

34. NAVAL COMBAT. (V 00.11.25)

Naval combat is initiated between a naval group and enemy naval groups or coast defences, as described in Rule ????. Once naval combat begins, all other naval activities cease until the naval combat is resolved. At this point the moving naval group may continue to move or expend MPs in the hex.

34.A. ORDER OF COMBAT.

If a naval group initiates more than one naval combat at the same time, resolve all initiated naval combat in the following order:

First: Submarine Naval Combat:

- 1) Between the moving group and any enemy submarine naval group in the moving group's hex.
- 2) Between the moving group and any enemy submarine naval group (moving player's choice) in any one adjacent hex. Repeat this step until all submarine naval combat with adjacent enemy groups is resolved.

Second: Surface Naval Combat:

- 1) Between the moving group and any appropriate enemy naval group in the moving groups hex.
- 2) Between the moving group and any appropriate enemy naval group (moving player's choice) in any one adjacent hex. Repeat this step until all surface naval combat with adjacent enemy groups is resolved.
- 3) Between the moving group and any enemy coast defences in the moving groups hex.
- 4) Between the moving group and any enemy CD (moving player's choice) in any one adjacent hex. Repeat this step until all surface naval combat with adjacent CDs is resolved.

34.B. SUBMARINE NAVAL COMBAT.

In submarine naval combat, task forces and carrier groups use their submarine warfare strengths to fire upon enemy submarine naval units; and submarine squadrons use their submarine warfare strengths to fire upon enemy naval units.

SSs, CGs, and TFs have submarine warfare strengths (Rule ???). Increase the submarine warfare strength of a CG by 4 for each operative air unit with a printed tactical bombing strength of 1 or greater based on the CG. Submarine warfare strengths are halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

A naval unit that may fire its submarine warfare strength in submarine naval combat is not required to do so. In each round, the owning player decides if it will fire or not. If a naval unit does not fire, its submarine warfare strength is ignored for the round.

34.B.1. PRE-COMBAT DISENGAGEMENT.

Once submarine naval combat is initiated, the submarine naval group involved in the combat may attempt to disengage, before the combat is resolved. Follow the procedure of the disengagement rule (Rule ??? below), with the submarine naval groups attempting to disengage and the other group not attempting to disengage.

34.B.2. COMBAT RESOLUTION.

Submarine naval combat is resolved in a series of rounds. A naval unit may fire its submarine warfare strength no more than once per round. Follow these steps to resolve the combat.

34.B.2.a. CGs ATTACK SSs STEP.

Only CGs may fire in this step. The player with the CGs may make as many firing attacks on the enemy as his total submarine strength. *For example, a player with 4 submarine warfare strength points may make one 4-point attack, four 1-point attacks, or any combination of 1-, 2-, and 3-point attacks he desires, so long as the total submarine warfare strength he fires does not exceed 4.* The target of each fire is an enemy SS. A naval unit may be the target of more than one fire.

For each fire, the firing player consults the NAVAL GUNNERY TABLE, as appropriate. Roll one die, modify the roll as indicated on the table, and note the result.

After all firing attacks have been made, implement the results. Results are covered in section B3 below.

34.B.2.b. SS VERSUS TF STEP.

Only SSs and TFs may fire in this step. Each player fires on the enemy with his submarine warfare strength. A player may make as many firing attacks on the enemy as his total submarine strength allows. The target of each fire is an enemy TF or SS. A naval unit may be the target of more than one fire.

Resolve the fire and implement its results as in step (a), except that implementation takes place after both players have fired.

34.B.2.c. SSs ATTACK CGs/LCs/NTS STEP.

Submarine warfare strength of SSs (only) that survived step a may attack any enemy CG, LC, or NT naval units. *Note: CGs may not fire in this step.* A player may make as many firing attacks as his surviving submarine warfare strength allows. The target of each fire must be an enemy CG, LC, or NT naval unit. A naval unit may be the target of more than one fire.

Submarine warfare strength firing on NTS or LCs is tripled.

Resolve the fire and implement its results as in step (a), except that implementation takes place after both players have fired.

34.B.2.d. FINAL STEP.

If either player has no forces remaining in submarine naval combat (such as having all the naval units of his naval group sunk), then naval combat ends. If both players have forces remaining, but one player decides to disengage (see Rule ??? below), then proceed with disengagement. Otherwise, begin another round of submarine naval combat, per step (a).

34.C. SURFACE NAVAL COMBAT.

In surface naval combat, task forces and coast defences use their gunnery strengths to fire upon enemy naval units and coast defences.

TF's and CGs have gunnery strengths (per Rule ???). The gunnery strength of naval units is halved in rough sea conditions and quartered in stormy sea conditions. (Round fractions down.)

A CD has a gunnery strength equal to its level. Its gunnery strength is halved (round fractions down) when firing at naval units in adjacent hexes. *Note: it is not halved when firing at naval units in its own hex.* Sea conditions do not affect CDs' gunnery strengths.

A naval unit that may fire its gunnery strength in surface naval combat is not required to do so. In each round, the owning player decides if it will fire or not. If a naval unit does not fire, its gunnery strength is ignored for the round.

34.C.1. NAVAL COMBAT PREPARATION.

For each player with a naval group in surface naval combat, the player separates that group's naval units into two groupings:

- a) **The Main Body:** The player must place the NTS, LCs, LBs, and CGs in the main body. He may (but is not required to) place TFs in the main body.
- b) **The Task Force Body:** The player may (but is not required to) place TFs in the TF body. *Note: Each TF must be placed in either the main body or TF body, owing players choice.*

34.C.2. COMBAT BETWEEN NAVAL UNITS.

Combat between naval units is resolved in a series of rounds. A naval unit may fire its gunnery strength no more than once per round. Follow these steps to resolve the combat.

34.C.2.a. GUNNERY ALLOCATION STEP.

Each player totals the gunnery strength of the TFs in his TF body. (TFs in the main body are ignored.) Both players simultaneously allocate their TF gunnery strengths into two groupings: those (the engaging group) that will attack the enemy TF body and those (the bypassing group) that will attempt to bypass the enemy TF body and attack the enemy main body. *Note: The owning player may divide a TF's gunnery strength between these two tasks. For example, a player with 4 gunnery strength points could allocate 2 points to attack the TF body and 2 points to attack the main body.*

Compare the gunnery strengths allocated to each engaging group. If a player has more gunnery strength points allocated to this task than his opponent, the player may (but is not required to) reallocate it against the enemy bypassing group. All other gunnery strengths of each engaging group fire on the enemy engaging group.

If a player has three times the gunnery strength points allocated to this task than his opponent, the player may (but is not required to) reallocate the excess against the enemy main body.

34.C.2.b. ENGAGING GROUP FIRING STEP.

Each player fires on the enemy TF body with the gunnery strength he allocated to his engaging group. All gunnery strength with the same die modifier is combined when firing.

For each fire, the firing player consults the BOMBING/NAVAL GUNNERY TABLE, as appropriate; roll one, die, modify the roll as indicated on the table, and note the result.

After both players have fired in this step, implement the results. Results are covered in section C4 below.

34.C.2.c. BYPASS FIRING STEP.

If a player allocates gunnery strength against an enemy bypassing group in step (a), double that strength, which now fires on the bypassing group. Gunnery strength of the bypassing group cannot fire in this step.

A player may make as many firing attacks on the enemy bypassing group as his allocated gunnery strength allows. The target of each fire is a naval unit in the enemy TF body. A naval unit may be the target of more than one fire.

Resolve the fire as in step b, and implement the results. In addition to the standard hit result (see section C4 below), a hit on a naval unit also reduces by 1 the gunnery strength, as appropriate of the enemy bypassing group. *For example, an enemy bypassing group of 5 gunnery strength points receives three hits in this step. The TFs in the enemy TF body receive 3 hits of damage (per the standard hit result), and the bypassing group has its gunnery strength reduced to 2 points.*

34.C.2.d. MAIN BODY FIRING STEP.

A bypassing groups gunnery strength that survived step © may attack the enemy main body. The gunnery strength of TFs and CGs in the main body may fire on the bypassing group. *Note: The NTS and LCs have no gunnery strength.* A player may make as many firing attacks as his allocated gunnery strength allows. The target of each fire must be an enemy naval unit in the main body (for the player with the bypassing group) or in the TF body (for the player with the main body). A naval unit may be the target of more than one fire.

Double all gunnery strength (in excess of the enemies main body TF strength) firing on NTS, LCs, or LBs (but not TFs or CGs).

Resolve the fire and implement its results as in step (b).

34.C.2.e. FINAL STEP.

If either player has no forces remaining in surface naval combat (such as having all the naval units of his naval group sunk), then naval combat ends. If both players have forces remaining, but one player decides to disengage (see Rule ??? below), then proceed with disengagement. Otherwise, begin another round of surface naval combat, per step (a).

34.C.3. COMBAT BETWEEN NAVAL UNITS & CDs.

Combat between naval units and CDs is resolved in a single round unless activated again by a MP expenditure of the naval units. Follow the steps listed above (preparation and resolution) and below to resolve the combat between the naval player (the player with the naval units) and the CD player (the player with the coast defences).

CD fire into a hex where a night combat is occurring (for any reason) is also done at night.

34.C.3.a. GUNNERY ALLOCATION STEP.

The naval player totals the gunnery strength of the TFs in his TF body. *Note: TFs in the main body are ignored.* The CD player allocates his gunnery strength into two groups: the general group and the reserve group.

34.C.3.b. TF VERSUS CD FIRING STEP.

The CD player fires on the enemy TF body with the gunnery strength of his general group; its targets are any TFs in the enemy TF body. The gunnery strength of the reserve group does not fire in this step. The naval player fires on the enemy CD with the gunnery strength of his escort body; its

targets are any CD strength points in the hex. *Note: The naval player is not required to fire on the general group, but may instead fire on non-firing CD strength points of the reserve group, but with an adverse modifier as given on the NAVAL GUNNERY TABLE.*

A player may make as many firing attacks on eligible enemy targets as his gunnery strength allows. For each fire, the firing player consults the NAVAL GUNNERY TABLE. Roll one die, modify the roll as indicated on the table, and note the result.

After both players have fired in this step, implement the results. Results are covered in section C4 below.

34.C.3.c. CD VERSUS MAIN BODY STEP.

The CD player fires on the enemy main body with the surviving gunnery strengths of his general and reserve groups; their targets are any naval units in the enemy main body. Reserve gunnery strength points (only) firing on NTS or LCs are tripled. The naval player cannot fire in this step.

Resolve the naval combat and implement its results as in step (b).

34.C.3.d. MAIN BODY VERSUS CD STEP.

The naval player fires on the enemy CD with the gunnery strength of his main body; its targets are any CD strength points in the hex.

At the end of this step, combat between the naval units and coast defences is over. The naval units can now spend their remaining MPs in any manner they wish.

34.C.4. NAVAL COMBAT RESULTS.

Results are the same as in submarine naval combat (Rule ???) with the addition that if the target of the fire is a CD, it takes one hit of damage for every two firing hits it receives.

34.D. DISENGAGEMENT.

Naval combat does not end until at least one player has successfully disengaged.

At the end of a round of naval combat between naval units, both players simultaneously announce if they will attempt to disengage:

- 1) If neither player attempts to disengage, another round of naval combat occurs. The moving player must expend one MP.
- 2) If both players attempt to disengage, disengagement is automatic. Both players's naval groups are disengaging.
- 3) If only one player attempts to disengage, each player rolls a die, modifying his roll as shown on the DISENGAGEMENT SUMMARY. If the roll of the player attempting to disengage is higher than the roll of the other player, his attempt succeeds. His naval group is disengaging. If the player's disengagement attempt fails, another round of naval combat occurs. *Note: All ties are rerolled.*

Table 1 Disengagement Summary

DISENGAGEMENT SUMMARY	
Procedure: Both players roll a d6. High roll prevails (reroll all ties).	
Disengager Modifiers (Cumulative):	
+3	Any submarine naval group.
+2	At night.
+2	During stormy sea conditions.
+1	During rough sea conditions.
+1	If in a coastal hex.
+1	For each consecutive round that disengagement is attempted.
-1	Any type B, BB, BD, or CD in the naval group attempting to disengage. All TFs with a strength of 5 or more are assumed to have one of these types.
-2	Any LC or NT in the naval group attempting to disengage.
-3	Any LB in the naval group attempting to disengage.

34.D.1. DISENGAGEMENT MOVEMENT.

A disengaging naval group immediately moves, per the rules of naval movement. If a non-phasing group disengages, it makes a reaction movement, with a movement allowance of 15 MPs (or half its movement allowance), per the reaction movement rules. Place a "-1 Step" marker on the naval unit or increase the current level of the marker by one. At the start of its next naval movement step in the enemy player-turn, it may remove the marker and is counted as having moved for that step. If its next naval movement step occurs in a friendly player-turn, it must remove the marker.

If a phasing group disengages, it resumes (or begins) its naval movement in the current naval movement step. If both sides disengage at the same time, the non-phasing group moves first. *Note: A disengaging naval group could subsequently initiate combat during its move.*

Note: Disengaging naval groups suffer normally from danger zone contact (Rule ???) and fire from CDs (Rule ???).

34.D.2. RESTRICTIONS.

The only special restrictions on a disengaging naval group are:

- a) It must, if it has sufficient MPs remaining, immediately either move from the hex it occupies or enter port if there is a friendly-owned port in its hex.
- b) If it initiated combat by putting to sea from a blockaded port, it must return to that port and end its movement there for the current movement step.



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