

War at Sea

Update and Clarifications

January 30, 2012



Miniatures Game Rules

Setting Up

Step 1: Neutral units can be included in any fleet unless historical restrictions are in play; in that case, neutral units can't be used by any fleet.

Step 4: The first player selects either side of the map on which to deploy his fleet. Ignore the Player 1 and Player 2 setup area designations on the battle zone diagrams on pages 5 and 6.

If Aircraft are set up in the same sector as a Carrier, place them either on the Carrier model or touching it to indicate that they are based on that Carrier. The basing capacity of the Carrier must be observed. Also place a card matching each Aircraft unit beneath that Carrier's card. These cards remain stacked with the Carrier's card until the Air Return phase; see Air Return Phase, below.

If your fleet contains more ships than can legally stack in your deployment area, you can "overstack" sectors. Ships must be spread as evenly as possible; no sector can contain three ships until every sector contains at least two, no sector can contain four until all contain at least three, and so on. By the end of your first Sea Movement phase, all of your ships must be positioned legally according to the stacking rules.

How to Win

Points can be scored in a third way: If your enemy has no Ships remaining in play, you score bonus points equal to the value of an objective marker in the scenario you're playing. Ignore Torpedo Boats. They don't count as Ships remaining in play for this victory condition. Victory is determined only at the end of the turn, not at the instant when a player reaches 150 victory points.

Initiative Phase

Use your entire initiative bonus from flagships and special abilities when resolving ties.

Sequence of Play

C. Air Mission Phase

Replace the existing Air Mission phase sequence with the following sequence.

First player places one Aircraft unit.

Second player places one Aircraft unit.

Continue alternating placement until both players have assigned all their air missions.

Aircraft can be placed in any sector on the battle map or on the land airbase. Once an air mission is assigned to the land airbase, however, all of that player's remaining air missions are automatically sent to the land airbase. The land airbase stacking limit still applies. Aircraft cannot remain on or be assigned to Carriers (although they can be assigned to a sector containing a Carrier).

Aircraft that are placed on the land airbase as their air mission do not receive rearming counters and are available for missions on the next turn.

Aircraft assigned to strafing missions must be indicated during this phase.

E. Air Attack Phase

An aircraft can attack only once per turn (unless a special ability states otherwise).

Aircraft can make Gunnery attacks against Ships only if they were committed to a Strafing mission during the Air Mission phase.

When you place an Aircraft in the Air Mission phase, you must announce whether it is Strafing. To indicate this, place the Aircraft so its base straddles the bow or stern of the ship being strafed, or place some other type of marker.

A Strafing Aircraft suffers a -2 penalty to Armor and Vital Armor.

A Strafing Aircraft cannot use its Escort special ability.

An Aircraft that isn't Strafing can't use its Gunnery value in the Air Attack phase.

H. Air Return Phase

When Aircraft return to a Carrier, place them in the same sector as the Carrier and either on the Carrier model or touching it. Also place a card matching each Aircraft unit beneath that Carrier's card. Those cards remain stacked with the Carrier's card until the Air Return phase of the next turn, when they can be rearranged by returning Aircraft to different Carriers or to the land air base. If a Carrier is destroyed, one Aircraft unit matching each card stacked with that Carrier may also be destroyed; see Destroyed Carriers, below.

During the Air Return Phase, Aircraft based on Carriers can exceed the normal sector stacking limit of four Aircraft but must comply with the Carriers' basing limits.

I. End of Turn

Change "If your opponent has no Ships remaining in play other than Torpedo Boats" to "If your opponent has no Ships remaining in play other than Ships with No Sea Control."

Movement and Position

Stacking

During the Air Return Phase, Aircraft based on Carriers can exceed the normal sector stacking limit of four Aircraft but must comply with the Carriers' basing limits.

Battle Map Features

Squalls: Squall rules are included for historical or player-designed scenarios. They never appear in the Standard, Convoy, or Major Engagement scenarios.

Advanced Air Movement (Optional Rule)

Instead of just placing air units they have a movement range and fly across the map in continuous flight from the start point to the target and back.

Air units do not have to land each turn, but can remain in flight from one turn to the next.

Air units move a number of sectors equal or less than their max movement range.

Air Unit Range Chart

Allied Air Unit	Air Mission Move	Air Return Move	Axis Air Unit	Air Mission Move	Air Return Move
B-239 Buffalo	9	9	Ju 87B Stuka	9	9
V-156F Vindicator	7	7	Bf109	12	11
D.520	10	10	FW 200 Kondor	7	6
IL-2M Sturmovik	8	7	Ju 88A-4	7	6
LL Hurricane Mk. II	10	10	Fi 167	6	5
Barracuda Mk. II	7	6	Ju-87 R2 Ricchiattelli	11	10
Beaufighter TF Mk. X	9	9	C.202 Folgore	11	10
Martlet Mk. II	9	8	Re. 2001 CB	10	9
Sea Hurricane Mk. II	10	10	SM.79 Sparviero	8	8
Halifax GR Mk. V	8	8	Z.506B Airone	6	6
Sunderland Mk. I	6	6	A6M2-N 'Rufe'	10	10
Swordfish Mk. I	4	4	D3A 'Val'	8	7
Swordfish Mk. II	4	4	D4Y1 'Judy'	10	10
SB2C Helldiver	9	8	A6M2 'Zeke'	10	10
SBD Dauntless	8	7	A6M2 Zero Kamikaze	10	10
F4F Wildcat	9	9	A6M5 'Zeke'	10	10
F4U-1D Corsair	13	13	Elite A6M2 Zero	10	10
F6F-3 Hellcat	12	11	N1K1-J 'George'	12	12
P-40E Warhawk	8	7	G4M 'Betty'	6	5
USMC F4U-1A	13	13	G4M1 'Betty'	6	5
B-24D Liberator	9	8	H8K1 Type 2 'Emily'	9	8
B-25H Mitchell	8	8	B5N2 'Kate'	7	6
PBY Black Cat	6	5	B5N2 Type 97	7	6

Allied Air Unit	Air Mission Move	Air Return Move	Axis Air Unit	Air Mission Move	Air Return Move
PBY Catalina	6	5	B6N2 "Jill"	9	8
TBD Devastator	6	6	E8N "Dave"***	5	5
TBF Avenger	8	8			
TBF-1 Avenger	8	8			

**Formula used to determine number of sectors an air unit can move per phase:*

(Planes max MPH/12) x (1760) = (yds/air movement phase) / 5000yds = sectors per phase

*** The values for the E8N Dave are used for the aircraft on board the Chitose and the Ise.*

Planes are not required to return to an airbase/carrier to re-arm until they actually make an attack. For bombers and Torpedo planes this includes attacking a ship, submarine or airbase. For fighters this would involve being engaged in an air defense attack or strafing. Once this occurs the planes are considered to have dropped their payload/expended ammunition and must return to an airbase/carrier to re-arm.

Sinking Aircraft Carriers

Since planes are now either in flight or re-arming a die roll is no longer used to determine if planes are lost when a carrier is sunk. When a carrier is sunk all planes that are on board are immediately lost as well.

Attack and Defense

Ships: If a ship has more than one attack, you can attack different targets with each.

Facing (optional rule)

Ships and submarines have arcs of fire: Ahead, Astern, Broadside. These basically correspond to shooting "out" of the sector in front of you, behind you, or your port or starboard. Submarines can't make Broadside torpedo attacks.

Ahead or Astern Gunnery attacks take a penalty of -1 per die. This represents the reduced volume of fire from a limited number of guns bearing dead ahead or dead astern.

The *HMS Rodney* and *Richelieu* gain a negative special ability to the effect of "no Astern Main Gunnery attacks allowed." *Richelieu* also gets a special for "no penalty for Ahead Main Gunnery attacks."

Torpedo Attacks in the Surface Attack Phase

Ships resolve their Torpedo attacks in the Surface Attack phase. The Torpedo Attack phase is now the Submarine Attack phase. During the Surface Attack phase, each Ship can attack one of the following target types:

Submarine: Make an ASW attack against a Local enemy Submarine.

Ships: Make Gunnery and Torpedo attacks against enemy Ships in range. A Ship can make both Gunnery and Torpedo attacks in the same phase. You can attack different targets with each attack. If your ship has multiple batteries, each battery may fire one time. A Ship can't, however, make an ASW attack in the same phase it makes Gunnery or

Torpedo attacks, and vice versa.

Less Devastating Vital Armor Hits (Optional Rule)

Instead of automatically killing a ship a Vital Armor Hit does an additional 1d6 Hull damage.

Torpedo Attacks in the Submarine Attack Phase

During the Submarine Attack phase, each Submarine can make one Torpedo attack against an enemy Ship in range (or a local enemy Submarine, if the attacking Submarine has the Submerged Shot special ability).

Resolving Torpedo Attacks

Certain conditions (crippled status, ASW threat) can reduce a unit's torpedo attack value. If a unit's torpedo attack value is reduced to 0 or less after all bonuses and penalties are totaled, then the unit is still allowed to attack with a value of 1.

Scenarios

Winning the Major Engagement Scenario: In a major engagement scenario, you get points equal to the value of an objective marker when the enemy has no ships remaining.

Advanced Rules

ASW Threat

The presence of ASW Ships and Aircraft interferes with a Submarine's ability to attack. A Submarine takes a -1 die penalty to Torpedo attacks (to a minimum of 1 die)* for each of the following:

Each enemy Aircraft that makes an ASW attack against the Submarine during the Air Attack phase (place the Aircraft so its base straddles the targeted Submarine or use a marker to keep track of Aircraft attacks);

Each enemy Ship with an ASW value of 1 or better that is local or adjacent to the Submarine during the Submarine Attack phase.

ASW threats stack; if you have several destroyers nearby, you can reduce a Submarine's attack to 0 dice or less. Special abilities apply normally, however, and abilities such as Wolfpack or Destroyer Killer may offset some of the ASW Threat attack penalty. Even if a Submarine's Torpedo attack rating is reduced to 0 or less after all penalties and bonuses are assessed, its Torpedo attack is always a minimum of 1 die.

* The ASW Threat penalty reduces the submarine's number of torpedo attack dice; it is not a penalty applied to each die.

Small Ship Evasion

Destroyers and Torpedo Boats are naturally evasive and hard to hit.

Extended Range: Destroyers and Torpedo Boats are immune to Gunnery attacks at range 4 or greater.

Battleship Main Batteries: Battleship main battery attacks take a penalty of -2 per attack die against Destroyers and Torpedo Boats (they hit only on 6, but 6 still counts as 2 hits). This penalty overlaps (does not stack) with similar penalties such as Crippled. Use the worst penalty that applies.

Torpedoes: Torpedo attacks can't hit Torpedo Boats. **(Optional)** Destroyers take half damage (round up) from torpedoes. Larger ships can dodge torpedoes taking half damage (round up) by giving up their movement the next round but must change their facing. Destroyers may still attempt a dodge taking $\times \frac{1}{4}$ damage but the final damage is still rounded up.

Line of Sight

Units in the Island's Sector: Some units can enter island sectors. A unit in an island sector has its line of sight out of the sector blocked and therefore can't attack units outside of that sector. Likewise, units that are inside an island sector can't be attacked by units that are not in that island sector. A unit in an island sector can attack other units in the same sector if it has the appropriate attack type.

Aircraft and Airbases

Carriers

Destroyed Carriers: If your carrier is destroyed, you may lose Aircraft units, too. Select one of your Aircraft units matching each of the cards stacked with that carrier. You can't choose an Aircraft unit more than once, and you can't choose an Aircraft unit that is on the land airbase. If no Aircraft of the type matching a particular card remains in play, then no Aircraft is chosen to be lost for that card. You can choose aborted Aircraft. Roll a die for each unit you choose. On a 1, that unit goes down with the Ship and is destroyed at the end of the phase (giving your opponent points for those Aircraft). Otherwise, Aircraft remain in play when the Carrier is lost and return to your land airbase or to another Carrier during the Air Return phase. (This rule is not used with the Advance Air Movement Rules).

Effects of Damage

Aborted

Aborted is a special type of damage. As soon as the aborted counter is placed, that Aircraft is immune to any further combat results. In all other ways, however, it functions normally until the end of the Air Defense phase. It can attack (if it hasn't already) during

the Air Defense phase but not during any later phase. See also Draw the CAP under Special Abilities.

When an air unit is aborted as the result of an air defense roll an aborted marker is placed on it. The air unit is forced to retreat one sector from the direction in which it came. It is as if the air group was prevented from entering the sector as a result of being disrupted by enemy fire. The air group still retains its payload and remains in flight. As a result of being aborted the air unit must remain in the sector during the next air phase and cannot move while it regroups. After that the aborted marker is removed and the air unit can move normally.

Damaging/destroying an airbase

Airbases can be attacked by bombing or strafing. Each airbase is usually assigned an armor value and hit point value (hull points). A typical airbase would look something like this:

Air Units: 5, **Vital Armor:** 14, **Armor:** 4, **Hit Points:** 6, **Main Gun:** 4/4/3/-, **AA:** 5, **Cost:** 25 if on board (free if not, but loses Main Gun attack, is immune to all but bomb or strafe attacks, and any planes automatically have their rearming tokens removed when they land).

When an attack totals or exceeds the armor value 1 pt. of damage is done. When damage equals or exceeds $\frac{1}{2}$ of the airbases hit points or vital armor it is deemed inoperable and air groups cannot land or take off. When the hit points are equaled or exceeded the airbase is destroyed and all planes on the ground are destroyed.

Repairing an airbase

On every turn that a damaged air base is not attacked (successfully or not) and no planes land or take off 1 point of damage can be restored to the base up to the original value. For example if the above airbase had been bombed and reduced by two and then not attacked for two turns after one point of damage could be restored each turn for a total of two hit points as long as no air units landed or took off from the airbase. This puts the pressure on the attacker to maintain pressure until the airbase is put out of commission.

Crippled

Crippled flagships don't add their flagship bonus to the initiative roll.

A crippled Ship or Submarine rolls one less attack die when making Torpedo attacks, if they have one (to a minimum of one). If that Ship or Submarine has a special ability that grants a bonus Torpedo attack die in certain conditions, then they still get that bonus die (two dice) when attacking under those conditions.

Convoy Scenario

Fleets: The player escorting the convoy has 100 points to build a fleet, as described in the Standard Scenario. In addition, he receives 5 convoy Ships at no point cost. The player intercepting the convoy has 80 points to build a fleet.

Major Engagement Scenario

Stacking Limits: In a 500-point game, you may have up to 5 friendly Aircraft in the same sector.

Winning the Major Engagement Scenario: You win the major engagement scenario when you score 300 points (for a 200-point scenario), 450 points (for a 300-point scenario), or 750 points (for a 500-point scenario). The value of each objective marker increases to 100 points, 150 points, or 250 points, respectively.

Historical Fleet Restrictions

Ships with Class Limitations: Only classes numbering four or fewer individual vessels are noted here. The number of ships in the class is noted in parenthesis. If you're following the historical limits, don't include more than that number of that class in your fleet. For example, the Bismarck class limit is 2. That means your fleet can include any two Bismarck-class ships, so you can build a fleet with two Bismarck, two Tirpitz, or one Bismarck and one Tirpitz. You may include as many as you like of ships not on this list.

Germany

Admiral Hipper (3)
Bismarck, Tirpitz (2)
Graf Spee, Admiral Scheer (3)
Graf Zeppelin (1)
Kln, Karlsruhe (3)
Scharnhorst (2)

Japan

Akagi (1)
Jintsu (3)
Myoko, Nachi (4)
Kongo, Haruna (4)
Shoho (2)
Shokaku, Zuikaku (2)
Tone (2)
Yahagi (4)
Yamashiro (2)
Yamato, Musashi (2)

Italy

Bolzano (1)

Duca D'Aosta, Eugenio di Savoia (2)
Giulio Cesare (2)
Vittorio Veneto, Littorio (3)
Zara (4)

Australia

Sydney (3)

France

Before the occupation France would have had the combined fleet of Free and Vichy France (q.v.) except for the Flower and River class destroyers.

Free France

Algerie (1)
Bearn (1). The Free French never used it.
Casabianca (2)
Colbert (1)
Dunkerque (2)
Jean Bart (1)
Le Terrible (1)
Richelieu (1)

Note: Though not in as limited numbers, they also had several Flower (9) and River class (6) Destroyers (represented by the HMCS Sackville and HMS Swale respectively) given by to them by the British Government, as well as MTBs.

Netherlands

De Ruyter (1)

United Kingdom

Ark Royal (1)
Exeter (2)
Hood (1)
Illustrious (4)
Rodney (2)

United States

Enterprise, Yorktown (3)
Iowa, Missouri (4)
Massachusetts (4)
Salt Lake City (2)
Saratoga (2)
Tennessee, California (2)
Washington (2)

Vichy France

Algerie (1)

Bearn (1). If the Bearn had not been held at Martinique it would have been a Vichy ship and would have given Helldivers and a small number of Buffaloes to the axis.

Colbert (1)

Dunkerque (1)

Glorie (3)

Lamotte-Piquett (1)

Jean Bart (1)

Le Terrible (2)

Milan (4)

Provence (1)

Richelieu (1)

Strasbourg (1)

Suffern (2)

Note: Though not in as limited numbers they had 7 Casabianca class submarines

Darkness

Many surface engagements in all theaters took place at night. Fighting at night presented fleet commanders with a variety of difficult challenges. The following rules for fighting in conditions of darkness are presented for use in constructing your own scenarios. They generally aren't used in the Standard, Convoy, or Major Engagement scenarios.

Air Mission Phase: You must make a search check each time you place an air unit. To make a search check, roll a die:

Patrol bomber: Search succeeds on 3+

All other aircraft: Search succeeds on 5+

If the search check succeeds, place the unit normally. If the search fails, you must place the unit with an Aborted marker. Aircraft with Aborted markers don't even find their targets, and begin the Air Defense phase already aborted. They can't attack or be attacked this turn.

A6M2-N "Rufe" squadrons and aircraft squadrons that are brought into play temporarily by special abilities such as Seaplane Detachments and Fly-off Strike make search checks as "all other aircraft" (search succeeds on 5+).

Air Defense Phase: All Ships and Aircraft take a -1 penalty per die on Antiair attacks. Aircraft that were aborted by failing their search checks in the Air Mission phase can't be fired at.

Air Attack Phase: All Aircraft take a -1 penalty per die on Gunnery, Bomb, and ASW attacks, and a -1 die penalty on Torpedo attacks.

Surface Attack Phase: Darkness affects Ship attacks as follows:

Gunnery attacks of range 4 or greater are prohibited.

Gunnery attacks against targets at range 1, 2, or 3 take a -1 penalty per die. However, this

penalty does not apply if the target of the Gunnery attack was already damaged at the beginning of this phase or if the attacking ship has the Night Fighter, Improved Radar, or Radar Fire Control special abilities.

Torpedo attacks are not penalized.

Ships that have the Night Fighter special ability also ignore the penalty for making gunnery attacks at range 1, 2, or 3.

Air Return Phase: All fighters, dive bombers, and torpedo bombers returning to a carrier or to your land airbase must make a recovery check. Roll a die: On a roll of 1, the unit is destroyed. Patrol bombers do not need to make recovery checks.

Units with the Sea Basing special ability don't need to make recovery checks when returning to base. *Chitose's* Sea Plane Detachments do need to make recovery checks.

Using Darkness Rules in the Standard, Convoy, or Major Engagement Scenarios:

We recommend specifying the darkness conditions for your game or tournament before you construct your fleet. Choose one of the following:

Daylight: The battle takes place in normal conditions.

Night: The battle takes place in Darkness conditions.

Twilight: Flip a coin. On heads, the battle begins in normal conditions and changes to Darkness conditions at the beginning of Turn 4. On tails, the battle begins in Darkness conditions and changes to normal conditions at the beginning of Turn 4.

Random Determination (optional): If you and your opponent want a little more uncertainty in your game, you may determine the time of day randomly. This presents a real challenge for fleet construction, since fleets lacking in air cover or air defense may be dangerously exposed in day battles while fleets built around carriers and air units are almost useless at night.

Roll a die after you select the battle zone: 1-3=Daylight; 4=Twilight; 5-6=Night.

Weather

Rain, squalls, fog, and other such weather conditions played an important part in many engagements.

Determining Weather: If you and your opponent agree to include the possibility of weather conditions in your scenario, roll a die after you select the battle zone. On a roll of 1-3, the battle takes place under clear conditions. On a 4, place 1 squall marker; on a 5, place 2 squall markers; on a 6, place 3 squall markers.

Squall Cards: You'll need a card or other marker to indicate the location of squalls. For convenience, mark your squall card 1 to 6 around its perimeter, so that each number clearly corresponds to an adjoining sector-side. This will make it easy to determine the squall's drift each turn.

Placing Weather: The first squall marker you place goes in one of the two center sectors

of the middle row of the battle map. The second squall goes in the other center sector. The third squall goes on one of the two end sectors in the middle row (flip a coin to determine which).

Effects of Weather: Squalls fill their sector and have the effect described under the Line of Sight rules.

Changing Weather: During each End of Turn phase, roll one die for each squall currently on the map. The squall moves 1 sector in the direction indicated (see Squall Cards, above). If the squall's movement would carry it off the map, it instead "rebounds" and moves 1 sector in the exact opposite direction.

Long-Distance Battles

Rearming Aboard Carriers: The special abilities of aircraft rearming aboard carriers don't apply during the turn of rearming.

Special Abilities

One Additional Movement per Turn: The limit applies to all additional movement, regardless of whether the special ability is on the moving unit's card or another unit's card. It also applies to movement which occurs after deployment but before the first turn.

Airfield Strike: The special abilities of enemy aircraft at the land airbase don't apply during the attack.

ASW Pinpointer: The bonus does not apply to ASW attacks made by this unit.

Close Escort: This special ability lets you place one more ship in the sector than the number allowed by the stacking limit of the scenario.

Disguise: The presence of any other ship in the same sector, even another ship with this special ability, triggers the end of this benefit.

Draw the CAP: As soon as a destroyed or aborted counter is placed on this Aircraft, enemy fighters are no longer required to attack it. Enemy fighters in the sector that have not yet made an antiair attack are free to select their targets normally.

Fighter Director: Aircraft are redirected at the end of the Air Defense phase. Only a non-aborted Fighter can be redirected. If both players have Aircraft that can benefit from Fighter Director, they alternate their placements and attacks, with the First Player acting first. Each redirected Aircraft is repositioned and attacks before the next Aircraft is repositioned.

Fly-off Strike, Scoutplane Attack, Seaplane Detachments: You do not need to declare the aircraft unit's type when it is placed during the Air Mission phase, but the unit can use only one attack type per turn. It cannot use or be affected by special abilities that list a specific unit type. The air unit is lost if its parent ship is destroyed.

Great Agility, Nimble: The correct wording should be, "... when an enemy Fighter rolls successes exactly equal to this unit's Vital Armor and would destroy it ..." Use the adjusted Vital Armor value if it is reduced by strafing or another condition.

Guard Ship: If the unit is set up outside your ship deployment area, it must still be in your submarine deployment area.

Harass from a Distance: When this unit makes a range-1 attack, it can't benefit from the Expert Torpedoes or Scout Planes special abilities.

Hi-Level Bomber: Whenever this unit makes a Bomb attack, it scores successes on 6s only. This unit can't attack Destroyers or Torpedo Boats with Bomb attacks.

High-Speed Run: This special ability prohibits only the ship that is using High-Speed Run from claiming an objective that turn. Other ships in the player's fleet can claim objectives.

Kamikaze Attack: The 10-dice Bomb attack is a Range 0 attack.

Mines: Torpedo Defense and Torpedo Protection both work against this damage.

Lay Smoke Screen: A smoke screen takes effect from the moment it is created until the end of the next turn. A smoke screen provides concealment to all units in the sector, including Submarines and Aircraft.

Mission Selection: The unit's role for the turn limits the type of attack it can use that turn. As a fighter, it can use only its Antiair attack; as a torpedo bomber, it can use only its Torpedo or ASW attack; and as a dive bomber, it can use only its Bomb attack. The unit's role must be chosen when it's placed during the Air Mission phase.

Night Fighter: A reroll with this special ability is done before a target's concealment roll. This special ability negates the range penalty for surface attacks when the Darkness rules are in play but does not allow attacks beyond range 3.

No Sea Control: Units with this special ability cannot claim objectives, but they do prevent an opponent from claiming an objective by being in or adjacent to that objective.

Opening Salvo 1: The bonus die can be used once per game, not once per attack type.

Pinpointer, Shadowing: These special abilities can't be used while the aircraft is aborted.

Poor Facilities: Aircraft that are rearming aboard an aircraft carrier are lost automatically if that carrier is sunk.

Radar Solution: The bonus applies to the first Main Gunnery attack of the ship with the special ability. The correct wording should be, "The first time this unit makes a Main Gunnery attack ..."

Rescue Operations: This ability can be used in any sector where a friendly ship was destroyed. It can be used if a local ship has a face-down Destroyed counter.

Rugged: The correct wording should be, "... when an enemy unit rolls successes exactly equal to this unit's Vital Armor with an Antiair attack and would destroy it ..." Use the adjusted Vital Armor value if it is reduced by strafing or another condition.

Scout Planes: The bonus applies to all torpedo attacks from friendly units.

Secret Cargo, Tokyo Express: Both the island or coast and the unit with this special ability must be on your opponent's side of the map for you to score the 4 victory points.

Slow: A crippled Ship with speed 2 and the Slow 1 or Slow 2 special ability has its speed reduced to 0 for the turn by rolling a 1 (or 2) at the beginning of your Sea Movement phase.

Sneak Attack: The dice must total 10 or higher before adding initiative modifiers.

Split Fire: The restriction applies only to the ship using the special ability. The correct wording should be, "This unit can't make any other Gunnery attacks during the turn you use this ability."

Stuka Operations: This special ability overrides the Land Based special ability of the named Aircraft. *Graf Zeppelin* can base both the Ju87b Stuka and Ju87 R2 Picchiattelli.

Sub Hunter: The shift occurs at the end of the second player's Sea Movement step. The sector must be legally stacked after this unit shifts position.

Surprise Raid: The dice must total 10 or higher before adding initiative modifiers.

Veteran Pilot: When using this special ability, refer to the AA value printed on the target unit's card without any situational modifiers.

Wildcat Operations: This special ability applies regardless of whether the unit is in an Allies or Axis fleet.

Card Errata

A65M "Zeke": This unit's name should be A6M5 "Zeke." Great Agility is triggered when an enemy attack rolls successes exactly equal to the unit's vital armor, not 8. This unit should use the Aircraft main gunnery icon, not the Ship main gunnery icon.

F6F Hellcat: This unit's Vital Armor should be 9, not 10.

HMAS Canberra: The year should be 1939.

Italian Roundels: Some Italian stat cards have incorrect roundels. The correct arrangement of colors, inside-to-out, is red-white-green. Those showing green-white-red are also Italian units.

Martlet Mk. II: Rugged is triggered when an enemy attack rolls successes exactly equal to the unit's vital armor, not 8. This unit should use the Aircraft main gunnery icon, not the Ship main gunnery icon.

U-66: This unit's speed should be 1, not 2.

USS *Hoel*, USS *John C. Butler*, *Milan*, *T27*, *Shigure*: These units' Lay Smoke Screen ability should read as follows:

Lay Smoke Screen—Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

Väinämöinen: Coastal Deployment allows the unit to deploy adjacent to an island or coast sector on your side of the map.

Unit Clarifications

A6M2-N "Rufe": These units must observe stacking limits when returning to base (four aircraft squadrons per sector). If there are no coast or island sectors on your side of the map, then this unit uses any sector in your Ship Deployment Area as its base. Rufes must be placed during the Air Mission Phase; they cannot be sent to the land airbase or remain at their base (but can be placed "in the air" above an island base).

USS *Essex*: An aircraft unit that is returned to play by the Replenish Aircraft special ability need not have been previously based on *Essex*. The replaced squadron can be any destroyed aircraft unit, provided it can legally base on *Essex* when it returns to play. If the replaced unit is destroyed a second time, your opponent scores points for its destruction again.