal Active naval interception thereafter, if otherwise eligible.

[3.11] Movement to a Convoy Duty Escort Assignment [3.11]

Any Allied naval unit(s) may be moved into any eligible Convoy Route sea area(s)* during the Naval and Air Phase per any friendly naval movement option(s), and may be assigned as Convoy Duty Escorts therein (even if they do not actually possess an “escort value”). As such, the controlling Allied player must then announce the naval unit(s) assignment as Convoy Duty Escorts, and place the assigned naval unit(s) under a “Convoy Duty Escorts” chit in the intended Convoy Route sea area(s). There is no limit to the number of Allied naval units that may be assigned as Convoy Duty Escorts in any Convoy Route sea area(s), although no naval unit may ever be assigned as a Convoy Duty Escort in any **non**-Convoy Route sea area.

**Any large sea area with a map-printed U-boat silhouette.*

NOTE: Allied naval units without an “escort value” may be assigned as Convoy Duty Escorts, although they do not - by their mere presence - alter or impact any Axis Convoy Interdiction. Allied naval units without an “escort value” need not be “refueled” (i.e., kept at sea beyond the End Phase) via the expenditure of EPs, if assigned as Convoy Duty Escorts.

After any naval unit(s) are assigned as Convoy Duty Escorts, their movement is considered ended for the duration of that monthly game-turn, and they must remain as Convoy Duty Escorts throughout that same monthly game-turn (including beyond the End Phase*). As such, the assigned naval unit(s) are ineligible to conduct Active or Reactive naval interception (while assigned as Convoy Duty Escorts), but also cannot be intercepted by enemy air or naval units.

**Any naval unit(s) assigned as Convoy Duty Escorts are never required to be kept at sea via the expenditure of EPs.*

Any naval unit(s) assigned as Convoy Duty Escorts during the Naval and Air Phase of a particular monthly game-turn are then eligible to operate as “escorts” during the *ensuing* Strategic Warfare Phase(s), thereby potentially impeding U-boat Convoy Interdiction therein (if any) during the U-boat Operations Step (see [2.15]). Any naval unit(s) assigned as Convoy Duty Escorts may remain as such indefinitely, including within the Arctic Convoy Route sea area(s) while the Arctic Convoy Route is “closed”.

NOTE: Any naval unit(s) that are assigned as Convoy Duty Escorts (during a Naval and Air Phase) **must** operate as (or with) “escorts” during the ensuing Strategic Warfare Phase (i.e., a naval unit *cannot* be assigned as Convoy Duty Escorts, but then be unassigned before operating as an escort during at least one Strategic Warfare Phase). After the ensuing Strategic Warfare Phase, any such naval unit(s) may be unassigned normally (i.e., during any *subsequent* Strategic Warfare Phase after the first).

Any Allied naval unit(s) may be **unassigned** as Convoy Duty Escorts during a Naval and Air Phase (if currently assigned as Convoy Duty Escorts) if the naval unit(s) had **not** contributed any “escort value” to the defense of any Convoy Route sea area(s) during the U-boat Operations Step of the *preceding* Strategic Warfare Phase. Allied naval unit(s) may never be unassigned as Convoy Duty Escorts during the Offensive Phase or End Phase, even if they did not contribute any “escort value” to the defense of any Convoy Route sea area(s). Any Allied naval unit(s) unassigned as Convoy Duty Escorts are then immediately considered to be a *separate* stack or task force, and thus excluded from all Convoy Duty Escort stipulations, and thereafter subject to the stipulations of normal naval operations (e.g., normal naval movement, air interceptions, naval interceptions, et cetera).

NOTE: Multiple naval units unassigned as Convoy Duty Escorts can be organized in whatever manner the owning Allied player(s) prefer.

Norwegian Sea Arctic Convoy Route

The northern-most Arctic Convoy Route sea area - unlike other Convoy Route sea areas - is a *hexed* Convoy Route sea area. As such, any naval units that enter the Norwegian Sea Arctic Convoy Route sea area must simply pay the normal MP cost to enter a hexed sea area (i.e., 3 MPs). When in the Norwegian Sea Arctic Convoy Route sea area (i.e., upon entering the first hex), the Allied player must immediately announce which (if any) naval units are assigned as Convoy Duty Escorts* (always preceding **any** enemy air and/or naval interception attempts). In such a case, the escorting Allied naval units are simply placed in any out-of-the-way hex (underneath a “Convoy Duty Escort” chit). Any other naval units (i.e., those not assigned as Convoy Duty Escorts, if any) operate normally thereafter, and are susceptible to enemy air and/or naval interception normally.

**Allied naval units that are assigned as Convoy Duty Escorts (in the Norwegian Sea Arctic Convoy Route sea area) are ineligible to conduct Active or Reactive naval interception during that monthly game-turn, nor can they be intercepted by enemy air or naval units (while assigned as Convoy Duty Escorts in the Norwegian Sea Arctic Convoy Route sea area).*

Keeping Convoy Escorts at Sea

Any Allied naval unit(s) assigned as Convoy Duty Escorts (i.e., any Allied naval units stacked below a “Convoy Duty Escorts” chit) are never required to be kept at sea via the expenditure of EPs.

[3.12] Naval Movement (Offensive Phase)

[3.12]

Activation During Sea Offensives

When a player declares a Sea Offensive, he may activate one particular naval unit, stack or task force (if on Standby status) via the expenditure of one Sea Offensive.

Additionally, a player may designate **any** particular naval unit*, stack or task force (if on Standby status) as a **Command Agent**. As such, any friendly naval unit(s), stack(s) and/or task force(s) in that hex, or within Reactive Interception range (see [3.6]) of that Command Agent is eligible to be collectively Activated as part of the same Sea Offensive. Accordingly, any naval unit(s), stack(s) and/or task force(s) that are Activated as part of the same Sea Offensive may move and/or participate in that Offensive normally, even if the Command Agent itself does not move (**although the Command Agent is considered Activated nonetheless**).

**Including a submarine unit.*

Offensive Naval Movement Range

During the Offensive Phase, naval units that are currently on Standby status (i.e., marked with a “Standby” chit) may be Activated (via a Sea Offensive) to move (although no Activated naval unit is ever *required* to move). During any Sea Offensive, however, Activated naval units are limited to a maximum Offensive Naval Movement Range, tabulated as follows:

[A] If the Activated naval unit’s *printed movement* is **30 or more** = May move up to **6 MPs** during a Sea Offensive.

[B] If the Activated naval unit’s *printed movement* is **29 or less** = May move up to **3 MPs** during a Sea Offensive.

If any naval unit’s printed naval movement is *reduced* below 30 (i.e., as a result of damage or depletion), its maximum Offensive Naval Movement Range is **immediately** reduced as well. If any such naval unit has *already* moved more than 3 MPs (at the time of the damage or depletion), it may move no further during the current Offensive Phase (and must remain in the last occupied hex or location). A stack or task force may leave any such naval unit(s) behind, and thereby continue its movement normally. Any Activated naval unit(s) may only move and/or participate in a particular Sea Offensive insofar as the aforementioned maximum Offensive Naval Movement Ranges permit.

NOTE: If a stack or task force contains multiple naval units with varying movement ratings, the stack or task force may move no further than the slower-category naval unit(s), unless the slower-category naval unit(s) do not accompany the movement of the stack’s or task force’s faster-category naval units.

When any naval unit, stack or task force is Activated during the Offensive Phase, its “Standby” chit is flipped to the “Active” side. When any naval unit, stack or task force has been Activated during the Offensive Phase, it is not eligible to be Activated again during that same Offensive Phase.

Active and Reactive Naval Interceptions during a Sea Offensive

During the Offensive Phase, Active and Reactive Naval Interceptions can occur per the following stipulations:

★ If a naval unit, stack or task force is marked as “Standby”, it is eligible to be Activated normally (i.e., via a Sea Offensive) by the owning player, and then moved to attempt an Active naval interception (i.e., if within the maximum movement range of **3** MPs or **6** MPs, as determined by the intercepting naval unit’s, stack’s or task force’s printed movement; see above). After an Active naval interception attempt during the Offensive Phase (whether the Active naval interception is successful or not), the Activated naval unit, stack or task force is considered to be “Active” (and marked “Active”), and is **not** eligible to conduct any naval movement or naval interceptions thereafter, even if the intercepting naval unit, stack or task force had not moved hitherto.

NOTE: If a naval unit, stack or task force is moved to a particular hex via a Sea Offensive, the moving naval unit, stack or task force may then attempt to intercept any enemy naval unit, stack or task force in that same hex, even if the Sea Offensive was *not intended* as an Active naval interception. However, a naval unit, stack or task force that is Activated to conduct a Sea Offensive cannot attempt any counter-interception, counter-counter-interception, etc. while conducting that Sea Offensive.

★ If a naval unit, stack or task force is marked as “Standby”, it is eligible to attempt a Reactive naval interception (if opportune), or counter-interception, counter-counter-interception, et cetera (if opportune) normally (i.e., if within the normal Reactive naval interception range; see [3.6]). In any case, **no** Sea Offensive is required (whether the Reactive naval interception is successful or not), although - if successful - the naval unit, stack or task force is considered to be “Active” nonetheless (and marked as “Active”), and is **not** eligible to conduct any naval movement or naval interceptions thereafter, even if the intercepting naval unit, stack or task force had not moved hitherto. However, if the Reactive naval interception is unsuccessful, the naval unit, stack or task force remains as “Standby” status, and is governed by the stipulations of [3.10].

[3.13] Aircraft Carrier and Naval-Air Operations (Offensive Phase)

[3.13]

During the Offensive Phase, aircraft carriers operate like normal naval units, although the activation status of an aircraft carrier does not affect the activation status of any accompanying Naval-Air unit, nor does the activation status of a Naval-Air unit affect the activation status of a parent aircraft carrier. A Naval-Air unit (aboard an aircraft carrier) is governed by the normal air operation rules (with some exceptions*), and may participate in a friendly Air or Land Offensive normally, if otherwise eligible. Likewise, a Naval-Air unit may contravene in an enemy Air, Land or Sea Offensive normally as well, if otherwise eligible.

Half-step Naval-Air units (i.e., Naval-Air units that are blank on the reverse side) are **not eligible to participate (i.e., fight in air combat) in the **second** air combat round (although a half-step Naval-Air unit may remain in the air combat hex during the second air combat round).*

Unlike normal air units, however, a committed Naval-Air unit (aboard an aircraft carrier) automatically becomes **uncommitted** if the Naval-Air unit's parent aircraft carrier is Activated (via a Sea Offensive) *and* then **moves** to any other hex or sea area during the same Offensive Phase. Thus, a Naval-Air unit can conceivably be Activated twice during the same Offensive Phase (once before the aircraft carrier moves, and then again *after* it moves), assuming that the parent aircraft carrier is eligible to be Activated and moved. If an aircraft carrier does not (or cannot) move during the Offensive Phase, the accompanying Naval-Air unit can only be Activated once (via an Air Offensive) during the Offensive Phase (i.e., per the normal air operation rules), and is then committed* normally thereafter.

**During the Offensive Phase, any committed Naval-Air unit is eligible to fly in defense of any Activated friendly land units (see [4.22]), during an enemy Air Offensive (see [4.1]), or as an Intensive Air-Naval Attack (see [4.28]).*

NOTE: Movement within a hex (e.g., into or out of a port in the same hex) does **not** constitute movement with regard to this rule. However, movement within the same large sea area does apply.

If an aircraft carrier is intercepted as it moves (and is temporarily halted; see [3.6]), the aircraft carrier's Naval-Air unit (which is uncommitted) is eligible to conduct a normal Air-Naval attack (see [4.20]), although the aircraft carrier will not be eligible to move afterward, and must remain in its present hex (because a Naval-Air unit can only be Activated *before or after* the parent aircraft carrier moves, if moving during the Offensive Phase). Activating a Naval-Air unit after its parent aircraft carrier begins to move - by default - always automatically ends that parent aircraft carrier's movement for the remainder of the Offensive Phase.

EXAMPLE: The UK aircraft carrier "Illustrious" (on "Standby" status) is five hexes south of Taranto during the Offensive Phase. The UK player expends one Air Offensive, and launches a 3-5/0 Naval-Air (Swordfish) to conduct an Air-Naval Attack upon three Italian battleships docked in Taranto, which results in the sinking of all three. At the conclusion of the Air Offensive, the 3-5/0 Naval-Air is returned to the aircraft carrier "Illustrious", and is marked as "Currently Committed". Next, the Italian player also expends one Air Offensive, and launches a 3-12 (SM.79) Bomber to conduct an Air-Naval Attack upon the "Illustrious" (having successfully located the "Illustrious" previously). In response, the UK player launches the same 3-5/0 Naval-Air to intercept the Italian 3-12 Bomber (ignoring the 3-5/0 Naval-Air's "Currently Committed" status, because any Fighter-type air unit is eligible to fly during an enemy Air Offensive; see [4.1]). During air combat, the Italian 3-12 is aborted, and the UK 3-5/0 is returned to the "Illustrious" again (still marked as "Currently Committed"). Then, the UK player expends one Sea Offensive, and activates the "Illustrious", moving it eastward (whereby, the Naval-Air unit becomes **uncommitted**). As the "Illustrious" moves, however, the Italian player declares a Reactive naval interception with a nearby task force (which temporarily halts the "Illustrious"). As the Italian task force is moved toward the "Illustrious", the UK player opts to conduct an air reconnaissance, which successfully locates and identifies the Italian task force as the heavy cruisers "Pola", "Trento" and "Zara". Before the Italian task force reaches the "Illustrious", the UK player decides to conduct an Air-Naval attack (i.e., launching the 3-5/0 Naval-Air). In doing so, however, the "Illustrious" will become ineligible to continue moving thereafter (during the current Offensive Phase). Nonetheless, the UK 3-5/0 attacks the Italian task force, sinking the "Trento", and damaging the "Pola" (and thereby committing the 3-5/0 Naval-Air). Undeterred, the heavy cruiser "Zara" continues toward the "Illustrious" (leaving the damaged "Pola" behind), and then attempts a normal naval interception (which is successful). The "Illustrious" cannot evade the "Zara" (because the "Zara" is faster), although the 3-5/0 is now eligible to conduct an Intensive Air-Naval Attack (i.e., disregarding its commitment status), which results in the sinking of the "Zara". Thereafter, the "Illustrious" is ineligible to move for the duration of that Offensive Phase (although it may move normally during the End Phase). The 3-5/0 remains committed, but is eligible to fly normally during subsequent enemy Air Offensives, or future Intensive Air-Naval attacks, but not to conduct any other missions or operations.

[3.14] Naval Movement (End Phase)

[3.14]

Any naval unit(s), stack(s) and/or task force(s) that are presently at sea during the End Phase (i.e., not presently docked in port) are eligible to move again during the naval movement segment of the End Phase, regardless of any naval movement during any previous Phases. Any naval unit(s), stack(s) and/or task force(s) that do not return to a friendly supplied port will become marked as "out-of-supply"*, unless "refueled" at sea (known as "Keeping Naval Units at Sea"; see below). No naval interception (Active or Reactive) is permitted during the End Phase, and consequently no naval combat is possible during the End Phase.

**Except any naval unit(s) that had conducted Strategic Warfare, or were assigned as Convoy Duty Escorts during the preceding Strategic Warfare Phase.*

Unlike naval movement during the Naval and Air Phase, however, each player performs all intended naval movement (during the naval movement segment of the End Phase) at one time (i.e., players do not alternate moving naval units). As such, the side that currently controls the Initiative must complete all intended naval movement first, then followed by the other side.

Naval units, stacks and/or task forces that move during the End Phase are entitled to move within and/or up to the extent of their current printed movement, unless already in port (i.e., naval units that are presently docked in port are ineligible to move during the End Phase). During the End Phase, naval units can be moved individually, as stacks and/or as task forces, exactly like naval movement during the Naval and Air Phase. However, moving naval units, stacks and/or task forces are subject to the following movement restrictions:

- ★ A naval unit*, stack or task force may **not** enter any **hexed** sea area that is presently within Reactive naval interception range of **any non-submarine** enemy naval unit, stack or task force (even though no naval interception is possible), unless the *entering* naval unit, stack or task force "outguns" the enemy naval unit, stack or task force. In such a case, all relevant players are required to reveal the total gunnery rating (including torpedo ratings and **the combat strength number of any** operational Naval-Air units) of all Allied and Axis *surface* naval units in that particular sea area. Any naval unit(s) that are presently marked as "out-of-supply", however, are not counted for purposes of this calculation. Nonetheless, if the entering naval unit,

stack or task force possesses a **higher** *total* gunnery value (including torpedo ratings and **the combat strength number of any** operational Naval-Air units), then it is permitted to enter that hexed sea area normally. However, if the entering naval unit, stack or task force possesses a **lower** total gunnery value, then it is **not** permitted to enter that hexed sea area during that End Phase.

**Except submarine units.*

NOTE: No naval unit, stack or task force is ever prevented from *exiting* any sea area due to the presence of any enemy naval unit(s) in that same sea area, regardless of the relative gunnery ratings.

- ★ Any naval unit, stack or task force that moves during the End Phase is not eligible to conduct Strategic Warfare during the following Strategic Warfare Phase (e.g., if ending its movement *in* a Convoy Route sea area). Any such naval unit, stack or task force should be marked with an “Active” chit, denoting its ineligibility to conduct or participate in any Strategic Warfare during ensuing Strategic Warfare Phase.
- ★ No Allied naval unit, stack or task force that moves during the End Phase can be assigned as Convoy Duty Escorts.

Air-Naval Attacks (End Phase)

During the End Phase, only naval units, stacks or task forces that **were** outside of the eligible range of any particular enemy Bombers-type air unit(s), **and then moved within** any such air unit(s)’ eligible range, are liable to air-naval interception (and Air-Naval attacks) during the End Phase. Any naval unit, stack or task force that began the End Phase *already* within any particular Bomber-type air unit(s)’ eligible range cannot be attacked by the air unit(s) during the End Phase.

All normal air movement, interception, counter-interception, combat and so forth may occur and be resolved normally, if triggered by an air-naval interception (per the above circumstance). Commitment rules apply normally inasmuch as uncommitted air units are eligible to be launched, and thus become committed normally, although all commitment chits are removed at the conclusion of the End Phase.

Keeping Naval Units at Sea

Naval units, stacks and/or task forces that do not return to a friendly supplied port will become marked as “out-of-supply” at the end of the End Phase (i.e., during the Supply Step), *unless* “refueled” at sea (during the Supply Step, representing various oilers, ordnance vessels, supply ships, et cetera, which are not included as actual game pieces).

NOTE: Any naval unit(s) that *had* conducted Strategic Warfare, or were assigned as Convoy Duty Escorts during the *preceding* Strategic Warfare Phase are never required to be “refueled” (inasmuch as such naval units are committed for an entire monthly game-turn, it’s assumed that they are regularly fueled, provisioned and supplied beyond the scope of the game).

Any naval unit, stack or task force can be “refueled” at sea via a simple expenditure of EPs (from the owning player’s EP Track), **regardless of the naval unit’s, stack’s or task force’s location on the map**. The EP cost to “refuel” naval units is calculated per each sea area, and is relative to the number of friendly naval units remaining in that sea area, noted as follows:

- [A]** Each sea area with **9 or more** friendly naval units = **2 EPs** (Each Sea Transport **Point** is counted as **one** naval unit).
- [B]** Each sea area with **8 or less** friendly naval units = **1 EP** (Each Sea Transport **Point** is counted as **one** naval unit).

When expending EPs to “refuel” naval units (i.e., Keeping Naval Units at Sea), only EPs presently existent on the owning player’s EP Track may be expended to pay for naval refueling costs (i.e., a player may not pay to refuel any naval units with forthcoming or previously spent EPs). However, any player is permitted to expend his own EPs to refuel another *friendly* player’s (or a minor partner’s) naval units (provided that the receiving player or minor partner is **presently** allied with the spending player).

EXCEPTION: Only Soviet EPs may be expended to refuel any Soviet naval unit(s). Moreover, Soviet EPs may not be used to refuel any Western Ally naval unit(s).

A player is never *required* to refuel any particular naval unit(s), even if he has available EPs to do so. A player may purposefully allow naval units to become marked as “out-of-supply” for any reason whatsoever. Of course, naval units that become marked as “out-of-supply” are then governed by the effects of [7.10].

NOTE: When expending EPs to Keep Naval Units at Sea, any player may “over-spend” to deceive the true size of any task force(s) in a particular sea area. For example, if a particular sea area contains a task force with only one naval unit, the owning player may actually expend 2 EPs to *simulate* the EP requirement of a large fleet, even if that particular sea area only necessitates an expenditure of 1 EP (i.e., because it only contains one actual naval unit). However, in doing so, the additionally expended EP is considered a genuine expenditure, and nonrefundable.

Any naval unit(s) that are already marked as “out-of-supply” (i.e., from any previous monthly game-turn) **cannot** be simply “refueled” via an expenditure of EPs. Any such naval unit(s) must return to a friendly supplied port (see [7.10]).

Ports exist within coastal city hexes, nation boxes and other locations abroad (e.g., Dakar), and are identified by encircled anchor symbols (and sometimes star-anchor symbols) printed on the map, **although ports are not considered to be separate cities in any coastal city hex**. There are essentially four types of “ports”: Coastal City Ports*, Minor Ports, Major Ports, and an Unlimited Ports.

Ports exist as distinctly separate locations within land hexes (or nation boxes), and function solely to harbor docked naval units (notwithstanding air basing and anti-aircraft capabilities). Each type of port can harbor a specific number of naval units (known as a “Port Capacity”, as listed on Player Aid Card “I”), which may never be exceeded, listed as follows:

Coastal City* = 5 naval units (each STP “point” is counted as a single naval unit).
 Minor Port = 15 naval units (all STPs, regardless of the quantity present, are counted as one naval unit).
 Major Port = 30 naval units (all STPs, regardless of the quantity present, are counted as one naval unit).
 Unlimited = No limit.

**The city of Aalborg (W 4224) in Denmark is the only map-printed Coastal City Port in the European Theater. If optional rule [11.2] is in effect, existing Major Ports and Minor Ports are susceptible to becoming “reduced” to Coastal City Ports as a result of collateral combat damage.*

No naval unit or ship type uses more or less Port Capacity than any other type of naval unit or ship type, whether depleted or full-strength. Each individual naval unit chit (except STP chits, as specified above) is always counted as one naval unit in any port. For the purposes of clarification, each submarine chit (tactical or U-boat) is counted as a single naval unit.

NOTE: Naval units may dock in any allied ports without restriction (with the permission of the owning allied player)*, if not exceeding any port(s) available Port Capacity.

**German and Italian tactical submarine units may dock (and be considered supplied) at any Spanish port(s), even while Spain is neutral. This Spanish docking privilege will be rescinded, however, when the US enters the war, or if Spain is ever invaded by the Axis.*

Capital City Ports

All capital city ports are considered to be *Minor Ports*, except **Copenhagen, London** and **Stockholm**, which are considered to be *major ports*, or if denoted as “(Unlimited)” on the map itself (e.g., the Canada box).

NOTE: Any ship that is marked as “Sunk in Port” is counted against a port’s capacity (e.g., if there are two ships “Sunk in Port” in a Minor Port, then that Minor Port’s capacity is reduced from 15 to 13).

Any eligible naval unit(s) can **enter** a *legal* port during any normal naval movement option (i.e., during the Naval and Air Phase, the Offensive Phase and/or the End Phase), assuming the naval unit(s) possess sufficient movement to reach the port’s hex (or to enter the port’s nation box). Conversely, any eligible naval unit(s) can **exit** any port during any normal naval movement option (including during enemy movement - as a Reactive naval interception - if within naval interception range).

NOTE: If a port is destroyed or captured, any friendly naval unit(s) therein (unless “Sunk in Port”, obviously) are then *automatically* (and immediately) considered to be out of port (although still in the port’s coastal hex), regardless of the Phase or Step. If such a port is presently frozen (see [1.6]), any naval units therein are sunk instead (and ineligible to be salvaged or scrapped). **If the capture of a port hex also causes a conquest of the owning nation, the actual conquest occurs immediately before any docked naval unit(s) there are considered to be out of port (for purposes of determining the naval unit(s) specific location when the owning nation is conquered; see [9.11]).**

Naval units that are in a nation box (in port) are assumed to be docked in port until actually entering an adjacent large sea area. However, naval units in a coastal hex (with a friendly functioning port) must be denoted as either in port (using an “In Port” chit) **or not** in port. Thus, it is feasible for some naval units in a stack (in the same port hex) to be considered in port, while other naval units are considered to be in the coastal hex (i.e., not in port).

If relevant, ports themselves are always considered coastal hexes (except in nation boxes), although naval units may move into or out of a port (within the same coastal hex) at no MP cost. Additionally, any naval unit(s) that are in port can be integrated with other friendly naval units outside of that port (in the same hex) - or vice versa - at no MP cost, even as a naval unit, stack or task force is moving through that port’s hex. It is never necessary for any naval unit, stack or task force to enter a port to convoke any other naval unit’s docked there to combine with the naval unit, stack or task force.

If, at any time, opposing naval units occupy the same port location (not just in the same hex), naval interception will automatically occur in that port, and naval combat will then result. All naval combat is then resolved normally, except that no naval unit can be “withdrawn” after Round 1 of naval combat.

Port Mines

Every port automatically possesses an inherent mine defense* (i.e., port mines) within the port location itself. Port mines have no effect against any friendly naval units (i.e., friendly to the nation controlling a port), although any enemy naval unit (except any infiltrating submarine unit) **entering** a port is subject to an automatic (and immediate) port-mine attack (which only occurs *within* the port location itself, but before any other activity is resolved). Port mines have no effect upon any enemy naval unit(s) *exiting* a port (or operating therein).

**Except Mulberries.*

Unlike a Sea Mine Attack (see optional rule [11.18]), every enemy ship (**including each individual STP “point”, if any**) that enters a port is subject to a port-mine attack. In such a case, the owning player conducts one normal naval attack (rolling two 6-sided dice) against each entering enemy naval unit. As per the normal rules, if the port-mine attack dice roll equals or exceeds the subjected

naval unit's currently printed armor rating, then that naval unit is considered to be "hit" and depleted/damaged (or sunk if already depleted or damaged), modified as follows:

NOTE: When resolving any port-mine attack, a dice roll of "doubles" is **not** considered to be an automatic "sink". A dice roll of "12" is always considered a "hit", however, even if not equaling or exceeding the subjected naval unit's currently printed armor rating.

Port-Mine Attack Modifiers

The following port-mine attack dice modifiers must be applied to any port-mine attack, when applicable:

- +2 : If a "fortified" port (e.g., if a fortification chit is present)
- +1 : If in a Major Port.
- 1 : Per each friendly DD and/or DE also entering the enemy port (applicable to all subjected naval units).

If a port is currently neutral (i.e., if the owning nation is neutral), port-mines are **not** considered in effect, even as a foreign naval unit, stack or task force enters and initiates war. In such a case, the port-mines are considered in effect *after* an instigating foreign naval unit, stack or task force has entered a neutral port, immunizing any entering, instigating foreign (i.e., now enemy) naval units therein. Of course, any subsequent entrance by any enemy naval unit(s) is subject to a port mine attack normally.

EXCEPTION: Port-mines in a capital city port (whether it is a major or minor capital port) are **always** considered in effect (against uninvited foreign naval units), even if neutral at the time of entry.

Port Entrance Restrictions

- ★ Naval units may never enter a port that is currently "destroyed" (unless merely *reduced* to a smaller port; see [11.2]).
- ★ Naval units may never enter (or exit) any frozen port (see [1.6]).
- ★ Uninvited foreign naval units may never enter a port in any nation box.
- ★ Uninvited foreign naval units (except submarine units) may never enter any port that presently harbors at least **one** naval unit with a gunnery rating of "3" or greater (even if a "3" is as a result of "damage"), except per [10.27]. However, a friendly naval unit, stack or task force is always eligible to enter any *friendly-controlled* port, despite the presence of any enemy naval unit. An enemy naval unit can never, however, prevent any friendly naval units from entering a *friendly-controlled* port.
- ★ Uninvited foreign naval units (except submarine units) may never enter a port that is presently occupied by any combat land unit (except Generals, HQs and partisans).
- ★ If entering an *enemy* port (if legal to do so), a naval unit is **not** considered to be "docked" therein (unless the port is captured subsequently), and is therefore considered to be at sea while in that port (e.g., during the End Phase).

[3.16] Coastal Batteries (Gibraltar)

[3.16]

The Gibraltar Permanent Fortification (hex W 1508) is unique in that it is automatically assumed to possess an inherent "coastal battery", which allows it to initiate naval combat into the Gibraltar coastal hex during an enemy **Amphibious Assault** (only) that is attempted upon the Gibraltar hex itself.

During any attempted enemy Amphibious Assault upon the Gibraltar hex (i.e., after resolving all other pertinent naval movement and/or naval interceptions, but before actually rolling the land combat attack die), the UK* player may automatically initiate naval combat (as if an automatic naval interception). Then, the Axis player must array **all** of his naval units (i.e., those presently in the Gibraltar coastal hex), whereupon the UK player may commence **one** normal naval combat attack during **each** naval combat round. The Gibraltar coastal battery is considered to possess a normal gunnery rating of "5" during each naval combat round.

**If Gibraltar is or ever was an Axis conquest, its inherent "coastal battery" is considered permanently eliminated.*

Unlike normal naval combat, however, the Gibraltar coastal battery cannot be targeted or destroyed. In this regard, the Gibraltar coastal battery possesses no armor rating, but is otherwise immune to any enemy naval combat attacks. Thus, the normal naval combat gunnery sequence is disregarded. Additionally, the Gibraltar coastal battery may ignore any "screen", and may simply fire at any enemy surface naval unit presently in the Gibraltar coastal hex (W 1508) if *preceding* an imminent Axis Amphibious Assault (even if the targeted naval unit is not actually participating in the Amphibious Assault).

After the first round of naval combat (i.e., after Round 1), any assaulting naval unit(s) are eligible to withdraw from naval combat in accordance with the normal naval combat rules (and thus may not be targeted by Gibraltar's coastal battery during the second round - if any - of naval combat). However, any naval unit(s) that remain during the second round of naval combat (i.e., Round 2) are considered eligible naval targets, even if the impending Amphibious Assault is canceled.

NOTE: Any naval unit(s) that are withdrawn from naval combat (i.e., after Round 1) may **not** participate in an impending Amphibious Assault.

After the conclusion of Round 2 of naval combat, the assaulting player may then resolve his intended Amphibious Assault upon the Gibraltar hex normally. In such a case, Gibraltar's inherent coastal battery has no effect upon the Amphibious Assault, or any land combat (whether in the Gibraltar hex or another*). If the Amphibious Assault is successful, the coastal battery is considered to be eliminated (permanently). If the Amphibious Assault is unsuccessful, no further effects occur.

**Moreover, the Gibraltar coastal battery cannot ever conduct coastal bombardment upon any adjacent hex.*

The Gibraltar coastal battery is always considered to be a stationary platform, and cannot be moved or withdrawn in any manner, but is never considered to be out-of-supply. Furthermore, the Gibraltar coastal battery is considered destroyed if the Permanent Fortification in the Gibraltar hex is destroyed, but - conversely - is automatically considered repaired if the Permanent Fortification in the Gibraltar hex is repaired.

[3.17] Naval Combat

[3.17]

When opposing combat surface naval units occupy the same sea location (after a successful naval interception has occurred*), a naval engagement occurs. A naval engagement will include every naval unit present amongst the opposing fleets (unless "screened"), although only naval units with a printed "gunnery rating" (i.e., of at least "0") or "torpedo rating" (i.e., of at least "1") are eligible to attack during naval combat (although any type of naval unit can be *targeted* during naval combat). No naval unit may attack more than once per each Round of naval combat, however (although most undepleted DDs are eligible to attack during a gunnery sub-round *and* the subsequent torpedo sub-round).

*Unless evaded (see [3.8]).

Naval Combat in a Large Sea Area

Naval combat occurring in a large sea area is resolved no differently than naval combat occurring in a normal sea hex, provided that the naval engagement was precipitated by a successful naval interception. For purposes of clarification, naval units that are stacked together in any large sea area are assumed to occupy the same location. Any naval units that are not stacked together in a particular large sea area are assumed to occupy different locations therein.

Naval Combat Mechanics

Each naval engagement entails **two** sequential bouts, known as "rounds" (i.e., Round 1 and Round 2). Any naval unit that is not sunk during the first naval combat round will be eligible to participate during the second naval combat round (unless "withdrawn" by the owning player). If the naval engagement is occurring in a coastal hex where an Amphibious Assault, or **where** a Naval Bombardment is intended, only the naval unit(s) that endure the *second* naval combat round (i.e., were not sunk or withdrawn after Round 1) will subsequently be eligible to participate in the impending Amphibious Assault or Naval Bombardment in that coastal hex. Participation in naval combat does not disallow any surviving naval unit from conducting or participating in an impending Amphibious Assault or a Naval Bombardment, although, each initiated naval engagement must be resolved completely before any other intended movement, interception, combat or activity may occur.

NOTE: Submarine units may never participate in naval combat.

Naval Combat Procedure

The opposing players must first determine the exact number of friendly and enemy surface naval units (i.e., *chits*) that are present during the current naval engagement. Neither player may purposefully withhold any present naval units from the naval engagement (notwithstanding naval units that are not part of the intercepting search group, or the intercepted stack or task force), although the *outnumbering* player may opt to "screen" any excess friendly naval units from enemy naval attacks during the ensuing naval combat round (see below). Thus, any present (non-screened) naval unit is targetable during naval combat, regardless of its disposition and/or type.

Screening

Any naval unit that is participating in a naval engagement is eligible to be targeted by enemy naval units. However, if a particular player's present stack or task force outnumbers the enemy's present stack or task force, that player may then declare (before the naval combat round) any excess friendly naval units (e.g., STPs, or perhaps an aircraft carrier) to be "screened" from enemy naval attacks. As such, the screening player may "screen" up to as many present friendly naval units - of his choice - as are in excess of (i.e., outnumbering) the enemy's present naval units (e.g., if a particular player's task force outnumbers the enemy's task force by three naval units, he may therefore "screen" *up to* three friendly naval units of his choice). The outnumbering player must decide (and declare) which, if any, naval unit(s) will be considered "screened" before each round of naval combat. If neither player outnumbers the other, then neither player is eligible to screen any naval units.

NOTE: A naval unit without a gunnery rating and a torpedo rating cannot "screen" any other naval unit, but is eligible to be screened normally.

Any "screened" naval unit(s) are set aside before the ensuing naval combat round, and cannot be targeted by enemy naval units (nor can they target any enemy naval unit). Furthermore, a screened naval unit must remain screened throughout that entire naval combat round, even if any other friendly naval unit(s) become sunk *during* that naval combat round. Accordingly, naval units are screened on a round-by-round basis. Excess naval units may be screened during Round 1 of naval combat, but then included during Round 2 of naval combat, or vice versa.

NOTE: If the outnumbering player loses (or withdraws) excessive naval units as a result of the first naval combat round, he will be required to unscreen enough friendly naval units to at least equal the number of enemy naval units that will be present during the second round of naval combat. Only as many present friendly naval units as are *in excess* of present enemy naval units may be screened during Round 2 of naval combat.

Naval Combat Round 1

Each opposing player must first array (off the map) **all** of his attendant naval unit(s) - putting screened naval units, if any, off to the side for now - and then organize them according to *identical* gunnery ratings (ignoring parenthetical torpedo ratings). For example, any present naval unit(s) with a gunnery rating of "3" **are** to be divided from any present naval unit(s) with a gunnery rating of "0", "1", "2", "4" and/or "5" (as are present). **Any** present naval unit(s) with a gunnery rating of "0" **are** to be divided from any present naval unit(s) with a gunnery rating of "1", "2", "3", "4" and/or "5" (as are present), et cetera.

NOTE: Naval units with a *torpedo rating* cannot attack (with their torpedo rating) until the torpedo sub-round (see over).

Gunnery Sub-Rounds

During Round 1 of naval combat, the gunnery rating* of all combative naval units determines the **order** in which each naval unit may attack. All naval units with a gunnery rating of **5** (if any) always attack first, followed by naval units with a gunnery rating of **4** (if any), then naval units with a gunnery rating of **3** (if any), naval units with a gunnery rating of **2** (if any), naval units with a gunnery rating of **1** (if any), and lastly naval units with a gunnery rating of **0** (if any). In that regard, naval combat is divided into (a *maximum* of) six sequential **gunnery sub-rounds**, depending on the presence of each gunnery integer.

**Naval units without a gunnery rating (i.e., naval units with a printed gunnery rating of "X") are never eligible to attack (nor are "screened" naval units) during any gunnery sub-round..*

NOTE: A targeted naval unit is **not** required to attack the same targeting enemy naval unit during any gunnery sub-round.

Beginning with the present (non-screened) naval unit(s) with the **highest** printed gunnery rating, **each** attacking naval unit (from both opposing sides) may target **one** present (non-screened) *enemy* naval unit. Continuing with the present (non-screened) naval unit(s) with the **second-highest** printed gunnery rating (if any), each attacking naval unit (from both opposing sides) may target one present (non-screened) *enemy* naval unit. Then continuing with the present (non-screened) naval unit(s) with the **third-highest** printed gunnery rating (if any), each attacking naval unit (from both opposing sides) may then target one present (non-screened) *enemy* naval unit, and so forth (in the order of descending gunnery ratings). Attacks from opposing naval units with the *same* gunnery rating are always considered to be **simultaneous**, regardless of which player is actually rolling the first attack dice roll (and regardless of each attacking naval unit's chosen target) *during that same gunnery sub-round*. Accordingly, if a particular naval unit is depleted or sunk (by any enemy naval unit with the *same* gunnery rating) before its own pending gunnery attack is conducted, that naval unit's pending gunnery attack is to be resolved nonetheless* thereafter.

A naval unit's gunnery rating is always assumed to be as it was printed prior to any damage inflicted (by an enemy naval unit of the same gunnery rating) during the **same gunnery sub-round (or if occurring during Round 2; see below).*

NOTE: An attacking naval unit may **not** target an enemy naval unit that has already been attacked during the current gunnery round **unless** every enemy naval unit (in that same naval engagement) has already been attacked at least once. Likewise, an attacking naval unit may **not** target an enemy naval unit that has already been attacked twice **unless** every enemy naval unit (in that same naval engagement) has already been attacked twice, and so forth.

Unlike gunnery exchanges between naval units with the same gunnery rating (i.e., during the same gunnery sub-round), if a naval unit with a *higher* gunnery rating attacks an enemy naval unit with a lower gunnery rating, the gunnery effect must be implemented as it occurs, although the targeted naval unit is not eligible to attack until its own gunnery sub-round. Thus, if a naval unit with a lower gunnery rating is sunk (by a naval unit with a higher gunnery rating), it is simply eliminated and hence ineligible to attack. Also, if a naval unit with a lower gunnery rating is damaged or depleted (by a naval unit with a higher gunnery rating), the damage or depletion effects (e.g., reduced gunnery rating) are implemented before that naval unit's own gunnery sub-round. If a naval unit's gunnery rating is reduced as a result of that damage or depletion (by a naval unit with a higher gunnery rating), its eligibility to attack is then accordingly reduced to the next lower gunnery sub-round.

EXAMPLE: If a battleship with a gunnery rating of "4" attacks and damages a heavy cruiser with a gunnery rating of "2" (thereby reducing its gunnery rating to a "1"), the damage to **that** heavy cruiser is implemented immediately. Thus, the heavy cruiser (now with a gunnery rating of "1") will not be eligible to fire until the gunnery sub-round when all 1-gunned naval units are eligible to fire. If that same heavy cruiser is subsequently attacked and sunk by another battleship, it is simply eliminated and thus ineligible to attack altogether (because it was sunk before its eligible gunnery sub-round).

The Torpedo Sub-Round

After all gunnery sub-rounds have been resolved (during Round 1 of naval combat only), any DD naval units with a parenthetical torpedo rating (i.e., the parenthetical number in between the gunnery and armor number)* may now attack any **named** enemy naval unit (if not screened), even if any such DD(s) also conducted a gunnery attack (i.e., during a preceding gunnery sub-round). Like the normal naval gunnery restriction, an enemy naval unit cannot be targeted twice unless every other enemy naval unit (in that same naval engagement) has been attacked at least once, and so forth.

Depleted DDs do not possess a torpedo rating. Hence, any full-strength Destroyer that is depleted during any gunnery sub-round will **not be eligible to fire during the ensuing torpedo sub-round.*

Naval Gunfire Procedure

When a particular naval unit (with a gunnery rating of at least "0") is designated to attack a specific enemy naval unit, the owning player must simply roll two dice (6-sided), and add the gunnery rating of the attacking naval unit (and perhaps the "S" rating of any present Admiral; see [3.19]). If the *net* result is **equal-to** or **greater-than** the targeted naval unit's current armor rating, that targeted naval unit is considered "hit" and damaged or depleted accordingly (or sunk, if *already* damaged or depleted). If the dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the target's armor rating), the targeted naval unit is considered to be automatically "sunk", even if not currently damaged or depleted. A "doubles" roll has no additional effect upon STPs, however.

NOTE: A dice roll of "12" is always considered to be an automatic "hit", even if the *net* result does not equal or exceed* the target naval unit's armor rating. In such a case, however, a dice roll of "12" (i.e., "doubles") does not automatically sink a targeted naval unit. A natural dice roll of "12" (if equaling or exceeding a target's armor rating; as a natural dice roll) is considered to be an automatic "sink" normally. **Conversely, a dice roll of "2" is always considered to be an automatic "miss", even if the net result equals or exceeds the target naval unit's armor rating.**

Unlike Air-Naval attacks upon naval units, a **modified net dice roll result of "12" is **not** considered to be a "hit" upon any battleship with an armor rating of 13, 14, 15 or 16 during naval combat. Only a natural dice roll of "12" is considered to be a "hit" upon a battleship with an armor rating of 13, 14, 15 or 16 (i.e., during **naval** combat).*

Naval Torpedo Procedure

When a particular full-strength Destroyer (with a torpedo rating of at least “1”) is designated to attack a specific **named** enemy naval unit, the owning player must simply roll two dice (6-sided), and add the torpedo rating of the attacking Destroyer (ignoring any Admiral’s “S” rating). If the net result is **equal-to** or **greater-than** the targeted named naval unit’s current armor rating, that targeted naval unit is considered to be “hit” and damaged accordingly (or sunk, if *already* damaged or depleted). If the dice roll itself is a natural “**doubles**” (and if equal-to or greater-than the target’s armor rating), the targeted named naval unit is considered to be automatically “sunk”, even if not currently damaged.

NOTE: A dice roll of “12” is always considered to be an automatic “hit”, even if the *net* result does not equal or exceed* the target naval unit’s armor rating. In such a case, however, a dice roll of “12” (i.e., “doubles”) does not automatically sink a targeted named naval unit. A natural dice roll of “12” (if equaling or exceeding a target’s armor rating) is considered to be an automatic “sink” normally. **Conversely, a dice roll of “2” is always considered to be an automatic “miss”, even if the net result equals or exceeds the target naval unit’s armor rating.**

Unlike Air-Naval attacks upon naval units, a **modified net dice roll result of “12” is **not** considered to be a “hit” upon any battleship with an armor rating of 13, 14, 15 or 16 during naval combat. Only a natural dice roll of “12” is considered to be a “hit” upon a battleship with an armor rating of 13, 14, 15 or 16 (i.e., during **naval** combat).*

Naval Gunnery and Torpedo Effects

When any naval unit is “hit” (except STPs; see [3.18]), that chit is flipped to its reverse side (i.e., the damaged or depleted side), unless already damaged or depleted* (or unless hit by a “doubles” dice roll result). The damaged or depleted side of a naval unit is always slightly lighter in color, indicating the naval unit’s damaged or depleted status.

**Any damaged or depleted naval unit that is “hit” is considered to be “sunk”, and immediately removed from the game map.*

Damaged or depleted naval units are typically less cogent than full-strength naval units, and generally possess reduced gunnery, armor and movement ratings. Moreover, depleted DDs usually have no parenthetical torpedo rating. Damaged or depleted naval units function normally, but must operate in accordance with gunnery, armor and movement ratings printed on the reverse side of the chit, until (and if) repaired.

NOTE: In *some* cases, a naval unit’s full-strength and depleted ratings are undifferentiated.

If a naval unit is damaged or depleted during its movement, its reduced damaged or depleted movement rating is implemented immediately (although the movement rating of most *unnamed* naval units is not reduced). Any MPs expended up to that time are subtracted from the damaged or depleted naval unit’s printed movement rating (for the remainder of that particular movement). If the damaged or depleted naval unit had already exceeded (before being damaged) its reduced movement rating, it cannot move any further during that particular naval movement segment. The movement of any naval unit is always calculated from its point of origin during that naval movement segment.

EXAMPLE: A UK aircraft carrier - with a printed movement of 34 - (that is moving in the Mediterranean Sea) moves from the port of Alexandria toward Gibraltar. After expending 9 movement points, it is attacked and damaged by an Italian submarine unit. Immediately, the aircraft carrier chit is flipped to its “damaged” side, revealing a printed movement of only 23. Because the carrier had already expended 9 movement points (prior to becoming damaged), the carrier’s new movement rating (i.e., 23) is therefore *reduced* 9 points (to a remainder of 14) until the end of its current movement. If, however, that carrier had already expended 23 movement points when it became damaged, its movement would be halted until the end of the current naval movement segment (i.e., until eligible to move again during a subsequent Phase).

A stack or task force with a recently-damaged or depleted naval unit may opt to leave that particular damaged or depleted naval unit (and/or other units) behind as it continues moving. If a damaged or depleted naval unit remains with a stack or task force, its reduced movement (if any) must be factored into any subsequent naval movement, interceptions or Evasions.

Withdrawing from Naval Combat (After Round 1)

After completing Round 1 (not sub-round) of naval combat, both players may* endeavor to withdraw some or all of their engaged naval units (whether screened or not), even if damaged or depleted. Each player may withdraw **up to half** (rounded up) of his total remaining naval units (if not withdrawing all of the remaining naval units), or may withdraw **all** of his total remaining naval units. A player may never withdraw more than half of his total remaining naval units unless he withdraws them all.

**Withdrawing from naval combat is completely optional.*

NOTE: Neither player may withdraw any naval unit(s) from naval combat occurring *within* any port location.

The decision to withdraw any naval units must be decided secretly, and secretively recorded or hidden from the opponent’s view. After both players have decided which naval units they shall withdraw (if any), they then simultaneously reveal their decision:

- [A]** If both players chose to withdraw **all** naval units, that naval engagement then automatically ends.
- [B]** If neither player chose to withdraw any naval units, then Round 2 of naval combat automatically ensues, and all attendant naval units must participate normally (see below).
- [C]** If both sides have withdrawn *some* naval units (i.e., while other naval units still remain), only the remaining naval units will then participate in Round 2 of naval combat. All of the withdrawn naval units are simply set aside, and cannot participate in Round 2 of naval combat. If either side outnumbered the other, the outnumbering player may screen any excess naval unit(s) normally.

NOTE: Any naval unit(s) that are withdrawn from naval combat (after Round 1) are temporarily considered to be a separate *group* from any naval unit(s) that presently remain (i.e., until the end of the current naval engagement). The owning player is permitted to designate any withdrawn naval unit(s) as a separate task force, if he prefers.

[D] If one side withdraws entirely, but the other does not, the side that did *not* withdraw (i.e., the side with *remaining* naval units) may then opt to “pursue” the withdrawing side (if desired), and automatically instigate Round 2 of naval combat (which cannot be evaded). In such a case, the pursuing player - with the remaining naval units only - must engage the entire withdrawing enemy fleet. If a player does opt to pursue, he need not necessarily pursue with all of his remaining naval units. A pursuing player may pursue with some of his remaining naval units, but not others, if he prefers. Any naval units that do not pursue, however, cannot subsequently pursue thereafter (during that same naval engagement).

Any naval unit(s) that **withdraw** from naval combat (after Round 1) must then remain in the current sea area or hex until the end of the current naval movement *segment* (although any naval units that have not yet moved - but **are** eligible to do so - may be moved normally during a subsequent friendly naval movement option).

Naval Combat Round 2

Round 2 of naval combat is dissimilar to Round 1 inasmuch as naval units are not organized into separate gunnery ratings, nor is naval gunfire divided into gunnery sub-rounds (because **all** naval gunfire is considered simultaneous during Round 2 of naval combat). Nonetheless, each opposing player must array (off the map) all of his attendant naval unit(s) - putting screened naval units, if any, off to the side again - but only including naval units that were not withdrawn from naval combat after Round 1 (unless “pursued” by the other player’s fleet, as explained).

Round 2 of naval combat entails no gunnery sub-rounds (nor the torpedo round). As such, each naval unit may target one enemy naval unit, ignoring any particular gunnery order. Attacks from all opposing naval units is considered to be simultaneous during Round 2, regardless of which player is actually rolling the first attack dice roll (and regardless of each naval unit’s chosen target). Accordingly, if a particular naval unit is depleted or sunk (by *any* enemy naval unit, *if* during Round 2) before its own pending gunnery attack is conducted, that naval unit’s pending gunnery attack is to be resolved nonetheless* thereafter.

**A naval unit’s gunnery rating is always assumed to be as it was printed prior to any damage inflicted during Round 2.*

After all eligible naval units have concluded naval attacks, Round 2 of naval combat is then concluded. Accordingly, the naval engagement then automatically ends (after Round 2 of naval combat), even if any opposing naval remain (in the engagement hex. Any subsequent naval engagement must be initiated per [3.6] normally).

Concluding Naval Combat

After resolving naval combat, the surviving intercepting naval unit, stack or task force is thereafter ineligible to move and/or conduct any additional naval interceptions during the current Phase. The surviving intercepted naval unit, stack or task force, though, *is* thereafter eligible to move (or continue moving) and/or operate normally, if otherwise capable, during the current Phase.

[3.18] STP Targets during Naval Combat

[3.18]

Though STP chits exist as “points”, each STP point is essentially considered a separate target for naval combat purposes (per the normal naval combat rules). When any STP *chit* is hit during naval combat, one STP “point” is considered sunk (i.e., per each “hit”). If a 2-point STP chit is hit, it must be immediately flipped (to the 1-point side). If a 1-point STP chit is hit, it is removed from the map (and returned to the force pool).

NOTE: A naval combat dice roll of “doubles” upon an STP chit does not result in any further effect (because each STP *point* is a separate target, and represents a single one-step freighter, transport or other comparable ship **for game purposes**). Thus, any “doubles” result does not sink any additional “points” on the same STP chit.

If a particular STP chit is eliminated, any cargo it is carrying (if any) is also eliminated (although eliminated HQs and Generals are automatically returned to the force pool). However, a stack or task force containing multiple STPs (carrying cargo) is comported somewhat differently. If a stack or task force containing multiple STPs is attacked by enemy air and/or naval units (and assuming some STPs are eliminated), no cargo is eliminated unless the actual quantity of *remaining* STPs is insufficient to legally transport the totality of that cargo. In such a case, the owning player must immediately eliminate enough cargo (of his choice) to comply with the licit transport capacity (see [3.23]).

NOTE: Unless every STP (and CL/DD combo) is eliminated, any present General(s) and/or HQ(s) are *always* assumed to be aboard whatever STPs (or CL/DD combo) still remain (i.e., have not been sunk). Eliminated HQs and Generals are automatically returned to the force pool. HQs and Generals are never assumed to be aboard any other type of naval unit.

EXAMPLE: If the quantity of STPs in a stack is reduced below the minimum necessary to haul the quantity (and type) of units and/or supply chits in that stack, the owning player must immediately eliminate enough units and/or supply chits until the remaining quantity of STPs is sufficient to haul whatever cargo remains.

If an amphibious stack or task force has lost too many STPs to legally conduct an Amphibious Assault, the owning player may (at any time during naval movement) “downgrade” that stack’s or task force’s intended Amphibious Assault to a transport mission (if sufficient STPs remain to do so), and thus forgo the intended Amphibious Assault altogether. However, if an evacuating stack or task force has lost too many STPs to legally conduct an evacuation (i.e., after the evacuated units have been embarked), an evacuation **cannot** be downgraded to a transport mission. In such a case, the owning player must immediately eliminate enough of the evacuated units (of his choice) until whatever units remain comply with the evacuation transport requirement.

[3.19] Admirals

[3.19]

An Admiral has no ability unless “aboard” a **named** naval unit of the Admiral’s same nationality, although an Admiral’s modifier(s) may be applied (if eligible) to **any** friendly units within the Admiral’s same stack or task force, if legally applicable.

During a Seasonal Turn, any available Admiral can be placed aboard (i.e., assigned) any friendly **named** naval unit if that named naval unit is presently docked in any friendly, supplied and functioning port (regardless of enemy ZOC) anywhere on the map, even if Isolated (but **not** if Isolated *and* out-of-supply).

An Admiral can be stacked with any named naval unit to which it assigned, although a player may secretly record the name of that naval unit, and simply keep the Admiral chit off to the side. A player is only required to reveal the naval unit to which the Admiral had been assigned if the Admiral becomes eliminated or returned to the force pool (see [3.20]).

NOTE: An Admiral may never move (or be moved) on land, although an Admiral may be transported via an ATP or an STP normally (i.e., as if it is a land unit). In that regard, an Admiral can be embarked and/or debarked normally (but is never counted against any ATP’s or STP’s transport capacity). An Admiral cannot be debarked during any Amphibious Assault, nor accompany any Paratroop.

Admiral Capabilities

An Admiral has no command or activation capabilities; an Admiral’s only function is to modify specific dice rolls, depending on the Admiral’s specifically printed capability or capabilities. Each Admiral possesses one or more of the following capabilities:

- L:1 (Locator Bonus)** = Applies a **+1** Naval Interception die roll modifier to **one** friendly naval interception attempt by that Admiral’s stack or task force - up to one search group - (per monthly game-turn).
- E:1 (Evasion Bonus)** = Applies a **- 1** Naval Interception die roll modifier to **one** enemy naval interception attempt in the Admiral’s hex (per monthly game-turn).
- A:1 (Amphibious Assault Bonus)** = Applies a **+1** Land Combat die roll modifier to **one** Amphibious Assault in the Admiral’s hex. (per monthly game-turn).
- D:1 (Defense Bonus)** = Applies a **- 1** naval combat dice roll modifier to **one** enemy attack upon a friendly naval unit in the Admiral’s same stack or task force (per naval engagement).
- S:1 (Surface Gunnery Bonus)** = Applies a **+1** naval combat dice roll modifier to **one** friendly gunnery attack upon an enemy naval unit in the Admiral’s same stack or task force (per naval engagement).
- S:3 (Surface Gunnery Bonus)** = Applies a **+3** naval combat dice roll modifier to **one** friendly gunnery attack upon an enemy naval unit in the Admiral’s same stack or task force (per naval engagement).

An Admiral’s modifier can only be applied if declared by the owning player before the actual (and pertinent) die/dice roll. In such a case, the Admiral’s modifier, when applied, is immutable (regardless of the result). Any Admiral’s particular modifier can only be applied once per monthly game-turn or naval engagement respectively (as indicated above).

The owning player may apply any of the Admiral’s applicable modifiers (if eligible) to any accompanying allied units normally.

[3.20] Eliminating Admirals

[3.20]

If an Admiral is aboard a named naval unit that is “hit” (i.e., damaged or sunk) - regardless of the type of attacking agent - the owning player must immediately roll one die (6-sided): On a die roll of **1-2**, the Admiral is eliminated (permanently) and removed from the game. The following modifiers apply, however:

- **1** : If the Admiral’s ship is sunk (i.e., not just damaged).
- **2** : If the Admiral’s ship is sunk with a “doubles” dice roll result.
- **3** : If no other friendly* naval unit is present in the same hex.

Even non-named and/or allied naval units are considered present friendly naval units (for purposes of this modifier). If all “other” friendly naval units are damaged or sunk, however, the Admiral is **not then subject to another elimination check, but is simply returned to the force pool instead.*

Nonetheless, on a net die roll of **3-6**, the Admiral is returned to the force pool. That Admiral is eligible to arrive in play again as of the following Seasonal Turn normally (during the Construction Phase).

NOTE: An Admiral’s Surface modifier can be applied retroactively (if it has been eliminated or returned to the force pool) if a player’s naval gunfire was elgibly pending, but yet to be rolled (see [3.19]).

[3.21] Naval Transport and Amphibious Assaults

[3.21]

The transport of units and supply chits via the following naval transport rules is an integral facet of AETO. The transport of units and supply chits is strictly limited to Sea Transport Points (STPs) and/or CL/DD combinations (see [3.27]). Only STPs, however, may be used to perform any Amphibious Assault.

During the Naval and Air Phase, any eligible land unit(s), air unit(s) and/or supply chit(s) in a functioning port hex (regardless of their supply status) can be embarked aboard any eligible STP(s) and/or CL/DD combination(s)* presently docked in that same port (and then presumably moved - per the normal naval movement rules - to an alternate hex or location). Any unit(s) tasked to conduct an Amphibious Assault are governed by additional rules and requisites (see [3.25]).

CL/DD combinations are only eligible to transport **infantry land units (although a CL/DD combination may not transport any UK or US infantry unit with a printed movement rating of "5").*

[3.22] Sea Transport Points (STPs)

[3.22]

STPs exist as numbered chits. An STP chit with a "1" signifies **one** Sea Transport Point; an STP chit with a "2" signifies **two** Sea Transport Points. Each STP chit point is considered a separate naval unit*, although multiple STP points (even if among multiple STP *chits*) presently docked in the same port are always counted as one naval unit when determining a port's available capacity, regardless of the actual quantity of STP chits or points based there (except in a Coastal City port; see [3.15]).

**The reverse side of an STP chit represents a distinctly separate cargo capacity (i.e., point) of the same STP chit, not a damaged or depleted STP. Only the facing side of an STP chit is considered extant (while in play).*

Multiple STP "points" may be freely interchanged and composed at any time (e.g., three "2" STPs may be exchanged for six "1" STPs, or any combination thereof), provided that the number of actual STP "points" remains the same. In fact, enemy action may forcibly disjoin multiple STP "points" in the same hex, in which case the owning player may freely rearrange the remaining STP "points" normally.

STPs move and function like other normal surface naval units, although enemy air and/or naval attacks upon STPs are resolved somewhat differently (see [3.18]). STPs do not possess any gunnery or torpedo rating, and thus cannot attack any enemy naval unit during naval combat (although STPs may be targeted normally).

STPs may be used to conduct an Amphibious Assault (see [3.25]), Evacuation (see [3.26]) or a transport mission. If conducting a transport mission, STPs may be used to transport any type of land unit, as well as any Fighter, Fighter-Bomber and/or Naval-Air unit, provided that a sufficient number of STPs are present to do so. Several STPs may operate together to transport a particular unit, even if in excess of the normal STP requirement (e.g., as buffer against possible enemy attacks).

NOTE: A player's STPs may be used to transport any eligible friendly units, including allied and/or minor partner units.

Generally, any transported unit(s) - upon embarkation and during naval movement - must be stacked *below* the transporting STP chit(s). Upon debarkation, any transported unit(s) are then stacked *above* the transporting STP chit(s), indicating that they are no longer embarked.

Like normal naval units, STPs may remain at sea during the End Phase, although STPs are subject to the same considerations (i.e., Keeping Naval Units at Sea) as normal naval units. The supply status of a transporting STP does **not** affect the supply status of any transported unit(s), and vice versa.

STPs may stack, convene and move with other naval units and/or task forces normally.

[3.23] Naval Transport Capacities

[3.23]

Naval Transport Capacities

Naval transport capacities define the requisite transport cost to embark specific units and chits, tabulated as follows:

Unit/chit to be moved	Normal Transport Cost	Amphibious Assault at 1-4 hexes	Amphibious Assault at 5+ hexes
Sea Supply chit	1 per chit	N/A	N/A
Infantry (or Cavalry)*	1 per chit	2	3
Paratrooper/Commando Unit*	1 per chit	2	3
Armor (or Mech.)*	2 per chit	4	6
Fighter-type*	2 per chit	N/A	N/A
Bomber*	N/A	N/A	N/A
HQ Unit	free	free	free
General	free	free	free

**Two half-step units may be transported together as one normal full-strength unit. However, a single half-step unit (i.e., if not with another half-step unit) is transported as one normal full-strength unit.*

- ★ If conducting an Evacuation (see [3.26]), the transport cost is doubled (e.g., evacuating one infantry unit requires 2 STPs).
- ★ If debarking any units in a friendly non-port coastal hex, the transport cost is doubled.

NOTE: When determining the distance of an Amphibious Assault, the distance (in hexes) *from* the port of embarkation *to* the assault hex is factored as the measurable distance, regardless of any intermediate positions in the interim.

EXAMPLE: An infantry unit embarked at Plymouth to conduct an Amphibious Assault upon Le Harve (which is four hexes distant) requires two STPs. However, an infantry unit embarked at Plymouth to conduct an Amphibious Assault upon St. Nazaire (which is seven hexes distant) requires three STPs.

Any Admiral(s), General(s) and/or HQ(s) may be transported without any transport cost, regardless of the type of mission or the transport distance.

[3.24] Naval Transport

[3.24]

Embarking Supply/Units (Naval Transport)

STPs and/or CL/DD combinations beginning the Naval and Air Phase docked in a friendly-controlled port may embark any eligible unit(s) and/or Sea Supply chit(s) in that port hex (if within legal transport capacities) at no MP cost. Moreover, STPs and/or CL/DD combinations beginning the Naval and Air Phase docked in a port (or presently at sea) may move to a friendly-controlled port and then embark any eligible unit(s) and/or Sea Supply chit(s) in that port (if within legal transport capacities). If embarking any Sea Supply chit(s), no MPs are expended to do so. However, if embarking any unit(s) an STP and/or CL/DD combination must expend **1/2** of its printed movement to embark any unit(s) in that port hex. If an STP and/or CL/DD combination lacks sufficient available movement to do so, then no embarkation is permitted at that time. After an embarkation, STPs and/or CL/DD combinations may continue to move normally (within or up to the extent of their own *remaining* movement allowance).

NOTE: Sea Supply chits are **always** embarked at no MP cost.

Debarking Supply/Units (Naval Transport)

The debarkation of supply and units is relegated to specific Phases and Steps of a monthly game-turn, and only in a friendly port or coastal hex. Transported supply and units may only be debarked into the same hex occupied by the transporting STP and/or CL/DD combination. Unless conducting an Amphibious Assault, transported supply and units cannot be debarked into any neutral or enemy controlled hex.

- ★ A transported Sea Supply chit may only be debarked during the Sea Supply Debarkation Step of the Naval and Air Phase, if the transporting STP or CL/DD combination occupies a friendly port (or as an Emergency Sea Supply Debarkation, if not occupying a friendly port; see [7.5]).
- ★ A transported land unit may be debarked during the Offensive Phase (via the expenditure of a normal Land Offensive) **during the Combat Step**, if the transporting STP or CL/DD combination occupies either a friendly port or a friendly coastal hex. If the debarkation hex is a functioning port that is not within enemy ZOC, the debarked land unit may move up to one additional hex after debarkation (if otherwise eligible) as part of that activation. However, if the debarkation hex is not a functioning port, or is within enemy ZOC*, then the debarked land unit cannot move beyond that debarkation hex for the remainder of the current monthly game-turn (except to Advance After Combat; see [5.19]). In either case, the land unit is marked with an “Active” chit afterward.

**Whether contested, inhibited or not.*

A land unit that is debarked into a *friendly-controlled* hex during the Offensive Phase (via a Land Offensive) is also eligible to conduct or participate in a normal land combat attack **during that same Combat Step** immediately after debarkation as part of that Land Offensive. If successful, the attacking unit may Advance After Combat normally, **and - if it is an eligible armor and/or mechanized unit or stack - may conduct Exploitation movement, and an Exploitation attack during the ensuing Exploitation Step normally.** The land unit is marked with an “Active” chit afterward **in either case.**

- ★ A transported land unit may be debarked during the Land Movement Step of the Movement Phase, if the transporting STP or CL/DD combination occupies either a friendly port or a friendly coastal hex. If the debarkation hex is a functioning port that is not within enemy ZOC, the debarked land unit may move up to one additional hex (if otherwise eligible), and may even rail thereafter (per the normal rail rules; see [6.1]). However, if the debarkation hex is not a functioning port, or is within enemy ZOC, then the debarked land unit cannot move beyond that hex, nor rail thereafter for the remainder of the current monthly game-turn.
- ★ A transported Fighter, Fighter-Bomber or Naval-Air unit may be debarked during the Offensive Phase* (via the expenditure of an Air Offensive) if the transporting STP occupies a friendly functioning port hex with a sufficient air capacity. The air unit must then be marked as “Currently Committed” (see [4.27]).

Regardless of any weather effects (i.e., the debarkation is **not considered to be a Change Base mission or a “hop”).*

- ★ A transported Fighter, Fighter-Bomber or Naval-Air unit may also debarked during the Land Movement Step of the Movement Phase if the transporting STP occupies a functioning port hex with a sufficient air capacity.

NOTE: No unit may remain embarked aboard any STP or CL/DD combination (if docked in a port) beyond the Movement Phase. Any unit still embarked aboard a docked STP or CL/DD combination during the Second Naval Movement Step must be automatically debarked in the same port (and revealed, if necessary), even if in excess of the legal stacking limit. If any land unit is automatically debarked in excess of the legal land unit stacking limit in that hex, the owning player must simply eliminate sufficient land unit step(s) in that port hex (of his choice) to become compliant with the land unit stacking limit (see [5.9]). **The player that owns the debarkation hex is the final arbiter if any disputes arise regarding which step(s) must be eliminated to become compliant with the land unit stacking limit.** Any automatically debarked unit(s) are not eligible to move for the remainder of the current monthly game-turn.

Embarking Units (Amphibious Assault)

To conduct an Amphibious Assault, the participating land unit(s) and STPs **must** begin a Naval and Air Phase stacked together in the same functioning port hex. STPs (but not CL/DD combinations) docked in that port may embark any eligible land unit(s) in that port hex (if within legal transport capacities) at no MP cost.

Transporting Units (Amphibious Assault)

After embarkation, the land unit(s) and naval units tasked to conduct an Amphibious Assault during an Offensive Phase must be moved during a Naval and Air Phase (as a friendly naval movement option). Naval units tasked to conduct an Amphibious Assault (hereafter known as the Amphibious task force) must be on Standby status prior to the ensuing Offensive Phase (i.e., when the Amphibious Assault will occur). Only naval units that do not move more than half of their currently printed naval movement rating during a Naval and Air Phase will be eligible to be marked as “Standby” status. An Amphibious task force is susceptible to enemy air and/or naval interceptions and attacks normally.

NOTE: An Amphibious task force is never required to conduct an Amphibious Assault during the same monthly game-turn in which the participating units embarked and departed port. For example, an Amphibious task force that departs port during October (i.e., during the Naval and Air Phase) may move and/or remain at sea until the Offensive Phase of the November monthly game-turn, and then conduct an Amphibious Assault. However, regardless of when the Amphibious Assault occurs, the Amphibious task force must be on Standby status during the Naval and Air Phase *preceding* the Offensive Phase when the assault occurs.

An Amphibious task force may be moved (during the Naval and Air Phase) to the intended assault hex (and marked as “Standby” in that hex), or to a proximal sea location that is within the Offensive Naval Movement Range of the intended assault hex (see [3.12]). In the latter case, an assaulting player must expend a Sea Offensive to move the Amphibious task force (to a maximum of 3 MPs; see [3.12]) to the intended assault hex, and then a Land Offensive to conduct the actual Amphibious Assault (which may be performed sequentially or as a Joint Offensive; see [5.4]). As mentioned, an Amphibious task force is susceptible to enemy air and/or naval interceptions and attacks normally. In either case, the Amphibious task force must occupy the intended assault hex when the actual Amphibious Assault is conducted.

Any supporting naval unit(s)* may participate in an Amphibious Assault without requiring any additional Sea Offensive, provided that the supporting naval unit(s) are Activated *with* the Amphibious task force (via the same Sea Offensive). Eligible naval units (if on Standby status) may be Activated via a *separate* Sea Offensive to support an Amphibious Assault, provided that they are Activated (and moved to the assault hex, if necessary) before the Amphibious Assault is conducted and resolved. In either case, any participating naval unit(s) must be attendant during the Amphibious Assault to contribute support thereto. Any supporting naval unit(s) are susceptible to enemy air and/or naval interceptions and attacks normally as well.

**Such as naval units providing Naval Bombardment.*

Any naval units that participate in an Amphibious Assault must remain in the assault hex for the duration of the Offensive Phase.

Amphibious Assault Procedure

An Amphibious Assault may be conducted in any clear coastal hex, or in any mountain hex *with a port**. No Amphibious Assault is ever permitted into a forest, swamp or *non-port mountain hex*. Additionally, an Amphibious task force that enters an enemy port may never conduct an Amphibious Assault while *within* the enemy port itself.

Although an Amphibious Assault occurring in any port coastal hex is **never considered to be entering the port itself.*

NOTE: The Allies and Axis may never conduct more than one Amphibious Assault upon the **same** coastal hex per each monthly game-turn.

[1] After resolving all enemy air and/or naval interceptions and attacks (if any), an eligible Amphibious task force presently occupying a legal enemy coastal hex during the Offensive Phase may conduct an Amphibious Assault into that hex. As such, the assaulting player must declare his intent to conduct an Amphibious Assault into that hex, and expend one **Land** Offensive normally, *even if* the enemy hex is currently “unoccupied” (see Intrinsic Garrison below). The assaulting unit(s) must be Activated via an eligible Command Agent normally (see [5.0]).

If the targeted assault hex contains an enemy port, the presence of any enemy naval unit(s) presently docked within that port does **not** automatically prevent the Amphibious Assault there. Any enemy naval unit(s) presently docked within that port may intercept the Amphibious task force normally, however.

[2] After declaring the Amphibious Assault, the assaulting player debarks all of the friendly land units that will be participating in that assault (revealing them to the defending player). The assaulting player may not debark more land units into the assault hex than is permitted by the normal stacking limits (ignoring the presence of the defending units, in such a case). However, unlike normal land combat, the debarked (i.e., assaulting) land unit(s) are placed directly into the defender’s hex (i.e., the assault hex). Hence, the assaulting and defending land unit(s) are assumed to occupy the same location. Furthermore, the assaulting land unit(s) are thence considered to functionally occupy a separate location from the offshore Amphibious task force, even though they technically occupy the same hex.

[3] After debarkation, the friendly and enemy player may each commit eligible air units to the impending combat normally (see [4.22]). Thereafter, the assaulting player may resolve any intended (and surviving) paradrops* in the assault hex.

**Units performing an Amphibious Assault do qualify as “adjacent” when determining paradrop modifiers.*

[4] After resolving all preceding exigencies, the players must determine the total combat strength of all attacking and defending land units (including present Generals, Bombers and/or Naval Bombardment)*, and then calculate the combat odds ratio (see [5.14]). Any participating land units (i.e., conducting an Amphibious Assault upon the same hex) must attack as a single combined group. Participating land units cannot be divided or segmented to conduct multiple Amphibious Assaults upon the same hex, nor may other participating units be held back aboard the transporting STPs to conduct a subsequent Amphibious Assault upon the same hex (during the same monthly game-turn).

**Eligible enemy naval unit(s) present in the targeted assault hex may contribute defensive Naval Bombardment normally, even if presently docked in port.*

NOTE: Any other eligible non-participatory unit(s) may be purposefully held back to be *debarked* in the same assault hex (if stacking limits permit) during that Offensive Phase, or during the ensuing End Phase (see [3.24]). Furthermore, if the debarkation hex is a functioning port, any debarked land unit(s) may be eligible to move and/or attack (see [3.24]).

Intrinsic Garrison

If a targeted assault hex is **unoccupied** by any enemy fort or land units, the hex is considered to possess an automatic **Intrinsic Garrison*** with an inherent combat strength of “1”. Like a normal land unit, an Intrinsic Garrison’s inherent combat strength may be doubled (to a maximum of “2”) by any eligible supporting Bomber-type air unit(s) and/or naval gunfire. A lone General cannot impart his own combat strength to any Intrinsic Garrison, but neither does a lone General negate an Intrinsic Garrison.

An Intrinsic Garrison does **not exist in any hex that is within the **uncontested** ZOC of an enemy land unit (i.e., from an adjacent connecting land hex). Obviously, an Intrinsic Garrison does not exist while occupied by any land unit, including enemy Partisans.*

An Intrinsic Garrison cannot ever be attacked from any adjacent connecting land hex.

NOTE: At anytime prior to rolling the die to resolve an Amphibious Assault, the attacking player may **cancel** the assault, even after determining the results of an air engagement over the assault hex, or after determining the results of a paradrop into the assault hex. An Amphibious Assault cannot be canceled after resolving the attack die roll. If an Amphibious Assault is canceled, all of the assaulting units are considered immediately reembarked (but **not** Activated). In such a case, the expended Offensive is considered spent nonetheless.

[5] After determining the final combat odds ratio, the assaulting player must then roll one die (8-sided), applying all normal land combat die roll modifiers, including the Amphibious Assault die roll modifier (-3* for **UK** and/or **US** land units; -4 for **Axis** or **Soviet** land units), and cross-referencing the modified die roll result with the calculated odds ratio (i.e., per the normal land combat rules; see [5.14]). An Amphibious Assault may **not** occur during the Breakthrough Step or as a Breakthrough attack.

If Admiral Cunningham is functionally present in the targeted assault hex (i.e., aboard a named naval unit), its **A:1 rating (i.e., +1 Amphibious Assault die roll modifier) may be applied to that Amphibious Assault, provided that the Amphibious Assault involves at least **50%** UK land unit combat strength points.*

NOTE: Amphibious Assaults are never eligible for a Re-Roll option.

Successful Amphibious Assault

After resolving the actual Amphibious Assault attack (i.e., after rolling the die), the results are implemented immediately. If the die roll result eliminates all of the enemy land units in the assault hex, or forces a retreat, the Amphibious Assault is **successful**, and the assaulting land unit(s) are then considered landed in the assault hex, thus capturing any installation(s) in that hex (although forts are automatically eliminated when captured). If the combat result is a [-1] (if not against a fortified hex), -2● or -3● result (see [5.14]), and also eliminated or forcibly retreated *all* of the defending enemy land units, the assaulting land unit(s) **must** eliminate one land unit step upon their occupation of the targeted assault hex (because it is considered to be an Advance After Combat; see [5.19]), even if the assault hex was defended by an Intrinsic Garrison. However, If the combat result is a **DE** result (see [5.14]), the assaulting land unit(s) are simply landed in the targeted assault hex, and no mandatory step loss is incurred. **All participating naval units simply remain in that coastal hex (as “Active”) for the duration of the current Offensive Phase (but cannot be considered in port during that Offensive Phase if a captured port is in that same hex).**

NOTE: A [-1] combat result (i.e., a defender step loss) against a fortification chit is automatically backfired as **1/-** result instead (i.e., an attacker step loss).

Immediately after concluding a *successful* Amphibious Assault (regardless of the actual combat result, if successful), one Sea Supply chit is *automatically* debarked in the assault hex (i.e., with the landed assault units, even if no port exists in that hex), and all participating (and surviving) land units are marked with an “Active” chit. If any armor and/or mechanized unit(s) with a General participated in the Amphibious Assault (assuming they survived the assault), they *may be* eligible to perform Exploitation movement and/or attacks (see [5.22]), if the owning player desires.

Unsuccessful Amphibious Assault

If the die roll result is a 3/-, 2/- or 1/- result, or a [-1] result that did *not* forcibly retreat all of the defending enemy land units (see [5.14]), the Amphibious Assault is **unsuccessful**, and the assaulting land unit(s) must suffer the requisite step losses, if any (i.e., either a 1/-, 2/- or 3/- attacker step loss result, depending on the die roll result), and the surviving land unit(s) are then considered immediately reembarked (although this is *not* considered an Evacuation, but rather is an automatic reembarkation). However, if the combat result is an **AE** result (see [5.14]), all of the assaulting land units are simply eliminated, and that attempted Amphibious Assault is then immediately considered to be over. **All participating naval units simply remain in that coastal hex (as “Active”) for the duration of the current Offensive Phase.**

EXCEPTION: An Amphibious Assault conducted against an *unoccupied* enemy hex (i.e., with only an Intrinsic Garrison) does **not** fail, even if the die roll result is a **3/-**, **2/-** or **1/-**, unless *all* of the assaulting land units were eliminated by that die roll result. Hence, after a **3/-**, **2/-** or **1/-** result, any *surviving* land units (if any) are landed in the targeted assault hex normally. However, in this case, no automatic Sea Supply chit is landed in the assault hex. Furthermore, surviving armor and/or mechanized units (if any) are **not** eligible to exploit.

Immediately after concluding an **unsuccessful** Amphibious Assault, all participating (and surviving) land units are marked with an "Active" chit (after reembarkation). Any paratrooper unit(s) that had been landed in the assault hex (if any) are then automatically eliminated.

After an unsuccessful Amphibious Assault, the participating naval units are eligible to move normally during the End Phase. If the transporting naval units return to a friendly functioning port, any surviving land unit(s) aboard them must be debarked (if stacking limits permit). If the transporting naval units remain at sea, they (and any land units aboard them) are subject to rule [3.14] normally. A reembarked land unit (i.e., after surviving an unsuccessful Amphibious Assault) must be debarked in a friendly, supplied port before it may participate in any subsequent Amphibious Assault.

Exploitation

Activated armor and/or mechanized units (with a General) may participate in an Amphibious Assault during the Combat Step of the Offensive Phase, and then Exploitation movement and/or attacks during the Exploitation Step (assuming that the Amphibious Assault succeeded*, and assuming that an eligible participating armor and/or mechanized unit survived). Only armor and/or mechanized units with a **circled** printed movement rating (and stacked with an eligible General at the beginning of the Exploitation Step) are ever eligible to perform Exploitation movement and/or attacks.

**Armor and/or mechanized units may only exploit after an amphibious assault die roll result of [-1] (if not against a fortified hex), -2●, -3● or DE.*

As per the normal rules, an armor and/or mechanized unit may **not** exploit if adverse weather conditions exist in the assault hex.

NOTE: Any air units that supported an Amphibious Assault are also eligible to support an Exploitation attack involving the same armor and/or mechanized unit(s).

End Phase

If a successful Amphibious Assault results in the capture of a *functioning* port, any of the participating friendly naval units *may* enter and dock in that port normally during the End Phase, provided that such naval units do not exceed that port's maximum Port Capacity (see [3.15]).

[3.26] Evacuations

[3.26]

An Evacuation mission is a special transport mission that allows friendly land units to be evacuated (i.e., embarked) from a non-port clear coastal hex (during the Naval and Air Phase only). Commando, Infantry*, Mountain and Paratrooper units (as well as Generals and HQs) may be evacuated. No Armor, Cavalry, Mechanized or Ski units may ever be evacuated.

But **not Soviet 7-4 Siberian units, or UK or US infantry units with a printed movement rating of "5".*

STPs and/or CL/DD combinations may be used to perform Evacuation missions, although the *normal* transport requirement is **doubled** (e.g., a single Infantry unit would require **two** STPs to be evacuated, rather than the normal one STP requirement).

Two full-strength CLs and two full-strength DDs (but never less) may be used to perform an Evacuation mission to evacuate a maximum of one eligible full-strength infantry unit (of any type, except Soviet 7-4 Siberian units, or UK or US infantry units with a printed movement rating of "5"). If any of the evacuating CLs and/or DDs become depleted during that evacuation, the evacuated infantry unit automatically and immediately becomes depleted, or automatically and immediately eliminated if already a depleted infantry unit. If any of the evacuating CLs and/or DDs are sunk during that evacuation, the evacuated infantry unit automatically and immediately becomes eliminated (whether the evacuated infantry unit is full-strength or depleted).

In addition, Evacuation missions are limited to a maximum movement of **8** MPs *after* the embarkation of the evacuated unit(s), and **must** end movement docked in a friendly port (even if out-of-supply and/or isolated). Any such unit(s) must be debarked normally thereafter. If any evacuated land unit(s) are not in a friendly port at the end of the same Naval and Air Phase, they are eliminated.

[3.27] CL/DD Transport

[3.27]

When a CL (Light Cruiser) chit is stacked with a DD (Destroyer) chit (i.e., in the same location), they may function as a transport (known as a CL/DD combination). To function as a transport, a CL and DD need not begin the current Phase stacked together, although they must be stacked together at the moment of embarkation, and throughout the duration of the transport operation.

Each CL/DD combination may function as **one** transport point (like an STP). If both the CL **and** the DD are currently full-strength, they may collectively transport up to **one full-strength** infantry unit (of any type*) or **one** Sea Supply chit. If either the CL or the DD is currently depleted (or if either is blank on the reverse side), then they may collectively transport up to **one half-strength** (i.e., depleted) infantry unit (of any type*), but **no** Sea Supply chit.

**Including Generals and/or HQs.*

NOTE: A CL/DD combination may **not** transport any Soviet 7-4 Siberian units, or any UK or US infantry unit with a printed movement rating of "5".

A CL/DD combination may **not** transport any armor or air unit. Additionally, a CL/DD combo may never be used to participate (as a transport) in any Amphibious Assault.

If a stack or task force containing a CL/DD combination is attacked, the owning player is obligated to identify which CL and DD is presently functioning as a transport (i.e., before any attacks are commenced). If the CL unit and the DD unit are full-strength (and presently transporting a full-strength infantry unit), the infantry unit is automatically depleted if either the CL or the DD is depleted. Or, if transporting a Sea Supply chit, the Sea Supply chit is automatically eliminated. If either the CL or the DD is sunk (if carrying an infantry unit (or Sea Supply chit), the infantry unit (or Sea Supply chit) is automatically eliminated as well.

[3.28] Bombarding Installations

[3.28]

During a Sea Offensive (only), any Activated naval unit(s) with a gunnery rating (not a torpedo rating) of at least “1”, and occupying any coastal hex(es) may attempt to bombard any installation(s) there (even if “under-construction”). A naval unit that is Activated to conduct a Naval Bombardment is susceptible to enemy air and/or naval interception(s) normally. If the enemy player elects to intercept an Activated naval unit, stack or task force, any such interception(s) are always resolved before the Naval Bombardment.

Naval Bombardment Mission

After resolving any air and/or naval interceptions and counter-interceptions (if any) preceding a Naval Bombardment mission, **each** surviving (i.e., not sunk) naval unit (with a gunnery rating of at least “1”) in the targeted installation hex may then participate in one Naval Bombardment attack upon the targeted installation hex.

To resolve the Naval Bombardment mission, the bombarding player must first specify precisely which naval unit(s) are attacking which installations (if there are multiple naval units and/or installations within the target hex). The bombarding player may bombard **one** installation with any specific naval unit(s), bombard **some** of the installations with any specific naval unit(s), or bombard **all** of the installations with any specific naval unit(s). As such, the bombarding player must determine the total bombardment strength (i.e., the total gunnery of all the participating naval units) that is bombarding each targeted installation. Each **bombardment (whether targeting one installation or multiple installations)** must be resolved separately (i.e., as a single, separate dice roll).

After determining the target(s), and the participating naval unit(s), the bombarding player resolves each bombardment, as follows:

[1] Add the total gunnery of all bombarding naval units (even if damaged or depleted), comparing it with the appropriate *strength point* column on the Bombing Table (e.g., if the total bombardment strength is 19 points, it is therefore compared with the 17-24 column).

[2] Determine the “target computation”:

Grass Airfield	=	1 (+2, if the hex is fortified).
Small Airbase (chit or map)	=	1 (+2, if the hex is fortified).
Large Airbase (chit or map)	=	2 (+2, if the hex is fortified).
Coastal Fortification	=	1 (+ the total airbase capacity in the hex).
Fortification	=	2 (+ the total airbase capacity in the hex).
Permanent Fortification	=	4 (+ the total airbase capacity in the hex).
Port	=	X = the <i>port's</i> airbase capacity (+ the total airbase capacity in the hex; +2, if the hex is fortified).
Mulberry	=	2 (+ the total airbase capacity in the hex; +2, if the hex is fortified).
Radar	=	4 (+ the total airbase capacity in the hex; +2, if the hex is fortified).
Rocket Site	=	1 (+ the total airbase capacity in the hex; +2, if the hex is fortified).

[3] The bombarding player then rolls two dice (6-sided) **once**, and compares that dice roll result with the corresponding *strength point* column on the Bombing Table. If the bombardment dice roll result is **equal-to** or **greater-than** the “target computation”, the targeted installation is destroyed. If the dice roll result is less than the “target computation”, there is no effect.

NOTE: When calculated, *each* Bombardment mission is resolved as a single attack (i.e., **one** dice roll), regardless of the number of participating naval units or their gunnery strength.

[4] If the targeted installation is destroyed, place a “Destroyed Installation” chit (as printed on the reverse side of the “Out-of-Supply” chits) in that hex, atop the destroyed installation*.

*A destroyed grass airfield is simply removed from the map.

The destruction of any particular installation has no effect upon any other installation(s) in the same hex, even if the destroyed installation also functions as another installation (such as a port, which also functions as an airbase).

NOTE: If the hex contains multiple map-printed installations (e.g., a Major Port, which also functions as a Small Airbase or a Large Airbase if a resource symbol is printed in that same hex), the owning player must maintain an accessible* record of which installation is destroyed in a particular hex. Otherwise, an effective *house-rule* is to simply write “port”, “airbase” and/or “fort” et cetera on some extra “Destroyed Installation” chits from the counter-mix, and place them as needed.

*All players are always entitled to know such information.

A destroyed installation is not eliminated (i.e., it remains on the map*), but is functionally non-existent for all intents and purposes (e.g., air units may not operate from a destroyed airbase), until repaired. Land units and/or supply chits in the same hex are not ever ipso-facto affected by a bombardment result. If a port is destroyed, all naval unit(s) presently docked there are automatically (and immediately) considered to be displaced into the port's coastal hex (i.e., they are not considered to be in port), but are not ipso-facto subject to enemy naval interception. If an airbase is destroyed, any air unit(s) presently based there (aside from those eliminated by collateral damage; see below) are automatically (and immediately) subject to a Forced Rebase (see [4.7]), but are not ipso-facto subject to enemy air interception.

Except a destroyed grass airfield, which **is eliminated (i.e., removed from the map) if destroyed, or if currently "under-construction" (see below).*

EXCEPTION: If a **Major Port** is destroyed, it is actually considered reduced to a *Minor Port* thereafter (until repaired), and functions like a normal Minor Port. If that Major Port is destroyed *again* (i.e., before it is repaired), it is considered destroyed normally (i.e., as if a destroyed Minor Port). A Major Port is repaired normally, however, even if destroyed as a Minor Port. A destroyed Major Port is **not** first repaired to a Minor Port, and then to a Major Port, but - rather - is fully repaired per the normal rules (i.e., at a cost of 1 EP).

Collateral Destruction Effects: Airfield/Airbase (Air Units)

If an airbase or airfield is destroyed, any air units presently based there (i.e., riding out the attack) are subject to collateral effects. If the bombardment result (on the Bombing Table) indicates a number result **greater than** the number needed to destroy the airbase or airfield (i.e., greater than the "target number"), **one** air unit **step*** based there is eliminated per each **even** dice roll number **greater than** that needed to destroy the airbase or airfield. If multiple air unit steps are eliminated, the defending player chooses the first air unit step loss, the attacking player then chooses the second, the defending player chooses the third, et cetera.

**Or an ATP "point".*

EXAMPLE: The battleships *Revenge* and *Valiant* (each with a gunnery rating of "4"), as well as the heavy cruiser *York* (with a gunnery rating of "2") are bombarding a fortified airbase (a target number of 3) on a coastal hex. The Naval Bombardment is therefore resolved on the 7-11 column of the Bombing Table. As such, the bombarding player must roll at least a "9" to destroy the airbase (i.e., a bombardment result of "3", which is *equal to* the target number of 3). In this case, the bombarding player rolls a "12" (i.e., a "box cars"), which destroys the airbase (but not the fort, since it was not targeted). Additionally, because there are two **even** dice roll numbers **greater than** that needed to destroy the airbase (i.e., 10 and 12), two air unit steps there are eliminated. The defending player chooses the first step to be eliminated (in this case, he chooses to lose an ATP point). Then, the attacker chooses the next air unit step to be eliminated (although, in this case, there are no other air units there, and no further effect occurs).

NOTE: Naval Bombardment does **not** cause collateral destruction effects upon ports.

Under-Construction Destruction Effects

If an installation (except a grass airfield) is destroyed while it is still "under-construction", the bombarding player must (immediately) roll two dice (6-sided)*. If the dice roll is a "**doubles**" result, the installation is eliminated (i.e., removed from play), and cannot be completed during the following Seasonal Turn. Any other dice roll result, however, has no effect (i.e., the installation is completed normally during the ensuing Seasonal Turn). *Before* the bombing player rolls the dice, however, the owning player may elect to expend 1 EP (from Economic Reserve, if any), and automatically nullify the dice roll. In such a case, the installation is completed normally during the ensuing Seasonal Turn (unless destroyed again before the Seasonal Turn, in which case the aforementioned procedure must be repeated).

**Except for grass airfields, which are automatically eliminated when destroyed.*

[3.29] Tactical Submarines

[3.29]

Tactical submarines **are considered "naval units"**, but differ from all other types of naval units (including U-boats, which have no *tactical* combat ability) inasmuch as they do not wholly operate in accordance with the normal naval rules, explained as follows:

Moving Tactical Submarines

A submarine unit may be moved normally (like any normal naval unit), although a submarine unit cannot ever be intercepted (whether by air or sea) as it moves. However, a submarine unit may never be stacked - in the same *hex* - with any other friendly naval unit(s), including any other submarine unit (except when docked in port), nor may any submarine unit move as part of any stack or task force.

NOTE: If a particular naval movement will result in a submarine becoming stacked with any other friendly surface naval unit (or other friendly submarine), the owning player may opt to "bump" the **non-moving** chit (i.e., either the submarine or the other naval unit) to one legally accessible adjacent sea hex. The enemy player, however, may choose *which* adjacent sea hex that the non-moving chit is bumped to (if legally accessible).

Submarine Interception

A submarine unit may intercept any enemy naval unit, stack or task force exactly like any normal naval unit (as an Active or Reactive naval interception)*, although a submarine unit **cannot** be *counter-intercepted* by any enemy units. Whether intercepting as an Active or a Reactive naval interception, a submarine unit is automatically entitled to a +1 naval search die roll bonus.

A submarine unit **cannot intercept **with** any other naval unit(s). Additionally, a submarine unit cannot intercept any enemy naval unit, stack or task force if that same hex is occupied by any friendly naval unit(s) or other friendly submarine unit. If in a large sea area, a submarine unit cannot intercept any enemy naval unit, stack or task force that is stacked together with any friendly naval unit, stack or task force, or other friendly submarine unit.*

More than one eligible submarine unit may individually *attempt* to intercept the same enemy naval unit, stack or task force within the same sea area, but never in a hex that is presently occupied by any friendly naval unit(s) or other friendly submarine unit.

NOTE: Submarine units may **not** intercept and/or attack other enemy submarine units.

Screening Submarines

If a submarine unit successfully intercepts an enemy naval unit, stack or task force, the opposing players must first ascertain the current "screening value", which is simply determined by the number of enemy Destroyer and/or Destroyer Escort *chits** presently with the intercepted naval unit, stack or task force (e.g., a stack with two accompanying Destroyer chits and one accompanying Destroyer Escort chit is considered to have a screening value of "3"). However, no stack's or task force's screening value may ever exceed "4", even if there are more than four accompanying Destroyer and/or Destroyer Escorts chits.

**Whether full-strength or depleted, and even if currently operating as part of a CL/DD transport mission.*

NOTE: Any undamaged aircraft carrier with an operational (not grounded) Naval-Air unit is always considered to possess an inherent "screening value" of "1", but only **if** there are **no** friendly Destroyer and/or Destroyer Escort chits presently stacked with that aircraft carrier (or in the same task force). An aircraft carrier is not considered to possess any screening value if at least one friendly Destroyer or Destroyer Escort chit is stacked therewith (or is in the same task force). Furthermore, multiple aircraft carriers do not accrue "screening value" (e.g., three aircraft carriers still only possess an inherent "screening value" of "1").

After determining an intercepted naval unit's, stack's or task force's "screening value", the intercepted player must roll one die (6-sided), unless the screening value is "0" (i.e., unless there are *no* Destroyer and/or Destroyer Escort chits present). If the die roll is **equal-to** or **less-than** the current "screening value", the intercepting submarine unit is considered to be "screened", and is thus **not** eligible to attack. Furthermore, if the die roll is a "1", the intercepting submarine unit is considered "detected", and may then be immediately attacked once (see below) by each accompanying Destroyer and/or Destroyer Escort chit (i.e., each Destroyer and/or Destroyer Escort chit in that same stack or task force), up to a *maximum* of **four*** attacks, even if there are more than four accompanying Destroyer and/or Destroyer Escorts chits (and, as mentioned, whether full-strength or depleted, and even if currently operating as part of a CL/DD transport mission).

**If at least four accompanying Destroyer and/or Destroyer Escort chits present, or up to as many accompanying Destroyer and/or Destroyer Escort chits as are present if less than four.*

If the intercepting submarine unit is only "screened" (i.e., not "detected"), that naval interception is considered to be ended. The submarine unit is considered to automatically "dive" immediately thereafter, and thus cannot be pursued or otherwise attacked during that same encounter. Moreover, that submarine unit is therefore not eligible to attempt another naval interception (whether Active or Reactive) during that same Phase.

Attacking Submarines

If an intercepting submarine unit is "detected", each accompanying Destroyer and/or Destroyer Escort chit accompanying that same intercepted stack or task force (up to a maximum of four) is then eligible to immediately attack that submarine unit. When a particular Destroyer or Destroyer Escort chit is designated to attack a "detected" enemy submarine unit, the owning player must simply roll two dice (6-sided)*: If the result is **equal-to** or **greater-than** the targeted submarine unit's current armor rating, that targeted submarine unit is considered to be "hit" and depleted accordingly (or sunk, if it is *already* depleted). If the dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the targeted submarine unit's armor rating), the targeted submarine unit is considered to be automatically "sunk", even if not currently depleted.

**Ignoring the Destroyer's or Destroyer Escort's printed gunnery rating.*

If the intercepting submarine unit is "detected" but survives the attack(s) of the accompanying Destroyer(s) and/or Destroyer Escort(s), if any, that naval interception is considered to be ended. The submarine unit is considered to automatically "dive", and thus cannot be pursued or otherwise attacked during that same encounter. Moreover, that submarine unit is therefore not eligible to attempt another naval interception (whether Active or Reactive) during that same Phase.

Submarine Attack(s)

If the "screening" die roll is **greater-than** the intercepted naval unit's, stack's or task force's current "screening value" (see above), the intercepting submarine unit is considered to be "undetected". In such a case, every present naval unit in that interception hex is automatically revealed to the intercepting player, even if comprising different search groups and/or task forces. Accordingly, the intercepting submarine unit is then eligible to conduct (up to) **two** separate (sequential) submarine attacks, explained as follows:

After braving the intercepted naval unit's, stack's or task force's "screening" die roll, if any, a submarine unit (**if *unscreened and undetected***) may initially attack **any** single enemy naval unit in that same *hex* (or **in that** same *stack*, if **occurring** in a large sea area). No present enemy naval unit or units may be "screened" in such a case, nor is any enemy unit in that hex eligible to attack that intercepting submarine unit (yet), regardless of the result.

An intercepting submarine unit is eligible to conduct a normal naval combat attack, rolling two dice (6-sided), and then adding the submarine unit's printed gunnery rating to that attack dice roll (although, when attacking any *non-named* naval unit, a submarine unit's gunnery rating is always ignored). If the submarine unit's net attack result is **equal-to** or **greater-than** the targeted naval unit's current printed armor rating, that target naval unit is considered "hit" (and sunk, if it is *already* damaged or depleted). If the dice roll itself is a natural "**doubles**" (and if equal-to or greater-than the target's armor rating), the targeted naval unit is considered to be automatically sunk, even if not currently damaged or depleted. A "doubles" roll has no additional effect upon STPs, however.

Immediately after a submarine unit's *initial* attack (regardless of the outcome), the owning player then has two possible options:

- A**] The submarine unit may “dive”, thereby ending the encounter and the naval interception. The submarine unit is considered to automatically “dive”, and thus cannot be pursued or otherwise attacked during that same encounter. Moreover, that submarine unit is therefore not eligible to attempt another naval interception (whether Active or Reactive) during that same Phase.
- B**] The submarine unit may “press the attack”, and conduct a *second* attack, whereby that intercepting submarine unit is then eligible to attack (again) **any** single enemy naval unit in that same hex (or same stack, if in a large sea area), including the same target, if desired, regardless of the result of the submarine unit’s previous attack. **However**, if a submarine unit does conduct another (i.e., second) attack, any accompanying Destroyer and/or Destroyer Escort chits presently in that same hex (to a maximum of 4), if any, are then eligible to automatically attack the submarine unit (immediately after the submarine unit’s second attack is resolved). Of course, if no accompanying Destroyer or Destroyer Escort chits are present, then the attacking submarine unit cannot be attacked. If the intercepting submarine unit survives the attack(s) of the accompanying Destroyer(s) and/or Destroyer Escort(s), if any, it is considered to automatically “dive” after resolving the second attack (regardless of the outcome), and thus cannot be pursued or otherwise attacked during that same encounter. Moreover, that submarine unit is therefore not eligible to attempt another naval interception (whether Active or Reactive) during that Phase.

Intercepting Submarines (Naval)

Submarine units cannot be intercepted as they move (i.e., subs cannot be intercepted as a Reactive naval interception), although a Destroyer, Destroyer Escort, or any naval stack or task force containing any Destroyer and/or Destroyer Escort chit(s) may move to a hex or a sea area containing an enemy submarine unit and then attempt a normal Active naval interception (during the Naval and Air Phase - as a friendly naval movement option -, and/or during the Offensive Phase, if presently on Standby status). Any Active naval interception of an enemy submarine unit suffers an automatic -1 die roll penalty (cumulative with all other applicable naval interception modifiers; see [3.6]).

NOTE: As any Destroyer and/or Destroyer Escort naval unit, stack or task force moves to intercept a submarine unit, the submarine unit - if eligible - may attempt a normal Reactive naval interception upon that same moving naval unit, stack or task force. If that submarine unit’s Reactive interception is unsuccessful, it is then governed by the stipulations of rule [3.10]. The Active intercepting Destroyer, Destroyer Escort, stack or task force may then continue its naval movement and/or interception normally. If that submarine unit’s Reactive naval interception is successful, the players must first resolve *that* submarine unit’s Reactive naval interception (per the normal naval interception sequence rules). Afterwards, the Destroyer’s and/or Destroyer Escort’s naval movement and/or interception (if any) may then proceed normally.

If a submarine unit is successfully intercepted, however, the intercepting Destroyer and/or Destroyer Escort naval unit(s), stack or task force must roll one die (6-sided), per the normal “screening” rules (see **Screening Submarines** above). If the die roll is a “1” (only), the submarine unit is considered “detected”, and the Active intercepting Destroyer and/or Destroyer Escort naval unit(s) - up to a maximum of 4 - may then attack the submarine unit per the normal rules (see **Attacking Submarines** above). Only DD and/or DE naval units may ever attack any submarine unit*.

**Any other type of eligible friendly naval unit(s) may accompany any intercepting Destroyer(s) and/or Destroyer Escort(s), provided that they currently possess enough movement to do so.*

If the intercepting Destroyer(s) and/or Destroyer Escort(s) “screening” die roll is **not** a “1”, no further activity occurs (i.e., the submarine unit may not be pursued or otherwise attacked during that same encounter). Additionally, the submarine unit itself may **not** then attack any of the Active intercepting naval units, even if the “screening” die roll is actually greater than the “screening value” (although that submarine unit - if eligible - may *subsequently* attempt to conduct a normal Active naval interception during the owning player’s own naval movement option).

Intercepting Submarines (Air)

Submarine units may never be intercepted as they move, and thus are immune from air attacks during the naval segment of the Naval and Air Phase. However, during the air segment of the Naval and Air Phase (or as an Air Offensive during the Offensive Phase), a player may attempt to conduct an air attack upon a submarine unit with an eligible Bomber or Fighter-Bomber (if within range of the submarine unit’s current hex).

Submarine units cannot be reconnoitered like normal naval units, but must first be “located” nonetheless (i.e., before any air attack is conducted). To do so, the attacking player must designate any specific Bomber(s) and/or Fighter-Bomber(s) - within range of the submarine unit’s hex - to “locate” that submarine unit. As such, the attacking player must then roll one die (6-sided), adding +1 per **each** full-strength Bomber and/or Fighter-Bomber unit* that is designated as searching for the submarine unit. If the die roll is a **7 or greater**, the submarine unit is considered “located”.

**Two individual half-strength Bomber and/or Fighter-Bomber units (if eligible) may be counted as one full-strength Bomber and/or Fighter-Bomber unit when designated to “locate” an enemy submarine unit (even if not stacked together).*

NOTE: An automatic +1 modifier applies if the submarine unit is presently in a coastal hex. Conversely, an automatic -2 modifier applies if the submarine unit is presently within the Severe weather zone during a Winter (W) monthly game-turn.

After a particular submarine unit is “located”, the attacking player is then permitted to conduct **one** normal Air-Naval attack only (i.e., **one dice roll**) upon that located submarine unit (regardless of how many Bombers and/or Fighter-Bombers participated in the search). A targeted submarine unit is attacked exactly like a normal naval unit (see [4.20]).

Any air units that participate in a search for a submarine unit are marked “Currently Committed” if during the Naval and Air Phase, or “Previously Committed” if during the Offensive Phase. Any such air units are considered committed, even if the submarine unit is not located, and regardless of the Air-Naval attack result.

Bombing Submarines In Port

During the air segment of a Naval and Air Phase (or as an Air Offensive during the Offensive Phase), any submarine unit(s) that are presently docked in an *unfortified* port may be attacked normally (i.e., like any normal naval unit) as an Air-Naval attack. In such a case, no air search is required, and no limit is imposed upon air unit attacks thereupon (i.e., each air unit is eligible to conduct as many Air-Naval attacks as would be normally permitted per [4.20]). All applicable Air-Naval attack modifiers apply normally as well.

NOTE: Any tactical submarine unit(s) that are docked in a functioning **fortified** port (i.e., any type of fort) are automatically immune from any Air-Naval attacks (while docked therein).

[3.30] Submarine Harbor Infiltration

[3.30]

Submarine Harbor Infiltration Attempt

Submarine units are uniquely capable of attempting to *infiltrate* enemy controlled ports, despite the presence of any enemy naval unit(s). However, when any submarine unit attempts to enter any enemy port (i.e., into an actual port location, not merely a port *hex*), the owning player must first roll one die (6-sided). If the die roll is a "1", the infiltrating submarine unit is therefore considered to be in that port as "**undetected**". However, if the die roll is a **2-6**, the infiltrating submarine unit is considered to be "**detected**".

EXCEPTION: No enemy submarine unit may ever infiltrate the Panama Canal or the Major Port there.

Inherent "Screens"

All ports are considered to automatically possess an inherent "screening value", even if there are no Destroyer and/or Destroyer Escort chits presently in a particular port or port hex (representing various corvette, patrol and auxiliary coastal vessels inherent in all navies, but not included as actual game pieces). **The "screening value" of any port indicates the quantity of attacks that the port is eligible to conduct upon a detected enemy submarine unit.** The actual "screening value" of each type of port is listed as follows:

- ★ Coastal City/Minor Port = Screening Value of **1** (plus any Destroyers and/or Destroyer Escorts docked in that port)*.
- ★ Fortified/Major Port = Screening Value of **2** (plus any Destroyers and/or Destroyer Escorts docked in that port)*.
- ★ Gibraltar (W 1508) = Screening Value of **3** (plus any Destroyers and/or Destroyer Escorts docked in that port)*.

**To a maximum "screening value" of 4.*

Inherent "screening values" are only applicable when a tactical submarine unit attempts to enter a particular enemy port, but are not ever considered applicable outside of a port location (i.e., never outside of any port, even if in a port *hex*).

Submarine Infiltration Procedure

If an infiltrating submarine unit is **undetected**, it is considered to be in that port. As such, the owning player is entitled to immediately know the exact quantity, types and names (if any)* of every naval unit presently in that port (but not air and/or land units), whereupon that submarine unit may then conduct an uninhibited naval combat attack (i.e., ignoring the normal naval screening procedure) against any single enemy naval unit in that port. Afterwards, the submarine unit may either "dive" (thereby ending the encounter, at which time the submarine unit is automatically assumed to be outside of the port location...although still in the port hex), or the submarine unit may "press the attack" and conduct a second attack. In the latter case, the infiltrating submarine unit is then eligible to attack (again) **any** single enemy naval unit in that port, including the same target, if desired, regardless of the result of the submarine unit's previous attack. However, if a submarine unit does conduct another (i.e., second) attack in a port, any enemy Destroyer and/or Destroyer Escort chits presently docked in that port, as well as any inherent "screen" (up to a maximum of **4**, *including* the port's inherent "screen") are then eligible to automatically attack that submarine unit (immediately after the submarine unit's second attack). If there are no Destroyer and/or Destroyer Escort chits currently present, only the inherent "screen" is eligible to attack that submarine unit. In that case, if an infiltrating submarine unit survives, it is considered to "dive" automatically thereafter, and is also considered to be outside of the port location (although still in the port hex), and cannot be pursued.

**Including the naval unit's current status (i.e., damaged, depleted or full-strength), present gunnery, armor and movement ratings, and even names (if any).*

NOTE: An infiltrating submarine unit is never susceptible to enemy mines (whether the submarine unit is "detected" or not).

If an infiltrating submarine unit is **detected**, it is considered in that port, although any enemy Destroyer and/or Destroyer Escort chits presently docked in that port, as well as any inherent "screen" (up to a maximum of **4**, *including* the port's inherent "screen") may immediately attack that submarine unit. In such a case, the owning player is **not** entitled to know the composition of the enemy port, or attack any enemy naval units therein, *unless* the submarine unit survives the enemy attack(s). If any infiltrating submarine unit is depleted as a result of an enemy attack, however, it is considered to "dive" automatically thereafter, and is assumed to be outside of the port location (although still in the port hex), and cannot be pursued. If an infiltrating submarine unit is neither depleted or sunk, the owning player is *then* entitled to immediately know the exact quantity, types and names (if any)* of every naval unit presently in that port (but not air and/or land units), whereupon that submarine unit may then conduct a normal uninhibited naval combat attack (i.e., ignoring the normal naval screening procedure) against any single enemy naval unit in that port. Afterwards, the submarine unit may either "dive" (thereby ending the encounter, at which time the submarine unit is automatically assumed to be outside of the port location...although still in the port hex), or the submarine unit may "press the attack" and conduct a second attack. In the latter case, the infiltrating submarine unit is then eligible to attack (again) **any** single enemy naval unit in that port, including the same target, if desired, regardless of the result of the submarine unit's previous attack. However, if a submarine unit does conduct another (i.e., second) attack in a port, any enemy Destroyer and/or Destroyer Escort chits presently docked in that port, as well as any inherent "screen" (up to a maximum of **4**, *including* the port's inherent "screen") are then eligible to automatically attack that submarine unit again. In that case, if an infiltrating submarine unit survives, it is

considered to “dive” automatically thereafter, and is also considered to be outside of the port location (although still in the port hex), and cannot be pursued.

**Including the naval unit’s current status (i.e., damaged, depleted or full-strength), present gunnery, armor and movement ratings.*

Special Submarine Infiltration (Straits)

Tactical Submarine units may attempt to “infiltrate” an otherwise impassable strait (only). To do so, the submarine unit must move into the specified strait hex itself (e.g., W 4325). At that time (i.e., during the Naval and Air Phase, Offensive Phase or End Phase), the owning player declares his intention to attempt a “submarine infiltration” and then simply rolls one die* (6-sided). If the die roll is a **1-3**, then the submarine unit is not eligible to traverse the present strait (although it may move back out and onward, if it has any remaining MPs). In such a case, no combat occurs (unless a 1 is rolled; see below), although the submarine unit may **not** attempt any further “infiltration” (anywhere) during that same Phase. However, If the die roll is a **4-6**, then the submarine unit is considered successfully *through* the strait, and may continue to operate normally on that side. A submarine unit is required to attempt an infiltration each time it intends to traverse any strait (mine) hex, regardless of any previous infiltration (e.g., a submarine unit that has successfully infiltrated the Kattegat - to *get into* the Baltic - must also successfully infiltrate the Kattegat to *get out*).

**Apply a -1 to the die roll per each enemy DD and/or DE unit currently present in the same coastal hex. A die roll of “6” is always considered to be a successful “infiltration”, however, regardless of any modifier(s).*

NOTE: The three “mine” depictions printed on the map serve as a memory aid, indicating that the inherent *screen* for any strait is always “3” (against submarine units).

If any submarine unit’s infiltration attempt die roll is a natural “1” (i.e., a *physical* die roll of 1, irrespective of any die roll modifiers), the submarine unit is then subject to one normal naval combat attack from the inherent “mines”, and one normal naval combat attack from any enemy Destroyer and/or Destroyer Escort unit(s) - whether depleted or full-strength - currently present in that same hex (to a maximum of 4). Afterward, the submarine unit is assumed to automatically dive (assuming it survived), and cannot be pursued.

[3.31] Converting U-boats to Tactical Submarines

[3.31]

The German player may convert a limited number of extant U-boat chits into tactical submarine chits (during the Naval and Air Phase), provided that the U-boat did not attack during the preceding Strategic Warfare Phase, and is docked in a German controlled port at the beginning of that Naval and Air Phase.

NOTE: The German player may also convert U-boat chits into tactical submarines chits during a *Seasonal Turn*, provided that the converting U-boat chit is docked in port during that Seasonal Turn.

At any time during the Naval and Air Phase, the German player may remove any docked* U-boat(s) from the map (i.e., from port) - returning the U-boat(s) to the force pool - and then replace each U-boat chit with one tactical submarine chit (i.e., a one-for-one conversion). Tactical submarine chits may be retrieved from the German counter-mix (i.e., even if not yet available in the force pool, or if previously sunk), although the German player may never have - on the map - more tactical submarine chits than exists in an Advanced-ETO game (i.e., a maximum of 7). Furthermore, when replacing any U-boat with a tactical submarine chit, the German player must always select a **2-6-22** tactical submarine chit before any **2-6-23** chit. If all of the available 2-6-22 chits are currently in play, then the German player may replace a particular U-boat with a **2-6-23** tactical submarine chit.

**Spanish ports, if Spain is an Axis-supporting neutral, are not eligible ports for purposes of this rule.*

NOTE: A depleted U-boat may be converted to a depleted tactical submarine chit only.

A player need not convert a U-boat into a tactical submarine chit as a naval movement option, but may simply do so at any time, and may even move a *just-converted* tactical submarine chit immediately thereafter (if otherwise eligible) as a normal friendly naval movement option.

Tactical submarine chits may **not** ever be converted into U-boats, even if after being converted from U-boats.