

AXIS EMPIRES

ULTIMATE EDITION

SCHIFFSKRIEG MODULE RULES



TABLE OF CONTENTS

INTRODUCTION	3	§6. Reinforcements and Withdrawals	17	§11. SK Conditional Events	26
Rulebook Structure	3	§6.1 Ship Building	17	§11.1 Allied Minor Country Conquest	26
Module Components	3	§6.1.1 Ship Building Points (SBPs)	17	§11.2 Axis, Western or Soviet Minor Country Liberation	26
Counters	3	§6.1.2 Using SBPs	17	§11.3 Case Yellow	26
Counter Additions	4	§6.1.3 The Ship Building Track	18	§11.4 French Liberation	26
Player Aid Cards	4	§6.2 LBA Reorganization	18	§11.5 Mediterranean Fleet Release	26
Maps	4	*§6.3 Allied Withdrawals and Recalls	18	§11.6 Operation Avalanche	26
Sequence of Play Additions	4	*§6.3.1 Emergency Recall	18	§11.7 Ostland Accord	26
CORE MECHANICS	5	§7. Delay Procedure Changes	18	§11.8 Pacific Fleet Release	26
§1. Ship & LBA Basing	5	§7.1 Delay Box and Naval Warfare Delay Box	18	§11.9 Shipyard Loss	26
§1.1 Basing Limits	5	§7.2 Shipyard Delay Box	19	OPTIONAL RULES	27
§1.2 Rebasing	5	§8. Minor Country Navies	19	+§12. Additional Fortunes of War (FoW)	27
§1.3 Return to Base	5	@§8.1 Australia	19	+§12.1 Drawing SK FoW Cards	27
§1.4 Russian Basing Restrictions	6	@§8.2 Austria-Hungary	19	+§12.2 Using SK FoW Cards	27
©§1.5 Allied Transfer Between Maps	6	§8.3 Denmark-Norway	19	+§13. Air & Naval Luck	27
§2. Support Unit Placement Changes	6	§8.4 Finland	19	SCENARIO ADDITIONS	28
§2.1 Placement Procedure	6	@§8.5 France	19	TOTALER KRIEG ADDITIONS	28
§2.2 Scratch Defense Fleet Placement	7	§8.6 Greece	20	§24. Fire in the East	28
§3. Task Forces	7	§8.7 Italy	20	§25. The Great Crusade	28
§3.1 Task Force Requirements	7	§8.8 Netherlands East Indies	20	§26. 1937: The Road to War	28
§3.1.1 Air Force, Bomber, and Interceptor Units	7	§8.9 Siam	20	§27. 1938: Peace in Our Time	29
§3.1.2 Surface Fleet, CV Fleet, and CV Strike Units	7	§8.10 Spain	21	§28. 1939: The War in Europe	30
§3.1.3 Scratch Defense Fleet Units	7	§8.11 Sweden	21	§29. 1940: Springtime for Hitler	31
§3.1.4 Sub Fleet Units	8	§8.12 Turkey	21	§30. 1941a: The World Will Hold Its Breath	31
§3.2 Nationality Restrictions	8	§8.13 Vichy	21	§31. 1941b: War Without Mercy	32
§3.3 Range Restrictions	8	ADDITIONAL LOOK-UP RULES	22	§32. 1942: Turning Point	33
§3.3.1 LBAs	8	§9. SK Markers	22	§33. 1943: The Hinge of Fate	33
§3.3.2 Ships	8	§9.1 Airstrike	22	§34. 1944: Closing the Ring	34
§3.3.3 "X"-boats	9	§9.2 Awaiting Liberation	22	§35. 1945: Operation Unthinkable	35
§4. Air & Naval Combat	9	§9.3 End Ship Building	22	DAI SENSO ADDITIONS	35
§4.1 Air & Naval Combat Sequence	9	§9.4 Fleet HQ	22	§40. 1937: The Rising Sun	35
§4.2 Day and Night Actions	9	§9.5 Naval Purges	22	§41. 1938: The Cornered Mouse	36
§4.3 Combat Procedure	10	§9.6 OkM Purges	22	§42. 1939: Fateful Decision	37
§4.3.1 Naming Targets	10	§9.7 Raid	22	§43. 1940: Opportunity Awaits	37
§4.3.2 Resolving Combat	10	§9.8 Reserve Fleet	22	§44. 1941a: When Tigers Fight	38
§4.4 Combat Results	11	§9.9 Servron	23	§45. 1941b: The War in the Pacific	39
§4.5 Retiring from Combat	11	§9.10 Ship Building	23	§46. 1942: Waking Giant	40
§4.6 Air & Naval Combat Resolution	11	*§9.11 Ship Recall	23	§47. 1943: Magic & Vengeance	41
§4.6.1 Stalemate	11	§9.12 Ten-Go Plan	23	§48. 1944: Divine Wind	42
§4.6.2 Success	11	§9.13 USN Superiority	23	AXIS EMPIRES COMBINED GAME ADDITIONS	43
Comprehensive Air & Naval Combat Example: Midway	12	§10. SK Political Events	23	§49. 1937 Combined Game	43
§4.6.3 Repulsion	12	§10.1 Banzai!	23	§50. 1938 Combined Game	44
§5. Other Combat Routines	14	§10.2 Carriers Caught	23	§51. 1939 Combined Game	45
§5.1 Axis Commerce Raids	14	§10.3 Delay Reduction	24	§52. 1940 Combined Game	46
§5.1.1 Commerce Raiding Procedure	14	§10.4 Doolittle Raid	24	§53. 1941a Combined Game	47
§5.1.2 Successful Commerce Raids	14	§10.5 European Commitment	24	§54. 1941b Combined Game	48
§5.2 Base Attacks	14	§10.6 Neutrals Pressured	24	§55. 1942 Combined Game	49
§5.2.1 Base Attack Raids	14	§10.7 Operation Z	24	§56. 1943 Combined Game	51
Comprehensive Axis Commerce Raiding Example: Hunt for Graf Spee	15	§10.8 Pacific Commitment	25	§57. 1944 Combined Game	52
Comprehensive Base Attack Example: Raid on Taranto	16	§10.9 Production Success	25	MODULE DESIGNER'S NOTES	54
§5.2.2 Sustained Base Attacks	16	§10.10 Raiders Discovered	25	DESIGN CREDITS	55
§5.3 Sub Patrols	16	§10.11 Successful Improvements	26		

INTRODUCTION

STOP! You should read the *Axis Empires Core Rulebook* before reading this rulebook for the first time—everything will make more sense that way.

Schiffskrieg (SK) is a supplemental module for *Axis Empires*. SK is for players who want a more detailed treatment of air/naval warfare. It introduces counters for individual ships (down to the heavy cruiser level) and component air units.

Players will use these ships and aircraft counters to form the larger Air and Fleet support units used in AE games. The ships and air units battle to determine whether a support unit is successfully placed during the Support Segments of Game Turns.

SK adds a layer of complexity to the AE games—so we encourage you to use this module only once you feel comfortable with the published support unit system. When using this module, all standard AE rules apply unless specified otherwise.

RULEBOOK STRUCTURE

The SK rulebook is divided into several sections:

- **Introduction:** That's the section you're reading now. It includes a description of all the components in the module.
- **Core Mechanics—Sections §1–§8:** This section describes how air and naval support units interact when using SK.
- **Additional Look-Up Rules—Sections §9–§11:** These rules describe the new and modified markers, Political Events, and Conditional Events used in SK. As with the regular AE rulebooks, these rules are meant to be consulted as needed.
- **Optional Rules—Sections +§12–+§13:** This section covers optional SK rules you might enjoy but do *not* have to use.
- **Scenario Additions—Sections §24–§57:** This section details how to add SK counters to the various scenarios.

When using SK, all standard AE rules apply unless specifically contradicted herein. As in AE, some things will be marked as follows:

Blue Ink: Rules that appear in blue ink in this rulebook are specific to standalone TK games, or the TK map (only) in combined AE games.

Red Ink: Similarly, rules that appear in red ink are specific to standalone DS games, or the DS map (only) in combined AE games.

© Combined Game Symbol: A rule that applies *only* to the AE combined game—i.e., where both TK and DS are being used—will be preceded by a © symbol.

SCHIFFSKRIEG RULES

*** Standalone Game Symbol:** A rule or counter that applies *only* to a standalone TK or DS game—i.e., not a combined AE game using both maps—will be preceded by an asterisk.

+ Optional Rule Symbol: A rule, card, or counter that applies to an Optional Rule will be preceded by a + symbol.

© DoD Symbol: A rule, card, or counter that applies only to the optional *Dice of Decision II (DoD)* module will be preceded by a © symbol.

§ SK Symbol: A rule, card, or counter that applies only to the optional SK air/naval module will be preceded by a § symbol. This includes some events in this book that modify or expand procedures related to markers and events in DS or TK. When you are playing SK, take care to consult both rulebooks when you encounter that marker or event.

Example: When you're performing the *Banzai!* Political Event in DS (37.2), you'll also want to consult section §10.1 in SK, as the rules here modify that event.

MODULE COMPONENTS

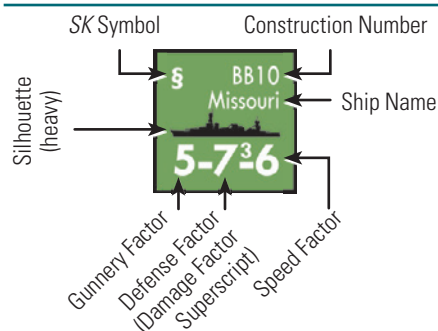
SK cards and counters are marked with a § symbol in the upper left corner to help keep them separate from the rest of your AE pieces.

A complete SK module includes these components:

- This Rulebook
- 16 Fortunes of War cards
- 500 counters—these appear on the bottom portion of Countersheet 5, all of Countersheet 6, and the left half of Countersheet 7
- One Fleet HQ Display PAC
- One Battle Board PAC
- One Ship Building Track PAC

COUNTERS

SAMPLE SHIP



Ships: These markers represent individual capital ships. Ships are subdivided into five *Ship Types*:

- Battleships (BB)
- Cruisers (CA)
- Coastal Defense Ships (CD)
- Aircraft Carriers (CV)
- Light Aircraft Carriers (CVL)

Design Note: The effect of smaller vessels such as light cruisers, destroyers, and so forth is abstracted in the game.

BBs, CAs, and CDs are collectively referred to as **surface ships**, while CVs and CVLs are referred to as **carriers**.

Additionally, BBs and CVs are collectively referred to as **heavy** ships, while CAs, CDs, and CVLs are referred to as **light** ships. Heavy ships have black silhouettes. Light ships have white silhouettes.

A ship always has three large numbers printed along the bottom: its **Gunnery Factor** (surface ships) or **Airstrike Factor** (carriers), a **Defense Factor**, and a **Speed Factor**. Airstrike Factors have a ∞ symbol above them to distinguish them from Gunnery Factors. An undamaged ship may have a smaller fourth number, the **Damage Factor**, appearing as a superscript next to the Defense Factor.

Ships may also have this information:

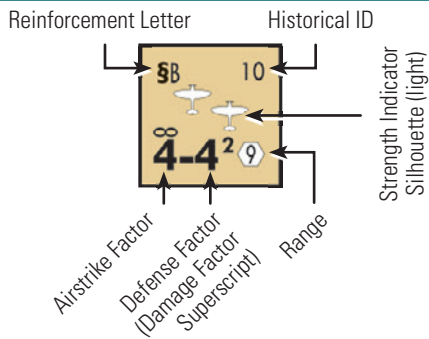
- **Damage Indicator:** A half-starburst on the back of a counter indicates the ship is Damaged. Damaged ships also have an "x" for a Speed Factor.
- **Construction Number:** A number after the Ship Type indicates the order in which new ships must be built (§6.1.2).
- **Ship Name:** The ship's historical identity. This name may be abbreviated.
- **Nationality ID:** Indicates the Minor Country a ship belongs to.

Clarification: Major Country ships do not have Nationality IDs.

- **Sea Stripe:** A colored bar across the ship silhouette identifies a Russian ship subject to Basing Restrictions (§1.4).

- **Up Arrow:** An arrow identifies a CD ship that can only be used to contest placement as part of a Scratch Defense Fleet (§3.1.3).

SAMPLE LBA



Land-Based Air markers (LBAs): These represent air formations. A full-strength LBA has two small aircraft symbols. A reduced-strength LBA has one symbol.

An LBA always has these numbers printed along the bottom of the counter: its Airstrike Factor, Defense Factor, and **Range** (the maximum number of hexes it may travel from its current location to an [Air Base](#)). A full-strength LBA has a Damage Factor, which appears as a superscript next to the Defense Factor.

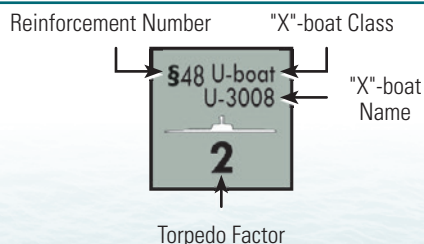
Like ships, LBAs are categorized as light or heavy. Light LBAs have white silhouettes. Heavy LBAs have black silhouettes.

Clarification: You'll notice that, like carriers, LBAs have ∞ symbols above their Airstrike factors.

LBAs may have also have this information:

- **Reinforcement Number or Letter:** If this is a number, it matches the option card that brings this marker into play. If this is a letter, it matches the Conditional Event that brings the marker into play.
- **Historical ID:** The unit's historical identity.
- **Nationality ID:** Indicates which Minor Country it belongs to.

SAMPLE "X"-BOAT



"X"-boats: These markers represent submarines and marine commandos: *U-boats* for Germany, *M-boats* for Italy, *I-boats* for Japan, *S-boats* and *K-boats* for Russia, and *F-boats* for the United States. An "X"-boat has its *Torpedo Factor* printed along the bottom of the counter.

Clarification: "X"-boats do not have Defense or Speed Factors. Also, they are not classified as heavy or light even though sub silhouettes appear in both black and white.

Design Note: While each "X"-boat counter references a specific submarine (like *U-3008*, above), those names are representative—each "X"-boat counter represents many different submarines.

COUNTER ADDITIONS

SK introduces several new markers in section §9. Here are some other important additions to note:



German Surface Fleet: *SK* adds a German Surface Fleet unit to *TK*. This support unit is placed in the Delay Box when card 3 *Continuing Rearmament* is played.



Scratch Defense Fleets: *SK* introduces a new Fleet support unit: the *Scratch Defense Fleet*. This unit is a *fractional* piece that functions as a naval "Interceptor." See §2.2.

Design Note: The Scratch Defense Fleet represents a desperate "last resort" sortie that the Royal Navy might have undertaken to prevent a German invasion of Britain, or Japan might have used to contest an American invasion of Kyushu or Honshu. Some Minor Countries may also be able to use their faction's Scratch Defense Fleet to resist an invasion.

PLAYER AID CARDS

Important *SK* charts and tables are located "inside" each faction's Player Aid Card.

Important: One result on the *Surprise Attack Table* in *DS* changes depending on whether you're playing "standard" *DS* or *DS* with *SK*. This is marked on the table.

MAPS

The Used Asset Boxes and Major Ports that are ignored in regular *AE* play are used during *SK* play.

There are two Major Ports on the *TK* map: Gibraltar (w2208) and Scapa Flow (w4817). The Used Asset Box appears in the lower left corner of the Western Europe map.

There are five Major Ports on the *DS* map: Hong Kong (a4222), Singapore (a3218), Hitokappu (p5407), Truk (p3408), and Tutuila (p2221). The Used Asset Box appears in the lower right corner of the Pacific map.

SEQUENCE OF PLAY ADDITIONS

SK adds new activities to the standard *AE* Sequence of Play throughout the turn. Here is a general description of those additions.

Design Note: A complete Expanded Sequence of Play appears on the Player Aid Cards for each faction.

Seasonal Phase (1.): A new segment, the Naval Construction Segment (§6.1), takes place at the end of each faction's Seasonal Phase. During its Naval Construction Segment:

- The phasing faction may engage in Ship Building (§6.1).
- The Axis faction may perform Commerce Raiding (§5.1).
- The Western faction may place or remove a Servron marker (§9.9) on the *DS* map.

Initial Administrative Phase (2.): In the Support Segment (2.2), Support Unit Placement (as modified by §2) will possibly trigger Air & Naval Combat (§4). Base Attacks (§5.2) and Sub Patrols (§5.3) may also occur during the Support Segment.

In the Organization Segment (2.3), phasing LBAs may Reorganize (§6.2).

Operational Movement Phase (3.): Phasing ships and LBAs may rebase (§1.2). Non-phasing ships and LBAs must rebase if phasing ground units enter their hex.

Combat Phase (4.): Again, non-phasing ships and LBAs must rebase if phasing ground units enter their hex.

Reserve Movement Phase (5.): Phasing ships and LBAs may rebase. Non-phasing ships and LBAs must rebase if phasing ground units enter their hex.

Final Administrative Phase (6.): Certain additional Conditional Events (§13) must be checked in this Phase.

End of Turn Phase (7.): In the Delay Segment (7.1), Delay Results are determined for LBAs and ships (§11).

In the Turn Marker Segment (7.2), ships in Naval Zone Used Boxes and counters in the Used Asset Box are returned to base (§1.3). Counters in the Turn Track box entered by the Turn Marker are placed on the map.

CORE MECHANICS

\$1. SHIP & LBA BASING

All ships and LBAs that are available for use (i.e., not in a Delay Box, Naval Zone Used Box, Used Asset Box, or on the Turn Track or Ship Building Track) must be “based” in friendly-controlled hexes or Off-Map Boxes on the map.

“X”-boats are not based on the map—they are kept in their owning faction’s Force Pool when not in use.

\$1.1 BASING LIMITS

LBAs: An LBA must be based in a Port or City hex or Off-Map Box. No more than two LBAs can be based in a hex. Any number of LBAs can be based in an Off-Map Box.

Ships: A ship must be based in a Port hex or Western Off-Map Box.

Any number and type of ships can be based in a Port hex *that does not contain a Limited Stacking symbol* (☹).

No more than *four light ships* (CAs, CDs, or CVLs) can be based in a Port hex with a Limited Stacking symbol, *unless* that hex contains:

- a Limited Stacking symbol surrounded by a red circle to show it is a *Major Port* (☹), or
- a *US Servron marker*.

Any number or type of ships may be based in a Limited Stacking hex that contains a *Major Port* or *US Servron marker*.

Any number of ships can be based in a Western Off-Map Box.

Clarification: Heavy ships (BBs and CVs) cannot be based in a Port hex with a Limited Stacking symbol, *unless* it is a *Major Port* or a *US Servron marker* is present.

Axis and Soviet ships cannot base in Off-Map Boxes.

Design Note: Many small ports could be used to embark and disembark troops, but they could not support significant naval forces.

Minor Country Ships and LBAs: Ships and LBAs of different Minor Countries cannot be based together in the same hex.

Design Note: This is similar to regular Minor Country stacking restrictions (9.1). Note that a Minor Country ship or LBA *may* stack with a *ground unit* belonging to a different Minor Country.

\$1.2 REBASING

The phasing faction may move its ships and LBAs during a friendly Operational Movement Phase or Reserve Movement Phase. A non-phasing faction may be forced to relocate its ships and LBAs during an enemy Operational Movement Phase, Combat Phase, or Reserve Movement Phase. This type of movement is called *rebasing*.

Ships: A ship may be moved to a “suitable” (as defined below) Port hex or Off-Map Box on the map. Rebasing ships must be able to trace a Fleet Unit Path (2.2.3.2) between their former location and their destination. In addition, the Fleet Unit Path cannot be traced through more than one Off-Map Box.

Example: Gibraltar (w2208) contains Axis ground units. Because of this, the Restricted Waterway between the North Atlantic and Western Mediterranean Naval Zones is blocked. In the Western Reserve Movement Phase, British ships in Scapa Flow (w4817) could rebase to the West Africa Box, but they could not relocate to Malta (w1824), Alexandria (e1411), or the Middle East Box.

LBAs: An LBA may be moved to any “suitable” (as defined below) City or Port hex, or Off-Map Box, on the map.

Clarification: There is no range restriction or need to trace an Air Unit Path when rebasing an LBA.

Suitable Bases: A City or Port hex is considered to be “suitable” if any of these conditions applies:

- It is a hex in an active friendly *Country* and that hex does not contain an enemy ground unit, Detachment, or Logistics marker.
- It is a hex that contains a friendly *ground* unit, Detachment, or Logistics marker.
- It is a hex that contains a Reserve Fleet marker (§9.8) of the same nationality.

Clarification: A hex in a friendly *Dependent* is not a suitable base unless it contains either a friendly ground unit, Detachment, or Logistics marker, or a Reserve Fleet marker of the same nationality. An enemy air unit does not render a base unsuitable. Supply is not necessary for a suitable base. A “suitable” base is *not* automatically also an Air Base or Naval Base for support unit placement purposes.

A Western Off-Map Box is always considered to be a “suitable” base.

PAC Restriction: A ship or LBA belonging to a PAC cannot be rebased to a hex outside its Home Country or one of its Dependents.

Forced Rebasng: At the end of the Operational Movement Phase and the Reserve Movement Phase, the phasing player *must* relocate any ship or LBA that exceeds Basing Limits or is no longer in a suitable Port or City hex.

Example: The Axis faction has a friendly ground unit and two LBAs in Tiflis (e2821). Fearing that his lines are too stretched in the face of a Soviet counter-attack, the Axis abandons the City in its Reserve Movement Phase. Since Tiflis is in an enemy country and it does not contain a supplied friendly ground unit, Detachment, or Logistics marker, the LBAs there must rebase.

Clarification: This status is not checked until the end of a friendly Operational or Reserve Movement Phase—ships and LBAs do not relocate if a hex is vacated at other points during the turn. For example, if a Political Event at the start of the turn causes a friendly Detachment in a city hex to be removed, any LBAs in that city remain there for now.

If a City or Port hex containing a ship or LBA is entered by an enemy ground unit, the faction controlling that ship or LBA must immediately rebase the marker to another suitable base.

If a ship cannot trace a Fleet Unit Path (2.2.3.2) that allows it to rebase to a suitable Port hex, it is considered Sunk and removed from the game.

If an LBA cannot rebase to a suitable City or Port hex or Off-Map Box on the map, it is placed in the Delay Box.

Ice: A ship cannot rebase to or from an Ice hex affected by Snow. If forced to do so, the ship is Sunk and removed from the game.

\$1.3 RETURN TO BASE

During the Turn Marker Segment (7.2), each faction in turn—first the Axis faction, then the Western faction, and then the Soviet faction—must do the following:

- A ship in a Naval Zone Used Box must return to a suitable base in that Naval Zone or an adjacent Naval Zone. The ship must trace a valid Fleet Unit Path to its intended base. Russian ships are subject to Basing Restrictions (§1.4). The ship *cannot* return to an Ice hex affected by Snow.
- A ship in a Used Asset Box, or in a Turn Track or Ship Building Track box entered by a Turn Marker, must be placed in any suitable base on the map, provided it can trace a Fleet Unit Path from its intended base to a Home Country Port or friendly Off-Map Box. Russian ships are subject to Basing Restrictions (§1.4). The ship *may* be placed in an Ice hex affected by snow.
- An LBA in a Used Asset Box or the Turn Track box entered by the Turn marker must be placed in a suitable base on the map.
- An “X”-boat in a Used Asset Box or the Turn Track box entered by the Turn marker must be placed in the owning faction’s Force Pool.
- A support unit in a Used Asset Box or the Turn Track box entered by the Turn marker must be placed in the owning faction’s Force Pool.

Basing Limits (§1.1) must be observed during this segment. A ship that cannot be legally based is Sunk and removed from play. An LBA that cannot be legally based is placed in the Delay Box.

Clarification: Minor country ships that have “defected” to the Western faction (§11.1, §11.3) may return to any base that can trace a Fleet Unit Path to a friendly Off-Map Box while their Home Country is held by Axis or Soviet units.

© **Clarification:** A gentle reminder: in a combined game, *DS* and *TK* are considered separate “maps.”

§1.4 RUSSIAN BASING RESTRICTIONS

Every Russian ship in *SK* has a Sea Stripe with one of three different colors: gray, blue, and red. When rebasing or returning to base, Russian ships must be placed in a Port hex that can trace a Fleet Unit Path to a Home Country Port in the Naval Zone associated with their Sea Stripe, as identified below.

A Russian ship with a *gray* Sea Stripe must be based in a Port that can trace a Fleet Unit Path to a Home Country Port in the Black Sea Naval Zone on the *TK* map.

A Russian ship with a *blue* Sea Stripe must be based in a Port that can trace a Fleet Unit Path to a Home Country Port in the Baltic Sea Naval Zone on the *TK* map.

A Russian ship with a *red* Sea Stripe must be based in a Port that can trace a Fleet Unit Path to a Home Country Port in the Sea of Japan or Sea of Okhotsk Naval Zones on the *DS* map.

Design Note: The Sea Stripes help keep Russian ships organized when they are off map. To remember which ships go where, think this:

- Gray stripe** = the Black Sea;
- Blue stripe** = the icy, cold Baltic Sea;
- Red stripe** = the *DS* map, where Japanese red counters also go.

©§1.5 ALLIED TRANSFER BETWEEN MAPS

During a friendly Operational Movement Phase or Reserve Movement Phase, a *Western* ship or *Allied* LBA in a hex or Off-Map Box on one map may be placed two turns ahead on the Turn Track of the *other* map. **Exception:** If that Country’s LOC Damaged marker (36.26) is in the *DS* Strategic Warfare Box, the transferring ship or LBA is placed four turns ahead on the Turn Track of the map receiving the counter.

A *Western* ship being transferred must also be able to trace a Fleet Unit Path from its current Port to a friendly Off-Map Box on that map.

Example: During its Nov–Dec 1939 turn, the *Western* faction wishes to transfer the CAs *Cornwall* and *Kent* from the Pacific to Europe. It picks up those counters from the *DS* map and places them in the Mar–Apr 1940 Turn Track box on the *TK* map.

Clarification: Soviet ships and Axis ships/LBAs cannot transfer between *TK* and *DS*.

Note that a *Pacific Commitment* (19.30) or *European Commitment* (37.13) Political Event is not needed to transfer ships and LBAs between theaters—those events only apply to the support units themselves.

§2. SUPPORT UNIT PLACEMENT CHANGES

SK modifies the placement and contested placement of support units during the Support Segment (2.2.3). Players must form Task Forces (§3.) of ships, LBAs, and “X”-boats to represent those support units as they are placed. Those Task Forces may then undergo combat on the *SK* Battle Board.

§2.1 PLACEMENT PROCEDURE

To place a support unit, the phasing faction must follow this sequence:

Step 1: The phasing faction declares its intention to place the support unit and indicates where the placement will occur—in a hex, an On Station Box, or the Strategic Warfare Box.

Step 2: The phasing faction must create a Task Force to represent the support unit being placed and reveals its composition (§3).

Step 3: The non-phasing faction decides whether to contest the support unit placement:

- **If the non-phasing faction contests the placement with a support unit of its own:** it must create a Task Force to represent that support unit (§3). Proceed to Steps 4 and 5.
- **If the non-phasing faction does not contest the placement:** the support unit is placed as per 2.2.3. Do not proceed to Steps 4 or 5. Instead, apply “Successful Placement” below.

Step 4: Both sides make any Speed Checks (§3.3.2.1) as necessary.

Step 5: Air & Naval Combat may be fought:

- **If the phasing faction is *not* attempting to place a Sub Fleet unit:** Place the support units in the contested hex or box to mark the *Battle Location*. Proceed to the Air & Naval Combat Sequence (§4.).
- **If the phasing faction *is* attempting to place a Sub Fleet:** Place the phasing Sub Fleet support unit and “X”-boat in the Naval Warfare Delay Box. If the non-phasing faction used a Surface Fleet unit to contest placement, place that unit in the Naval Warfare Delay Box. If the non-phasing faction used a CV Strike, Air Force, or Interceptor unit to contest placement, place that unit in the Delay Box. LBAs in the contesting Task Force are placed in the Used Asset Box. Ships in the contesting Task Force are placed in the Used Box of the Naval Zone containing the support unit, or in the Used Asset Box if the support unit was placed in the Strategic Warfare Box.

Clarification: There is no combat when a Sub Fleet placement is contested; the results of ASW combat are handled by the Naval Warfare Delay Box.

Successful Placement: The phasing faction performs these additional steps in this order:

- Make any Speed Checks necessary for ships in its Task Force (§3.3.2.1).
- Conduct a Base Attack (§5.2) if enemy ships or LBAs are in the placement hex.
- Place all LBAs and “X”-boats in the Task Force in the Used Asset Box.
- Place any remaining ships in the Task Force in the Used Box of the Naval Zone containing the support unit.

§2.2 SCRATCH DEFENSE FLEET PLACEMENT

A Scratch Defense Fleet unit can be used only to *contest* the placement of an enemy support unit in an **All-Sea Hex adjacent to a friendly Country**. The Scratch Defense Fleet must be able to trace a Fleet Unit Path to the contested hex. In addition, the placement location's Naval Zone must contain a Naval Base of the same nationality as the friendly Country triggering the placement. If more than one Country could be claimed as a trigger for Scratch Defense Fleet unit placement, the non-phasing faction must name *one* Country as the trigger.

To place a Scratch Defense Fleet, the non-phasing faction takes the support unit from its Force Pool and places it in the All-Sea Hex it is contesting. The non-phasing faction must create a Task Force to represent the Scratch Defense Fleet unit (§3.1.3).

Clarification: A Scratch Defense Fleet unit can contest any enemy support unit placement in an All-Sea Hex adjacent to a friendly Country, including a CV Fleet or an Air Force unit.

Example: It's May–June 1940 and the Axis faction announces it will place an Air Force unit northeast of Calais in hex w3818. At the time this placement is announced, it's not clear whether the Axis faction intends to convert the Air Force unit into a Beachhead pointing toward Calais (w3717) or Dover (w3817), or whether it will simply be used for a ground combat shift against the Belgian Army in Brussels (w3718).

Regardless, because this placement is in an All-Sea hex adjacent to a friendly Country (three of them in fact), the Western faction can contest this placement with its Scratch Defense Fleet and the ships/LBAs of *one* of the three Countries.

§3. TASK FORCES

Every time a support unit is placed or used to contest placement, a Task Force must be constituted to represent that support unit with its component ships and LBAs.

Clarification: When support units are placed in the Delay Box for any other reason—e.g., upon entering the game as reinforcements, or via a *European Commitment* or *Pacific Commitment* Political Event—a Task Force does not need to be constituted unless specified by the rules.

§3.1 TASK FORCE REQUIREMENTS

A Task Force must meet the following requirements, or the support unit it constitutes cannot be used:

§3.1.1 AIR FORCE, BOMBER, AND INTERCEPTOR UNITS

A Task Force representing an Air Force, Bomber, or Interceptor support unit can *only* contain LBAs. It must contain *at least* one LBA of the same nationality as the support unit. It cannot contain *more than* two LBAs.

Additional Requirements: In addition to Nationality and Range Restrictions (§3.2, §3.3), these additional requirements apply:

- A Task Force representing a Bomber support unit must include at least *one* heavy LBA of the same nationality.
- A Task Force representing an Interceptor unit cannot have *any* heavy LBAs.

Clarification: You cannot add a ship—even a carrier—to a Task Force representing an Air Force, Bomber, or Interceptor unit. A CV Strike unit is not treated like the other air support units—it is represented by the ships that were used to constitute the CV Strike's parent CV Fleet unit.

§3.1.2 SURFACE FLEET, CV FLEET, AND CV STRIKE UNITS

Minimum Size: Before making any Speed Checks (§3.3.2.1), a Task Force representing a Surface Fleet, CV Fleet, or CV Strike unit must contain at least *two* ships of the same nationality as the support unit. **Exception:** A Japanese Task Force may have *one* ship if the Ten-Go Plan marker (§9.12) is in the Strategic Warfare Box.

Maximum Limits: To determine the *maximum* number of ships that may be in the Task Force representing a Surface Fleet, CV Fleet or CV Strike unit, the owning faction must make an *Intelligence Roll*. Roll one die and apply an automatic +6 DRM; the result is the maximum number of ships allowed in the Task Force.

Additional Requirements and Allowances: In addition to Nationality and Range Restrictions (§3.2, §3.3), these additional requirements and allowances apply:

- A Task Force representing a CV Fleet or CV Strike unit must contain at least one carrier of the same nationality as the support unit.
- A Task Force representing a Surface Fleet, CV Fleet, or CV Strike unit cannot contain more carriers (CVs and CVLs) than surface ships (BBs and CAs).

- A Task Force representing a Surface Fleet, CV Fleet, or CV Strike unit cannot have more than *six* heavy ships (BBs and CVs).
- A Task Force representing a Surface Fleet, CV Fleet, or CV Strike unit cannot have *any* CD ships.
- A Task Force representing a Surface Fleet, CV Fleet, or CV Strike unit may also contain *one* "X"-boat and *one* LBA. An "X"-boat or LBA attached to a Task Force does not count toward the minimum or maximum size of that Task Force.

Clarification: When a CV Fleet unit flips to its CV Strike side, all ships used in the Task Force to represent the CV Fleet remain in the CV Strike Task Force. A CV Fleet unit can flip to its CV Strike side even if all carriers in the Task Force have failed their Speed Checks.

Design Note: Intelligence Rolls abstract a number of variables involved with naval operations, such as searching for the enemy or commanders dividing their forces. Historically, even in very large operations like the Japanese attack on Midway, only a limited number of ships were involved in combat.

As you form your task forces, keep a few things in mind. One, your Task Force could be reduced even smaller in size when you make Speed Check rolls (§3.3.2.1). Second, you must form a Task Force when you announce that you're placing a support unit—there's no backing out if you're unhappy with your Intelligence Roll!

§3.1.3 SCRATCH DEFENSE FLEET UNITS

Minimum Size: A Task Force representing a Scratch Defense Fleet unit must contain at least *one* ship of the same nationality as the Country triggering placement of the Scratch Defense Fleet.

Maximum Limits: To determine the *maximum* number of ships that may be in the Task Force representing a Scratch Defense Fleet, make an *Intelligence Roll* with a +1 DRM, not the usual +6.

Additional Allowances: A Task Force representing a Scratch Defense Fleet may also contain *one* "X"-boat and *one* LBA. An "X"-boat or LBA attached to a Task Force does not count toward the minimum or maximum size of that Task Force.

Clarification: A Scratch Defense Fleet Task Force can have CD ships, can have more than six heavy ships, and can have more carriers than surface ships.

§3.1.4 SUB FLEET UNITS

A Task Force representing a Sub Fleet support unit must contain *one* “X”-boat of the same nationality. It cannot contain additional “X”-boats, ships, or LBAs.

§3.2 NATIONALITY RESTRICTIONS

A Task Force representing a support unit belonging to a *country* may contain *one* ship, LBA, or “X”-boat from a different friendly country as long as it is not a Policy Affected Country (13.6.1) or Truce Affected Country (13.6.2).

A Task Force representing a Scratch Defense Fleet unit belonging to a *faction* must all be of the *same* nationality as the country triggering placement. **No exceptions.**

Example: The Western faction forms a Task Force to represent a US CV Fleet unit. There must be at least two US ships in the Task Force to meet the minimum requirements of §3.1.2. The Western faction may add one non-US ship, such as the British CV *Victorious*. The total number of ships cannot exceed the Maximum Limit mandated by the Western Intelligence Roll.

Continuing the Example from §2.2, when the Western faction places its Scratch Defense Fleet in hex w3818, it will have to name whether France or Britain is the triggering Country. (It can’t name Belgium-Holland, as B-H has no ships or LBAs and thus can’t form a Task Force to represent the Scratch Defense Fleet.) The Western Faction names France. Thus, there must be a French Naval Base in the North Sea Naval Zone and only French ships/LBAs can be used in the Scratch Defense Fleet Task Force.

§3.3 RANGE RESTRICTIONS

Each faction must adhere to the following Range Restrictions when constituting a Task Force unless specifically stated otherwise.

Clarification: Certain Political Events like *Banzai!* (§10.1) or *Operation Z* (§10.7) will allow ships and LBAs to operate beyond Range Restrictions.

§3.3.1 LBAS

An LBA used to constitute the Task Force representing an Air Force, Interceptor, or Bomber unit must be within range and able to trace a Flight Path to the Air Base used to place that support unit.

An LBA used to constitute the Task Force representing a Surface Fleet, CV Fleet, CV Strike, or Scratch Defense Fleet unit must be within range and able to trace a Flight Path to an Air Base that meets one of the following requirements:

- If the support unit is being placed in or contesting placement in the On Station Box of a Naval Zone, the Air Base must be a Port hex in that Naval Zone.
- If the support unit is being placed in or contesting placement in an All-Sea hex, the Air Base must be within three hexes of that All-Sea hex.
- If the support unit is contesting placement in the Strategic Warfare Box, the Air Base must be within three hexes of the Naval Base used to place that Surface Fleet or CV Fleet.


LBA Range: An LBA has a range of nine hexes.

Flight Path: An LBA must trace a continuous chain of adjacent hexes from its current location to the Air Base used for that support unit placement. The path cannot go into a Land hex affected by Mud, a hex in a Neutral Minor Country (13.4), or a hex in a Policy Affected Country (13.6). If the LBA is based in an Off-Map Box, the path also cannot go into an All-Sea or Island hex.

Clarification: Note that the Flight Path is traced from the LBA’s location to the support unit’s Air Base; this is separate from the Air Unit Path used to place an Air Force, Bomber, or Interceptor support unit in its final placement location. This means an LBA can actually “fly” more than nine hexes from its starting location to its final destination.

The All-Sea/Island hex prohibition for LBAs in Off-Map Boxes will make it impossible to use LBAs based in some faraway Off-Map Boxes (such as the Panama Canal Box on the *DS* map) and restrict the usage of other Off-Map Boxes. Note that an Off-Map Box itself is *not* an Air Base.

Example: The Western faction wishes to place a US Bomber unit in Munich (w3323). To do this, it could use a US Air Base nine hexes away in Naples (w2424). And the heavy LBA used to constitute the Task Force representing that Bomber unit could come from as far away as Tripoli (w1522).

The Axis faction wishes to invade Dutch Harbor (p5720), which is occupied by an American 0-1-0  unit. The Japanese player places a Surface

Fleet unit in p5620, intending to form a Beachhead. Unfortunately, no Japanese Air Base is within three hexes of p5620, so the Japanese player cannot attach an LBA to the Task Force being formed. If the Japanese player had a supplied ground unit in Adak (p5618), he could use that hex as an Air Base. Kiska (p5616) is too far away to use since the Surface Fleet unit is being placed in an All-Sea hex. Should the Western faction wish to contest this placement with a Surface Fleet or CV Fleet unit, Dutch Harbor could function as a US Air Base (assuming it is in supply and does not contain an enemy unit), so LBAs within nine hexes of Dutch Harbor could be attached to the Western Task Force.

§3.3.2 SHIPS

A ship used to constitute the Task Force of a support unit being placed in an All-Sea hex or On Station Box must meet one of the following requirements:

- It is based in a **Port hex or Off-Map Box** **within** the Naval Zone where the support unit is being placed.
- It is based in a **Port hex adjacent** to the Naval Zone where the support unit is being placed, *and* it can trace a Fleet Unit Path (2.2.3.2) between the two Naval Zones, *and* it passes a Speed Check (see below).

Clarification: A ship based in an Off-Map Box *cannot* be used to constitute the Task Force of a support unit being placed in an *adjacent* Naval Zone—the naval zone of placement must border the Off-Map Box directly.

Example: A US ship based in the Eastern US/Canada Box on the *TK* map could be added to the Task Force of a support unit being placed in the North Atlantic Naval Zone, but not in the North Sea or Western Mediterranean Naval Zones.

A ship used to constitute the Task Force of a support unit being placed in a Strategic Warfare Box may be based in any Port hex or Off-Map Box on the map, but it *must* pass a Speed Check.

Clarification: The ships in a Task Force of a support unit going to the Strategic Warfare Box do not all have to come from the same Port or Off-Map Box.

§3.3.2.1 SPEED CHECKS

Roll one die (no DRM) for each ship needing to pass a Speed Check.

Result is less than or equal to the ship's Speed Factor: the ship passes and successfully joins the Task Force.

Result is greater than the ship's Speed Factor: the ship fails and is immediately placed in the Naval Warfare Delay Box.

Example: If the US BB *Washington* (Speed Factor 4) is based in Honolulu (p4226), it can automatically be used to constitute the Task Force of a Surface Fleet unit being placed in the Central Pacific, Northeast Pacific, or Eastern Pacific Naval Zones.

The *Washington* could also be used to constitute the Task Force of a Surface Fleet being placed in the Gulf of Alaska, North Pacific, International Dateline, or Southeast Pacific Naval Zones—provided it passes a Speed Check by rolling 4 or less.

Design Note: Speed Checks represent a ship's range and speed. They also model the periodic refits of older ships that occurred from time to time, and the hesitancy of fleet admirals to commit important assets to certain operations. For example, the US had battleships that it chose not to commit at Midway.

§3.3.2.2 SEQUENCING

Task Forces are constituted *before* making Speed Checks. Thus, a non-phasing faction must decide whether to contest support unit placement before the phasing faction performs its Speed Checks.

If *every* ship in a non-phasing faction's Task Force fails its Speed Check, the phasing faction places its support unit as if it had achieved a Limited Victory Success result (§4.6.2).

If *every* ship in a phasing faction's Task Force fails its Speed Check, the non-phasing faction returns its support unit to its Force Pool as if it had achieved a Limited Victory Repulsion result (§4.6.3). The non-phasing ships, LBAs, and "X"-boats in that support unit's Task Force return to base.

Clarification: Failed Speed Checks may mean a Task Force no longer meets all the requirements of §3.1—for example, there may be more carriers than surface ships. That's okay at this point; there's no penalty unless *every* ship fails its Speed Check.

§3.3.2.3 ICE

A ship in an Ice hex affected by Snow cannot be used to constitute a Task Force.

§3.3.2.4 CANALS

A ship based in a Port hex on the Kiel Canal (w3922/w4023) or Suez Canal (e1213/e1312) is considered to be based within its Naval Zone *only*. A ship based in a Port hex on a Canal may use the Canal to reach an adjacent Naval Zone, provided all hexes adjacent to the Canal hexsides are free of enemy ground units.

Clarification: A Canal does not function as a virtual "Multi-Zone Port" for ships. It just provides adjacency between Naval Zones.

Example: The Axis faction has ships based in the Baltic Sea Naval Zone Port of Kiel (w4023) and there are no enemy ground units adjacent to Kiel Canal hexsides. These ships may sortie to the North Sea Naval Zone (adjacent to Hamburg, w3922), avoiding the Restricted Waterway of Copenhagen (w4123), but they would have to make Speed Checks. These ships cannot sortie to the North Atlantic Naval Zone or Arctic Sea Naval Zones, as those are not adjacent to the Baltic Sea Naval Zone.

§3.3.3 "X"-BOATS

Any "X"-boat in a faction's Force Pool can be used to constitute a Task Force.

§4. AIR & NAVAL COMBAT

Air & Naval Combat occurs whenever a Surface Fleet, CV Fleet, CV Strike, Air Force, or Bomber support unit is contested by another support unit. Task Forces do battle to determine how the support units interact.

Each Air & Naval Combat Sequence may consist of up to two Combat Rounds. After the second Combat Round, the Air & Naval Combat Sequence ends.

Design Note: Most of the time, Air & Naval Combat will lead to both support units being placed in the appropriate Delay Box, just as they would be in a standard *AE* game—but occasionally one side will win a support unit battle outright. See §4.6 to understand the benefits and consequences of winning or losing a support unit battle.

§4.1 AIR & NAVAL COMBAT SEQUENCE

The steps in the Air & Naval Combat Sequence are as follows:

Step 1: The factions determine whether they are fighting a Day Action or a Night Action for the current Combat Round (§4.2).

Step 2: The phasing faction allocates all of its attacking forces for this Combat Round to their targets and resolves its attacks (§4.3).

Step 3: The non-phasing faction allocates its attacking forces to their targets and resolves its attacks.

Step 4: All Disabled, Damaged/Reduced, and Sunk/Destroyed results take effect (§4.4).

Clarification: Because combat results do not go into effect until the end of the Combat Round, non-phasing ships and LBAs get to return fire before phasing attacks take effect.

Step 5: After one Combat Round has been concluded, either faction may retire from combat (§4.5). The phasing faction declares first, then the non-phasing faction. If neither faction wishes to retire, fight a second Combat Round by repeating Steps 1 through 4.

If two Combat Rounds have been concluded, proceed to Step 6. There will never be more than two Combat Rounds in an Air & Naval Combat.

Step 6: Determine if a faction has won the battle and whether that results in the Success or Repulsion of a support unit (§4.6). All remaining ships and LBAs on the Battle Board are placed in the appropriate Delay Box, Used Asset Box, or on the map.

§4.2 DAY AND NIGHT ACTIONS

There are two types of Air & Naval Combat: *Day Actions* and *Night Actions*. Day Actions represent long-range battles fought by carriers and land-based aircraft. Night Actions represent close-range gunnery battles between surface ships. The type of battle determines which ships and LBAs may attack:

- **Day Action:** Only carriers/LBAs with Airstrike Factors and "X"-boats with Torpedo Factors can attack.
- **Night Action:** Only ships with Gunnery Factors and "X"-boats with Torpedo Factors can attack.

Procedure: At the start of each Combat Round, each faction chooses whether it would like a Day Action or a Night Action. The phasing faction chooses first.

If a faction has *only* carriers or LBAs involved in the battle, it *must* select a Day Action. Conversely, if a faction has *no* carriers or LBAs involved in the battle, it *must* select a Night Action. If a faction has a combination of LBAs/carriers and surface ships in battle, it may select either type of Action.

If both factions choose the same action, that action is used for combat. If the factions choose different actions, each faction rolls a die to determine the action used. DRMs for this roll are as follows:

- +1 if selecting a Day Action.
- +1 if there is at least one friendly Air Base within three hexes of the Battle Location, provided the battle is taking place in an All-Sea Hex.

Clarification: Both factions may receive the +1 for having friendly Air Bases in range. The +1 is only received if the battle is in an All-Sea hex, not a Land hex or Naval Zone Box. A faction with a friendly Air Base in range receives only one +1 DRM, and not +1 for each Air Base in range.

The faction with the higher modified roll gets its choice. If the result is a tie, the *non-phasing faction* wins its choice of result.

§4.3 COMBAT PROCEDURE

After the type of Action for a given Combat Round has been determined, both sides place their ships, LBAs, and “X”-boats in their Line of Battle Boxes on the Battle Board. Then each side names its targets and resolves its attacks. After all attacks are completed in a Combat Round, combat results are applied.

§4.3.1 NAMING TARGETS

A faction resolves its attacks *after* all of its ships, LBAs, and “X”-boats have been assigned to targets. Once a faction starts to resolve combat it cannot change targets, even if it ends up firing at a target that has been Sunk by an attack earlier in the Combat Round.

§4.3.1.1 NAMING TARGETS IN A DAY ACTION

Each carrier and LBA *may* divide its Airstrike Factors against any number of target ships and LBAs.

Example: A CV with 3 Airstrike Factors could assign 2 factors to one target and 1 factor to another.

Clarification: You can use the Airstrike markers (§9.1) to remind you how you’ve assigned your attacks.

Each attacking “X”-boat is assigned to one target ship and executes its whole attack against that target; it cannot split its Torpedo Factors between different targets.

Clarification: An “X”-boat cannot attack an LBA with its Torpedo Factor.

Different attacking carriers, LBAs, and “X”-boats may combine against the same target.

All ships and LBAs in the enemy Task Force may be attacked in a Day Action.

§4.3.1.2 NAMING TARGETS IN A NIGHT ACTION

Each surface ship and “X”-boat is assigned to one target ship and executes its whole attack against that target; it cannot split its Gunnery or Torpedo Factors between different targets.

Different attacking ships and “X”-boats may combine against the same target.

Not all ships and LBAs in the enemy Task Force may be freely attacked in a Night Action:

- All surface ships in the enemy Task Force may be attacked.
- A carrier in the enemy Task Force may be attacked by Torpedo Factors.
- A carrier in the enemy Task Force may be attacked by Gunnery Factors, but any combat result achieved against it is **ignored** unless *all* surface ships in the enemy Task Force are Sunk, Damaged, or Disabled (§4.4) in the current Combat Round.
- An LBA *cannot* be attacked in a Night Action.

Clarification: An “X”-boat can never be attacked, Day or Night.

§4.3.2 RESOLVING COMBAT

The attacking faction generally rolls one die for each Airstrike, Gunnery, or Torpedo factor fired by an attacking ship, LBA, or “X”-boat:

- **In a Night Action:** each ship rolls a number of dice equal to its Gunnery Factors. Each “X”-boat rolls a number of dice equal to its Torpedo Factors. Airstrike Factors are ignored.
- **In a Day Action:** each LBA rolls a number of dice equal to its Airstrike Factor. Each carrier rolls a number of dice equal to its Airstrike Factor *if it is targeting a ship*. Each carrier targeting an LBA rolls one die for every *three* full Airstrike Factors it is firing. Each “X”-boat rolls a number of dice equal to its Torpedo Factors. Gunnery factors are ignored.

Clarification: If there are 1 or 2 “leftover” carrier Airstrike Factors targeting an LBA, they are ignored.

Design Note: An LBA represents many more aircraft than a carrier does; that’s why carriers are reduced in effectiveness when fighting LBAs.

Combat DRMs: A ship, “X”-boat, or LBA may receive a DRM in Air & Naval Combat from the **USN Superiority marker (§9.13)** or a Fortunes of War card (§+12.). A Combat DRM is applied to *each* die rolled by the firing counter.

ATTACK RESOLUTION		
Modified Roll	Target Ship	Target LBA
1–4	No Effect	No Effect
5	Disabled	No Effect
6 or more	Hit	Hit

A disabled result is never applied to an LBA. Move a Disabled ship from the Line of Battle Box to the Disabled Box on the Battle Board to mark its status.

After *all* attacks against a given target are made in a Combat Round, the attacker rolls one *unmodified* die for each Hit to see how many cumulative *Damage Points* are inflicted.

HIT RESOLUTION		
If the Total Damage Points	Target Ship	Target LBA
Are less than <i>Damage Factor</i>	Unharmed	Unharmed
Equal or exceed <i>Damage Factor</i> but less than <i>Defense Factor</i>	Damaged	Reduced
Equal or exceed <i>Defense Factor</i>	Sunk	Destroyed

Clarification: Combat DRMs are never applied to rolls to see how many *Damage Points* are inflicted—they only apply to the “to hit” rolls!

Example: The US CV *Lexington* has a Defense Factor of 4 and a Damage Factor of 2. If it suffered 1 *Damage Point* in a Combat Round, that would have no effect. If it suffered 2 or 3 *Damage Points* in a Combat Round, it would be Damaged. And if it suffered 4 or more *Damage Points* in a Combat round, it would be Sunk.

Clarification: You don’t roll for *Damage Points* until all Hits are recorded against a target; at that point you roll one die

for each Hit and add the results. For big targets like *Yamato*, you'll need at least two Hits before you have any chance to sink the ship.

Move a Sunk or Damaged ship, or a Destroyed or Reduced LBA, to the appropriate box on the Battle Board to temporarily mark its status. Note that a ship can be both Disabled and Damaged; it would be placed in the *Disabled & Damaged Box*.

Design Note: Disabled results represent a variety of occurrences that might force a ship to retire from battle—a failed search operation; a lack of fuel, ammunition, or aircraft; or minor damage that is quickly repaired after the fight. Hits that don't cause enough Damage Points to damage or sink a ship are assumed to be repaired at sea.

"X"-boat Attacks: An "X"-boat that attacks is placed in the Naval Warfare Delay Box after completing its attack.

\$4.4 COMBAT RESULTS

After both factions have completed their attacks in a Combat Round, combat results go into effect as follows:

- **Disabled:** A ship in a Disabled Box is placed in the Naval Warfare Delay Box. It takes no further part in the current Air & Naval Combat Sequence.
- **Disabled & Damaged:** A ship in a Disabled & Damaged Box is flipped over and placed in the Naval Warfare Delay Box with its Damaged side face up.
- **Damaged/Reduced:** A ship or LBA in the Damaged/Reduced Box is flipped over and placed in the *Line of Battle Box* with its Damaged side face up.
- **Sunk/Destroyed:** A ship in a Sunk/Destroyed Box is removed from play. An LBA in a Sunk/Destroyed Box is placed in the Delay Box.

Important: Any Disabled or Damaged ship that is unable to trace a Fleet Unit Path to a Home Country Port from the location of its current parent support unit is considered Sunk instead.

Clarification: This rule might apply when, say, German ships are trapped in the Mediterranean or Italian ships in the Atlantic after Gibraltar is recaptured by the Western faction. Such ships could be used to form a Task Force, but if used in combat they would be very brittle.

\$4.5 RETIRING FROM COMBAT

After the first Combat Round is complete, either faction may retire from the current Combat Sequence. The phasing faction states its intention first.

If either faction retires: the Combat Sequence ends and players determine Air & Naval Combat Resolution (§4.6).

If neither faction chooses to retire after the first Combat Round: another Combat Round is fought. The Air & Naval Combat Sequence automatically ends after the second Combat Round, after which Air & Naval Combat Resolution is determined.

Clarification: A faction cannot retire before the first Combat Round.

Design Note: Very few air and naval battles resulted in the annihilation of either side. In particular, the finite fuel resources of a Task Force at sea would eventually put an end to operations.

\$4.6 AIR & NAVAL COMBAT RESOLUTION

After the Air & Naval Combat Sequence has been completed, there are three possible outcomes: Stalemate, Success, and Repulsion.

Design Note: These very important terms are underlined to remind you to look them up if need be.

Success (for the victorious phasing faction) or Repulsion (for the victorious non-phasing faction) occurs if either of the following conditions is met:

- The enemy Task Force retires after the first Combat Round without inflicting a Disabled or Sunk result against a targeted ship, or a Destroyed result against a targeted LBA. This is called a **Limited Victory**.
- Every ship in the enemy Task Force is Sunk or Disabled *and* every LBA in the enemy Task Force is Destroyed. This is called a **Major Victory**.

If neither faction can meet either of these conditions, or if both factions have met the second condition, a Stalemate occurs.

Clarification: Note that *Damaging* a ship or *Reducing* an LBA is not enough to allow a losing Task Force to retire without triggering Success or Repulsion. You need a Disabled, Sunk, or Destroyed result.

Design Note: Damaged ships may still be able to fight. Also, this rule tends to lock LBAs into two rounds of combat,

which is intentional—air combat can result in a lot of attrition.

\$4.6.1 STALEMATE

The battle is inconclusive. Follow this procedure:

- Place "X"-boats and Damaged ships in the Naval Warfare Delay Box with their current side face up.
- Place undamaged ships in the Used Box of the Naval Zone containing the Battle Location.
- Place LBAs in the Used Asset Box.
- Place both factions' support units in the appropriate Delay Box, per 2.2.3.3—an Air support unit goes to the Delay Box, a Fleet support unit goes to the Naval Warfare Delay Box.

\$4.6.2 SUCCESS

The attacker wins the battle. Follow the Stalemate procedure above for the *non-phasing* faction's remaining ships, LBAs, and "X"-boats constituting its Task Force. If the phasing faction won a *Limited Victory* after the first Combat Round, place the non-phasing faction's support unit in the Used Asset Box. If the phasing faction won a *Major Victory*, place the non-phasing faction's support unit in the appropriate Delay Box—an Air support unit goes to the Delay Box, a Fleet support unit goes to the Naval Warfare Delay Box.

Then the non-phasing faction must make one of two choices:

- It may contest the phasing faction's support unit placement *again* with another support unit. If this occurs, both factions must create new Task Forces (making new Intelligence Rolls if necessary) and undertake a new Air & Naval Combat Sequence. The phasing faction may reconstitute its existing Task Force (using some or all of the same markers again in the same turn, including damaged ships or LBAs), or it may add or remove ships, LBAs, and "X"-boats subject to the requirements of §3.1. (Any ships, LBAs, or "X"-boats removed from the existing Task Force are handled as per the Stalemate procedure in §4.6.1.) The non-phasing faction's Task Force must be constituted from scratch from ships, LBAs, or "X"-boats that have not yet been used in the current turn.
- Alternatively, it may allow the phasing faction's support unit to be successfully placed in the Battle Location. The ships, LBAs, and "X"-boats comprising the phasing faction's Task Force are placed per §4.6.1.

§4.6.3 REPULSION

The defender wins the battle. Follow the Stalemate procedure (§4.6.1) for the *phasing* faction's remaining ships, LBAs, and "X"-boats constituting its Task Force. If the non-phasing faction won a *Limited Victory* after the first Combat Round, place the phasing faction's support unit in the Used Asset Box. If the non-phasing faction won a *Major Victory*, place the phasing faction's support unit in the appropriate Delay Box—an Air support unit goes to the Delay Box, a Fleet support unit goes to the Naval Warfare Delay Box.

The non-phasing faction then returns its support unit to its *Force Pool*. Undamaged ships and all LBAs in the non-phasing Task Force are immediately returned to base (§1.3)—these remain available for later use in the turn. "X"-boats and Damaged ships in the non-phasing player's Task Force are placed in the Naval Warfare Delay Box with their current side face up.

Design Note: A "Limited Victory" gives you temporary command of the sea and skies, but the enemy will quickly regroup and be ready to contest the area next turn. If your force shoots poorly in the first round, you may want to concede a Limited Victory to your opponent rather than risk suffering a Major Victory.

COMPREHENSIVE AIR & NAVAL COMBAT EXAMPLE: MIDWAY



In the May–June 1942 turn, the Axis faction tries to place a CV Strike over Midway (p4519). Doing so will prevent the Allied faction from using Midway as an Air Base or Naval Base, which will open the door for a Beachhead landing against that Strategic Hex.

This operation begins with the Axis faction declaring it will place a CV Fleet in hex p4518, west of Midway in the International Dateline Naval Zone. The Axis must compose a Task Force to represent this support unit, so it makes an Intelligence Roll. The roll is a 2; with the automatic +6 DRM the Axis faction can only assign 8 ships to this Task Force.

From the main Japanese Naval Base in Truk (p3405), the Axis faction selects four CVs (*Akagi*, *Hiryu*, *Kaga*, and *Soryu*) and four CAs (*Kumano*, *Mikuma*, *Mogami*, and *Suzuya*). The Axis has powerful BBs like *Yamato* in Truk, but it declines to select those. Since the support unit's placement hex is two Naval Zones away; all ships in the Axis Task Force will have to make Speed Checks—which the slower BBs are more likely to fail. The Axis faction cannot add an LBA to this Task

Force because it lacks an Air Base within three hexes of p4518, but it does have an I-boat (*I-168*) in its Force Pool to add.

The Western faction contests this placement with a CV Fleet of its own. The Western Intelligence Roll is better—a 4, which becomes a 10 with the automatic +6 DRM. Unfortunately, there isn't much in the way of available ships in Honolulu (p4226) to commit beyond three CVs (*Enterprise*, *Hornet*, and *Yorktown*) and a host of CAs (*Astoria*, *Minneap*, *N Orleans*, *Northamp*, *Pensacola*, *Portland*, and *Vincennes*). The Western faction does have an LBA in Honolulu (5BC) that it can add to the Task Force, since Honolulu is within nine hexes of the Air Base at Midway.

Now that both sides have created their Task Forces, it's time for Speed Checks. Only two ships have Speeds less than 6—the Japanese CVs *Akagi* and *Kaga*—and they both pass. On to the battle!

The two sides look evenly matched, but the Western faction reveals an ace up its sleeve: the *Naval Intelligence Coup* FoW card (+§12). The Western faction rolls a die and gets a 2—the Major Effect

applies! This means the Western faction will get a +1 DRM for its choice of Day or Night Action, and a +1 DRM for its combat die rolls in the first round.

The players begin the Air & Naval Combat Sequence.

Step 1: The Axis faction declares it wants a Night Action, hoping to protect its carriers. The Western faction picks Day and rolls with a +3 DRM (+1 for Day Action, +1 for having a friendly Air Base within three hexes, and +1 for the FoW card). The Axis rolls a 5. The Western roll is a 2, which becomes a 5 with the +3 DRM—and since the Western faction is the non-phasing faction, it wins the tie.

Step 2: Between its four carriers, the Axis faction has 14 Airstrike Factors to assign. The Axis faction chooses to ignore the US LBA (since it would have to assign three Airstrike Factors to get just one die against it), and puts 5 factors on *Enterprise*, 5 on *Hornet* and 4 on *Yorktown*. The Axis faction also has the I-boat to add, but that marker cannot divide its Torpedo Factors, so it will commit its entire attack against *Yorktown*.



The Axis faction resolves its attacks:

- With 5 dice against *Enterprise*, it rolls a 3, 4, 2, 2 and 4. *Enterprise* escapes undamaged.
- 5 dice against *Hornet*, rolling a 5, 2, 1, 5 and 2. No hits, but *Hornet* is disabled and moved to the Disabled Box. The multiple disabled results do not have any additional effect.
- 6 dice against *Yorktown*, rolling a 3, 1, 3, 6, 4, and 6. Two hits! The Axis faction rolls two dice to see how many Damage Points are inflicted. The rolls are 2 and 1—the sum of 3 is just enough to sink *Yorktown*. The ship is moved to the Sunk/Destroyed Box. After resolving its attack against *Yorktown*, *I-168* is moved to the Naval Warfare Delay Box.

A reasonable round of fire for the IJN, but the USN gets to shoot back before these results take effect.

Step 3: Between its three carriers and one LBA, the Western faction also has 14 Airstrike Factors to assign. The Western faction spreads its attacks around liberally to take full advantage of the +1 DRM—three factors against each Japanese CV, and one factor against each of *Mikuma* and *Mogami*.

The Western faction resolves its attacks:

- With 3 dice (+1 DRM) against *Akagi*, it rolls a modified 6, 5, and 6. Two hits! The Western faction rolls two dice to see how many Damage Points are inflicted. There is no DRM to these rolls, but the resulting sum of 6 Damage Points is enough to sink *Akagi*. The disabled result is ignored.
- 3 dice (+1 DRM) against *Hiryu*, rolling a modified 2, 4 and 6. One hit. The roll of 3 Damage Points is just enough to sink *Hiryu*.
- 3 dice (+1 DRM) against *Kaga*, rolling a modified 6, 6 and 4. The two hits combine for 8 Damage Points, and *Kaga* likewise is sunk!
- 3 dice (+1 DRM) against *Soryu*, rolling a modified 3, 4 and 6. One hit, and a roll of 4 Damage Points is enough to put *Soryu* under!
- 1 die (+1 DRM) against *Mikuma*, rolling a modified 6. The subsequent roll of 5 Damage Points easily sinks *Mikuma*.
- 1 die (+1 DRM) against *Mogami*, rolling a modified 5. That breaks the Allied lucky streak, as *Mogami* is merely disabled.

Step 4: Only now do the combat results take effect. After removing all ships in the Disabled and Sunk/Destroyed Boxes, the Japanese Task Force has only two CAs remaining, while the Western Task Force still has *Enterprise*, seven CAs and the 5BC LBA.

Step 5: Seeing the overwhelming odds against him, the Axis faction declares it will retire from combat.

Step 6: The result of the battle is determined to be a Stalemate. Although the Axis faction retired from combat after the first Combat Round, it was able to inflict a Disabled or Sunk result against an enemy ship.

Following the procedures for Stalemate:

- Both factions' CV Fleet support units are placed in the Naval Warfare Delay Box.
- The remaining undamaged ships in the Line of Battle Box are placed in the Used Box of the International Dateline Naval Zone.
- The US 5BC LBA is placed in the Used Asset Box.

ATTACK RESOLUTION		
Modified Roll	Target Ship	Target LBA
1-4	No Effect	No Effect
5	Disabled	No Effect
6 or more	Hit	Hit

HIT RESOLUTION		
If the Total Damage Points	Target Ship	Target LBA
Are less than <i>Damage Factor</i>	Unharmed	Unharmed
Equal or exceed <i>Damage Factor</i> but less than <i>Defense Factor</i>	Damaged	Reduced
Equal or exceed <i>Defense Factor</i>	Sunk	Destroyed



§5. OTHER COMBAT ROUTINES

§5.1 AXIS COMMERCE RAIDS

Each Seasonal Turn, at the *end* of its Naval Construction Segment, the Axis faction *must* remove any Raid marker (§9.7) in a Strategic Warfare Box. Then it may attempt *one* Commerce Raid on each map by following the procedure below.

Exception: A Commerce Raid is not permitted on a map where Britain is a PAC or TAC.

§5.1.1 COMMERCE RAIDING PROCEDURE

Step 1: The Axis faction may form a Raid Task Force by selecting up to *two* ships. All ships selected must be based in the same port. In addition:

- In *TK*, the ships must be German, and the port must border the North Sea or North Atlantic Naval Zones. A German CD ship cannot be part of a Raid Task Force.
- In *DS*, the ships must be Japanese, and the port must border the Bay of Bengal or West Indian Ocean Naval Zones. A Japanese heavy ship cannot be part of a Raid Task Force. In addition, the Axis faction can form a Raid Task Force only when:
 - » The Navy is *not* leading the Government (1.1.3.1), and/or
 - » The Materiel Shortages marker is in the *DS* Strategic Warfare Box.

Design Note: Japanese naval strategy emphasized seeking decisive battle with its capital ships. It wasn't until mid-1944 that the country undertook the kind of raiding simulated here.

No support unit is needed to form a Raid Task Force. The Axis faction must make a Speed Check (§3.3.2.1) for each ship selected. If the Speed Check is unsuccessful, place the ship in the Naval Warfare Delay Box; if it succeeds, place the ship in the On Station Box of the **North Atlantic Naval Zone** or **West Indian Ocean Naval Zone**. An Axis ship placed in an On Station Box is called a **raider**.

Step 2: The Western faction may attempt to intercept a raider with friendly ships based in a Port hex or Off-Map Box adjacent to the Naval Zone of placement.

Intercepting ships based in the same port or Off-Map Box may attempt a combined interception. For each intercepting group, roll one die on the Interception Table. A Western ship that rolls successfully on this table is called an **interceptor**.

Clarification: Interception Rolls may be made sequentially—i.e., the Western faction may wait to see the results of each Interception Roll before committing other groups.

Step 3: After the Western faction finishes all Interception Rolls, it *may* initiate the Air & Naval Combat Sequence. Air & Naval Combat is conducted normally, but do *not* check for Air & Naval Combat Resolution (§4.6).

Step 4: If there is at least one undamaged raider in an On Station Box or the Line of Battle Box after both combat rounds, the Axis faction may select one of the three options listed in §5.1.2 below.

Step 5: Finally, ships from both factions are placed as follows:

- Damaged ships are placed in the Naval Warfare Delay Box with their current side face up.
- Undamaged interceptors are placed in the Used Box of the Naval Zone where combat took place.
- Undamaged raiders are placed in the Naval Warfare Delay Box.

Clarification: Allied interceptors will be “used” for the turn even if no Air & Naval Combat was initiated.

§5.1.2 SUCCESSFUL COMMERCE RAIDS

If there is an undamaged Axis raider in an On Station Box or the Line of Battle Box during Step 4, the Axis faction may select *one* of the following options:

- Force the Western faction to select one friendly standard Convoy marker from the map or Western Force Pool and place it in the Naval Warfare Delay Box.
- Force the Western faction to select *one* friendly British or U.S. support unit in that map's Western Force Pool and place it in the Delay Box.
- Place the Raid marker (§9.7) in that map's Strategic Warfare Box. The Axis faction chooses which side of the marker to place face-up: either “Western Delay” or “Soviet Lend-Lease.”

Clarification: The Raid marker imposes a +1 DRM to the die roll specified on the counter. Note that its effects will last for a whole season, as the marker stays in the Strategic Warfare Box until the beginning of the Naval Construction Segment of the next Seasonal Turn.

The Western faction can select any British or U.S. support unit to fulfill the third choice, even a Bomber or

Interceptor unit. The Western faction cannot select a minor country support unit or the factional Scratch Defense Fleet. The selected unit always goes in the standard Delay Box, even if it's a Fleet support unit.

Restrictions: The Western faction cannot select a Convoy marker or support unit that belongs to a PAC (13.6.1) or TAC (13.6.2) to fulfill these effects. Similarly, the Western Delay DRM for the Raid marker does not apply to a PAC or TAC.

§5.2 BASE ATTACKS

Phasing carriers and LBAs may be able to attack non-phasing ships and LBAs *without response* with a successful result on the Base Attack Table. A faction may roll on this table by undertaking a *Base Attack Raid* or through a *Sustained Base Attack*.

Design Note: A Base Attack Raid represents a small pre-emptive strike on enemy ships and LBAs. A Sustained Base Attack represents the damage to targets that may occur during repeated airstrikes against a location.

§5.2.1 BASE ATTACK RAIDS

Each turn, the phasing faction may attempt *one* Base Attack Raid during its Support Segment provided it has an Air Force, Bomber, or CV Fleet support unit available in its Force Pool.

© **Exception:** When playing *AE*, the phasing faction may conduct *one* Base Attack Raid on *each* map, provided it has an appropriate support unit in that map's Force Pool.

A Base Attack Raid is not permitted on a map with a War State of Pre-War, or against a ship or LBA belonging to a PAC or TAC (13.6).

Base Attack Raid Procedure:

Step 1: The phasing faction forms a Raid Task Force. The following special rules apply to this Task Force:

- The Raid Task Force may include either ships or *one* heavy LBA, but not both. It cannot include any “X”-boats or CD ships. Ships cannot be used if the faction does not have a CV Fleet support unit in its Force Pool. A heavy LBA cannot be used if the faction does not have an Air Force or Bomber unit in its Force Pool.
- **If ships are used to compose the Raid Task Force:** the Intelligence Roll DRM is +1, not the usual +6. The Raid Task Force must include a carrier. All ships must be of the same nationality.

COMPREHENSIVE AXIS COMMERCE RAIDING EXAMPLE: HUNT FOR GRAF SPEE

It is the Nov–Dec 1939 Seasonal Turn and European Limited War is in effect. Hoping to slow the arrival of Allied reinforcements, the Axis faction decides the time is right for commerce raiding. Because the war has just started, there is no Raid marker in the Strategic Warfare Box to remove at the start of the Axis Logistics/Partisan Segment.

The Axis faction begins the Commerce Raiding Procedure:

Step 1: The Axis faction must select one or two German ships to form a Raid Task Force. It selects the CAs *Gr Spee* and *Lutzow* in Kiel (w4023), which borders the North Sea Naval Zone by way of the Kiel Canal. Both ships must pass a Speed Check. *Gr Spee* rolls a 2 and passes, but *Lutzow* rolls a 6. That fails, so *Lutzow* is placed in the Naval Warfare Delay Box. *Gr Spee* is placed in the On Station Box of the North Atlantic Naval Zone.

Step 2: The Western faction has several ships based in Scapa Flow (w4817), Gibraltar (w2208), and the Eastern US/Canada Box, all adjacent to the North Atlantic Naval Zone.

Looking closer at the Commerce Raiding Table, the Western faction decides it will not try to intercept *Gr Spee* with any ship having a Speed Factor of 3 or less. (This is to minimize the chance of ships being sent to the Delay Box.) That leaves the following ships available for the search:

- **In Scapa Flow:** 2 BB (*Hood*, *Repulse*), 2 CA (*Berwick*, *Norfolk*), 1 CV (*Furious*)
- **In Gibraltar:** 1 BB (*Renown*), 1 CA (*Suffolk*), 1 CV (*Ark Royal*)
- **In the Eastern US/Canada Box:** 3 CAs (*Cumberld*, *Exeter*, *York*).

For its Interception attempts, the Western faction decides to pair each of its CVs with a BB to protect the carrier in any potential Night Action. Otherwise, each

surface ship will attempt to intercept on its own. The three CAs in the Eastern/US Canada Box will get a –1 DRM for being in an Off-Map Box. The Western faction begins rolling:

- The roll for the combined group of BB *Hood* and CV *Furious* is a 3— a *Speed?* result. Because the roll of 3 is less than both ships' Speed Factors, the result is treated as *Off Station* and the ships remain in Scapa Flow available for use.
- BB *Repulse* rolls a 2— *Off Station*, and stays in Scapa Flow.
- CA *Berwick* rolls a 3— *Speed?*, which again is treated as *Off Station*.
- CA *Norfolk* rolls a 4— *Speed?*, which converts to *Off Station*.
- The combined group of BB *Renown* and CV *Ark Royal* roll a 5— a *Speed?* result. Here the roll is greater than *Renown's* Speed Factor of 4, so the result is treated as *Failure* and both ships are placed in the Delay Box.
- CA *Suffolk* rolls a 3— *Speed?*, which converts to *Off Station*. *Suffolk* remains in Gibraltar.
- CA *Cumberld* rolls a modified 1 (with a –1 DRM)—the result is *Interception!*
- CA *Exeter* also rolls a modified 1 (again, –1 DRM) and will join the battle.
- CA *York* rolls a modified 2 (–1 DRM)— *Off Station*, and remains in the Eastern US/Canada Box.

Step 3: With only two CAs to fight *Gr Spee*, the odds are not great for the Western faction...but it chooses to initiate the Air & Naval Combat Sequence anyway. Since neither side has any carriers in the battle, both sides must choose a Night Action, and battle is joined.

The Axis faction resolves its attack:

- *Gr Spee* attacks *Exeter* with 2 dice, rolling a 2 and a 6. A hit! The subsequent damage roll of 1 damages *Exeter*, which is moved to the Damaged/Reduced Box.

The Western faction resolves its attacks:

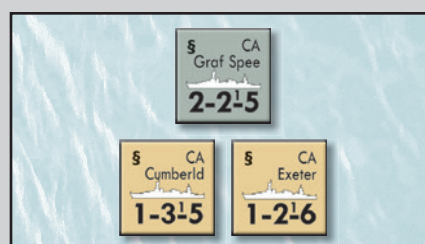
- *Cumberld* attacks *Gr Spee* with one die, rolls a 1, misses.
- *Exeter* attacks *Gr Spee* with one die, rolls a 6, and hits. The subsequent damage roll of 3 is enough to sink *Gr Spee*!

Step 4: Because there are no undamaged German ships remaining in the Line of Battle Box, the raid fails. But let's suppose for a moment that *Exeter* had missed *Gr Spee* with its shot. In that case (assuming neither side wished to retire), a second Combat Round would have been fought. If *Gr Spee* was still undamaged after the second Combat Round, the commerce raid would have been declared a success and the Axis faction would choose one of the three options listed under Successful Commerce Raids (§5.1.2):

- It could force the Western faction to place a friendly Convoy marker in the Naval Warfare Delay Box, **or**
- It could force the Western faction to place a British support unit in the Delay Box, **or**
- Place the Raid marker in the Strategic Warfare Box and cause the Western faction to suffer a +1 DRM to its Delay rolls for the rest of the season.

Step 5: After the raid, all ships would be placed as follows:

- Damaged ships (such as *Exeter*) would be placed in the Naval Warfare Delay Box, damaged side face up.
- Undamaged interceptors (such as *Cumberld*) would be placed in the Used Box of the North Atlantic Naval Zone.
- Undamaged raiders (such as *Gr Spee* in our hypothetical case) would be placed in the Naval Warfare Delay Box.



Clarification: Although you must have a support unit available in your Force Pool to initiate a Base Attack Raid, the support unit itself is not actually used.

The Task Force Requirements in §3.1.2 that apply to Surface Fleet, CV Fleet, CV Strike units do not apply to Raid Task Forces. There can be more carrier than surface ships in a Raid Task Force, and there can be more than six heavy ships.

Step 2: If ships comprise the Raid Task Force, the phasing faction places these ships in a Port hex that contains enemy ships or LBAs and is within a Naval Zone within Range Restrictions (§3.3.2) of their Naval Base, making Speed Checks as necessary. If a heavy LBA comprises the Raid Task Force, the phasing faction places the heavy LBA in a City or Port hex that contains enemy ships or LBAs and is within nine hexes of the LBA's Air Base, tracing an Air Unit Path (2.2.3.1).

Clarification: The non-phasing support unit cannot contest the placement of this Raid Task Force.

For this rule, a Port hex connected to a Naval Zone only via canal is not considered to be “within” that Naval Zone. For example, Kiel (w4023) is not within the North Sea Naval Zone.

A ship or LBA in an Off-Map Box cannot be attacked by Base Attack.

Step 3: The phasing faction rolls on the Base Attack Table. If the result is *Air Raid*, that faction will receive one or two Air Raid Combat Rounds as specified. Air Raid Combat Rounds are handled normally using the procedure in §4, with these exceptions:

- All Air Raid Combat Rounds are automatically considered to be *Day Actions*.
- The non-phasing faction cannot make *any* attacks; only the ships or heavy LBA of the Raid Task Force will fire.
- The non-phasing faction cannot retire from combat after the first Combat Round.
- Disabled results are not applied until the conclusion of all Air Raid Combat Rounds. At the conclusion of all Air Raid Combat Rounds, follow the Stalemate procedure (§4.6.1) for the *phasing faction's* ships or LBA *only*. Non-phasing Disabled/Damaged ships and Destroyed LBAs are placed in the appropriate Delay Boxes. Sunk ships are removed from play. All other non-phasing ships and LBAs remain available for use.

Clarification: Each faction is limited to one Base Attack Raid on a map per Support Segment. That's true even if you roll poorly on the Base Attack Table and don't get to perform any Combat Rounds—you can't put together another Base Attack Raid and try again this segment. You can perform a Sustained Base Attack below by successfully placing a support unit in the hex.

§5.2.2 SUSTAINED BASE ATTACKS

Whenever a phasing faction “successfully places” (2.2.3) an Air Force, Bomber, or CV Strike support unit in a hex containing enemy ships or LBAs, it may roll on the Base Attack Table. If the result is *Air Raid*, all carriers and LBAs in the support unit Task Force may attack enemy ships and LBAs in the hex with the same advantages described in §5.2.1.

Clarification: A Bomber makes its Sustained Base Attack before flipping to its Devastation marker side.

§5.3 SUB PATROLS

Each turn, the phasing faction may conduct a Sub Patrol during its Support Segment.

Clarification: Unlike Base Attacks, you may conduct more than one Sub Patrol in a turn—you may do as many Sub Patrols as you have “X”-boats in your Force Pool. You do not need a Sub Fleet support unit to do a Sub Patrol.

A Sub Patrol is not permitted on a map with a War State of Pre-War, or against a ship belonging to a PAC or TAC (13.6).

To conduct a Sub Patrol, the phasing faction selects one “X”-boat from its Force Pool and places it in the On Station box of *any* Naval Zone on the map.

Clarification: You do not need a Naval Base in the Naval Zone to place an “X”-boat on a Sub Patrol. © In an *AE* combined game, the map must belong to the same game as the Force Pool. For example, a German U-boat in the *TK* Axis Force Pool cannot attack a target on the *DS* map.

After placement, roll on the Sub Patrol Table. On a successful result, the “X”-boat may select one allowable target *anywhere* in that Naval Zone (including any Port hex, Used Box or Off-Map Box) and attack it with its Torpedo Factors for one Combat Round.

After resolving its Sub Patrol and attack (if any), the “X”-boat is placed in the Naval Warfare Delay Box.

COMPREHENSIVE BASE ATTACK EXAMPLE: RAID ON TARANTO

It is the Nov/Dec 1940 turn and the Axis faction has several Italian ships based in Taranto (w2427). The Western faction targets that hex for a Base Attack Raid. It can do this because it has a British CV Fleet unit in its Force Pool.

The Western faction makes an Intelligence Roll with a +1 DRM. With a roll of 3, the British Task Force can be four ships. The Western faction selects the British CV *Illustrious*, CVL *Eagle* and CAs *Berwick* and *York*, all based in Gibraltar (w2208).

As Taranto is in the Central Mediterranean Naval Zone, the Western faction will have to make Speed Rolls for its ships. The CVL *Eagle* fails and is placed in the Naval Warfare Delay Box. The other ships press on with the raid.

The Western faction rolls on the Base Attack Table and gets a 1—an *Air Raid* result with two Combat Rounds!

Illustrious only has 2 Airstrike Factors. In the first Combat Round, the Western faction assigns 1 factor to BB *Ct Cavour* and 1 factor to BB *Caio Duilio*. A lucky roll

of “boxcars” means both ships are hit! The subsequent damage rolls of 4 are enough to sink *Ct Cavour*, but a 3 only damages *Caio Duilio*.

In the second round, *Illustrious* assigns 1 factor to BB *Littorio* and 1 to CA *Trento*. The Western luck continues: a roll of 6 (with a subsequent damage roll of 5) damages *Littorio*. Meanwhile, a roll of 5 is enough to disable *Trento*. After this military triumph, the British ships are placed in the Used Box of the Central Mediterranean Naval Zone.

Clarification: That’s right—the “X”-boat goes to the Naval Warfare Delay Box even if it doesn’t make an attack.

A ship unharmed by a Sub Patrol attack is returned to its original location. A ship Disabled or Damaged by a Sub Patrol attack is placed in the Naval Warfare Delay Box (appropriate side face-up). A ship Sunk by a Sub Patrol attack is removed from play.

§6. REINFORCEMENTS AND WITHDRAWALS

A faction may receive LBAs and “X”-boat reinforcements through option card play. An LBA or “X”-boat designated for the Delay Box, or “X”-boat designated for the Force Pool, is placed in that location. An LBA designated for the Force Pool is instead placed on the map in a “suitable base” (§1.2).

Ships are built using Ship Building (§6.1).

During its Organization Segment, the phasing faction may reorganize reduced-strength LBAs (§6.2).

* Allied factions may be allowed to enter ships or LBAs, or required to withdraw ships or LBAs, in standalone *TK* or *DS* games (§6.3)

§6.1 SHIP BUILDING

A new Segment is added at the end of each faction’s Seasonal Phase: the Naval Construction Segment. During this Segment, players may receive and spend Ship Building Points (SBPs) to purchase new ships.

§6.1.1 SHIP BUILDING POINTS (SBPS)

§6.1.1.1 VARIABLE SBPS

During a faction’s Naval Construction Segment, each friendly country with a ship building capability—Germany, Japan, Britain, France, Russia, and the US—may roll one die (no DRM) to see if it receives a Ship Building Point (SBP) to use that Seasonal Turn.

Clarification: Political DRMs do not apply to Ship Building rolls. You roll for each friendly ship building country separately.

If a particular war state isn’t listed, that country cannot roll for Variable SBPs at that time. For example, Britain does not roll for Variable SBPs during European Total War, nor does it roll for Variable SBPs in standalone *DS*.

DIE ROLL FOR 1 SBP		
Nation	War State	Roll Needed
Britain In ©AE & * standalone TK	European Pre-War	5 or less
	European Limited War	2 or less
France In ©AE & * standalone TK	European Pre-War	1
	European Limited War	1 if it is still a PAC on the TK map
Germany	European Pre-War	1
Japan	Pacific Pre-War & Pacific Limited War	3 or less
Russia © In AE	European Pre-War	1
	European Limited War	1 if it is still a PAC on the TK map
* Russia In standalone TK	European Pre-War	1
United States © In AE & * standalone DS	European Pre-War	3 or less
	European Limited War	5 or less

Clarification: Italy does not receive any SBPs, even though it has a sizable navy and one of its battleships (*Roma*) enters play through the Ship Building Track when the country sets up (§8.7). Italy’s ship building is assumed to proceed mostly historically while it is a Neutral Minor Country.

Design Note: You’ll notice ship building is largely a pre-war exercise. This is both historical and saves players from bothering with ships that won’t arrive before the game ends.

§6.1.1.2 US SHIP BUILDING SBPS

The first time that Total War goes into effect on a *TK* or *DS* map (* including the placement of the European Total War marker in a standalone *DS* game), the Western faction must place the US Ship Building marker (§9.10) in the *DS* Strategic Warfare Box. It must also place the End Ship Building marker (§9.3) nine Seasonal Turns ahead on the *DS* Turn Track.

Clarification: This happens if you’re playing standalone *DS* or the *AE* combined game. If you’re playing standalone *TK*, you don’t place either marker.

Example: European Total War occurs in May–June 1941, and it’s the first time Total War has occurred on either map. The Western faction places the US Ship Building marker in the *DS* Strategic Warfare Box and the End Ship Building marker in the Aug–Sept 1943 box of the *DS* Turn Track.

While the US Ship Building marker is in the *DS* Strategic Warfare Box, the US automatically receives 3 SBPs each Naval Construction Segment.

§6.1.2 USING SBPS

All SBPs must be used immediately when they are received; unused SBPs are lost. An SBP cannot be transferred from one country to another.

It costs 1 SBP to begin the construction of a *heavy* ship (i.e., a BB or CV). It costs 1/2 SBP to begin the construction of a *light* ship (i.e., a CA or CVL). To begin construction, select a ship from the Available for Construction Box and place it in the *Shipyard Delay Box*.

Construction Restriction: You cannot select a particular ship from the Available for Construction Box if there is another ship of the same class (BB, CA, CV, or CVL) with a *lower* Construction Number in that Box.

Example: The US must build CAs 1 through 4 (*Baltimore*, *Boston*, *Canberra II*, and *Quincy II*) before it can build the superior CA5 (*Alaska*).

Design Note: You have to proceed through the various stages of ship development—you can’t fast-forward directly to the most powerful model!

Russian Ships: Russian ships available for construction appear in all three Sea Stripe colors, but only *one* can be used to represent a particular ship at any time; once a particular color is selected during Ship Building (§6.1), the other counters are removed from play.

Example: The Soviet faction chooses to build the BB *Sov Soyuz* in the Baltic Sea, using the marker with the blue Sea Stripe. The *Sov Soyuz* markers with gray and red Sea Stripes are removed from play.

Russian Naval Purges: If Russia has received an SBP to use *and* the Naval Purges marker (§9.5) is in the *TK* Strategic Warfare Box, then the Soviet faction *must* forfeit that SBP and remove the Naval Purges marker from play.

Clarification: A Naval Purges marker cancels the SBP you receive during one Seasonal Turn, after which it won't bother you again.

§6.1.3 THE SHIP BUILDING TRACK

The Ship Building Track is essentially a duplicate of the Turn Track with Seasonal Turns only—all ship construction is performed in Seasonal Turns.

Use the Seasonal Turn marker to keep time on the Ship Building Track. During the End of Game Turn Phase, if necessary, advance the Seasonal Turn marker to the same Seasonal Turn represented on the *TK* and *DS* maps. All counters in a box on the Ship Building Track entered by the Seasonal Turn Marker are placed in any "suitable" Port hex on a map as if it were returning to base (§1.3).

Design Note: Ship Building is a long process, and many projects faced unexpected delays, start-and-stop interruptions and lengthy sea trials as they went along. These events are represented by the Variable SBP and Delay rolls.

§6.2 LBA REORGANIZATION

During its Organization Segment (2.3), the phasing faction may **reorganize** reduced-strength LBAs.

To do this, the faction must remove a reduced-strength LBA from the map and place it in the Delay Box on its *full-strength side*. For *each* reduced-strength LBA it removes, it may flip *one* other reduced-strength LBA of the same nationality on the same map to its *full-strength side*.

Clarification: The LBA flipping to its full-strength side does not have to be in the same hex as the LBA that is being removed. © It does have to be on the same map, though. You cannot remove an LBA from, say, the *TK* map and flip an LBA on the *DS* map to full-strength.

*§6.3 ALLIED WITHDRAWALS AND RECALLS

Withdrawals: In standalone *TK* or *DS* games, events can require an Allied faction to place ships or LBAs in the Holding Box representing the other theater of war—this is termed a *withdrawal*.

When withdrawing a ship, a ship in a Port hex *must* be selected before one in a Naval Zone Box or Used Asset Box can be selected, and a ship in a Naval Zone Box or Used Asset box *must* be selected before a ship on the Turn Track or

in a Delay Box can be selected. A ship on the Ship Building Track or in the Shipyard Delay Box *cannot* be selected to meet a withdrawal.

If a withdrawal is required to be a BB or a carrier but there are insufficient ships of that type available on the map or Turn Track, a ship of a different type must be withdrawn instead.

A minor country ship or LBA cannot be used to fulfill a withdrawal. A friendly major country ship or LBA can be used to fulfill a withdrawal even if it is a PAC or a TAC.

*** Example:** European Total War goes into effect in a standalone game of *TK*. According to §6.3.2, the Western faction must immediately withdraw eight ships, including four BBs and one carrier. The Western faction can use British or US ships to meet the withdrawal (even though the US is still a PAC), but not French ships. If there were only two British and US BBs on the map, the Western faction must substitute two other British or US ships instead.

Recalls: Events may allow an Allied faction to take ships or LBAs from the Holding Box and place them in the Delay Box—this is termed a *recall*.

*§6.3.1 EMERGENCY RECALL

At any time, once per *TK*-only or *DS*-only game, the Western faction may recall up to eight ships from the Pacific or European Holding Box, respectively. If the Western faction invokes this option, place the Ship Recall marker (§9.11) in the Strategic Warfare Box.

Design Note: This rule lets you bring ships back from the other theater in an emergency, albeit at a significant price.

*§6.3.2 TK WITHDRAWALS AND RECALLS

European Limited War: When European Limited War occurs (12.2), the Western faction may recall up to 4× ships from the Pacific Holding Box.

European Total War: When European Total War occurs (12.3, §6.4), the Western faction must withdraw 8× ships—including at least 4× BBs and 1× carrier—and place them in the Pacific Holding Box. Also see *Sunk Ships* below.

Pacific Commitment: When the *Pacific Commitment* Political Event (19.30) is applied, an Allied faction may be allowed to recall or required to withdraw ships or LBAs; see §10.8. In the event of a withdrawal, see *Sunk Ships* below.

Operation Galvanic: If the Western faction reveals Card 37 *Operation Galvanic* as its Current Option Card, the Western faction may recall up to 8× ships from the Pacific Holding Box.

Sunk Ships: Each time the Western faction withdraws a ship to the Pacific Holding Box, it rolls one die and adds the current USCL to the result. If the modified result is 3 or less, the ship is removed from play.

Clarification: A "sunk ship" still counts toward meeting a withdrawal. It just won't be available for recall later.

Design Note: As you've may have guessed, this result represents a loss in action in the Pacific.

*§6.3.3 DS WITHDRAWALS AND RECALLS

Pacific Limited War: When Pacific Limited War occurs (12.2), the Western faction must withdraw 3× ships and place them in the European Holding Box.

European Limited War: When European Limited War occurs (36.13.2), the Western faction must withdraw 4× ships and place them in the European Holding Box.

European Total War: When European Total War occurs (36.13.4, §6.4), the Western faction may recall up to 8× ships from the European Holding Box.

European Commitment: When the *European Commitment* Political Event (37.13) is applied, an Allied faction may be allowed to recall or required to withdraw ships or LBAs; see §10.5.

§7. DELAY PROCEDURE CHANGES

§7.1 DELAY BOX AND NAVAL WARFARE DELAY BOX

During the End of Game Turn Phase, delay rolls for ships, LBAs and "X"-boats are made as usual with one addition: the Delay Result for a **Damaged ship** is the number of Seasonal Turns ahead of current Turn Box that the counter is to be placed, on its *Undamaged* side.

Important: Any Delay DRMs which apply only to support units also apply to ships, LBAs, and "X"-boats. Any Delay DRMs which apply only to Air units also apply to LBAs.

Clarification: A ship or "X"-boat in the Naval Warfare Delay Box must add a second die roll if the first roll is a 6.

Example: It is the Jan/Feb 1942 turn and the German BB *Gneisenau* is in the Naval Warfare Delay Box. The Axis faction rolls a 6, so it must roll another and add the result. That roll is a 5, for a sum of 11. After applying a combined DRM of -1 (+1 for USCL 1, -2 for Axis Tide 2), the final Delay Result is a 10, so *Gneisenau* is placed in the Mar-Apr 1943 box. If *Gneisenau* were Damaged, it would be placed 10 Seasonal Turns ahead, in the May-June 1944 box (on its Undamaged side). Heavy damage can put a ship out of action for a long time!

Design Note: Since Damaged ships are placed on Seasonal Turns, you can use the Ship Building Track for their re-entry if the Turn Track is too cluttered.

§7.2 SHIPYARD DELAY BOX

During the End of Game Turn Phase, delay rolls are also made for ships in the Shipyard Delay Box. This box is located underneath the Ship Building Track. For ships in these boxes, the Delay Result is the number of Seasonal Turns ahead that ship is placed on the Ship Building Track.

Ships in the Shipyard Delay Box do not use *any* standard Delay DRMs. Instead, *only* the following cumulative Ship Building Delay DRMs apply:

- **+9** if the ship belongs to Britain, France, Germany, Japan, or Russia.
- **+9** if the ship belongs to the US and Total War is *not* in effect on either map.
- **+5** if the ship belongs to the US and Total War *is* in effect on a map.
- **+2** if the ship is a BB.
- **+1** if the ship is a CA.

Clarification: That's right, no standard Delay DRMs apply to Ship Building Delay rolls, including those DRMs for USCL, support units in the Strategic Warfare Box, or anything else.

§8. MINOR COUNTRY NAVIES

Ⓡ§8.1 AUSTRALIA

If Australia is a minor country in *DoD*, the Western faction must remove from play 2× British CA [*Australia, Canberra*] during Final *DoD* Setup (Ⓡ1.4).

When Australia is activated during play, place these ships during setup (13.7.1, Ⓡ12):

- **Any suitable Port hex(es) in Australia:** 2× Australian CA [*Australia, Canberra*]

Ⓡ§8.2 AUSTRIA-HUNGARY

When Austria-Hungary is activated during play, place these ships during setup (13.7.1, Ⓡ14.1):

- **Any suitable Port hex(es) in an A-H Dependent:** 3× A-H BB [*Pr Eugen, Tegethof, V Unitis*]

Dominant Austria-Hungary: If this marker is in Austria-Hungary when it is activated, place these *additional* ships during setup (Ⓡ14.12):

- **Any suitable Port hex(es) in an A-H Dependent:** 4× A-H BB [*Budapst, Habsbrg, Monarch, Wien*].

Expanded Austria-Hungary: If this marker is in Austria-Hungary when it is activated, place these *additional* ships during setup (Ⓡ14.13):

- **Any suitable Port hex(es) in an A-H Dependent:** 2× A-H BB [*Monarch, Wien*].

Austria-Hungary and a Civil War: If there is a Civil War Country/Reconstruction marker in Austria-Hungary when it is activated, roll one die (no DRM) for each ship Austria-Hungary would receive upon setup:

- **1-3:** Place the ship normally
- **4-6:** Remove the ship from play

§8.3 DENMARK-NORWAY

When Denmark-Norway is activated during play, place these ships during setup (13.7.1):

- **Any suitable Port hex in Denmark-Norway:** 2× D-N CD [*Eidsvold, Norge*]

§8.4 FINLAND

When Finland is activated during play, place these ships during setup (13.7.2):

- **Any suitable Port hex in Finland:** 2× Finnish CD [*Ilmarin, Vainam*]

Ⓡ§8.5 FRANCE

Ⓡ **Communist France:** Communist France sets up with these *SK* counters in the following locations (Ⓡ34.2):

- **Any suitable Port hex(es) in France or a French Dependent:** 5× BB [*Bretagne, Dunkerq, Lorraine, Provence, Strasbrg*], 7× CA [*Algerie, Colbert, Dupleix, Duquesne, Foch, Suffren, Tourville*], 1× French CV [*Bearn*]
- **Delay Box:** 1× BB [*Richelieu*]
- **Ship Building Track:** 1× BB [*Jean Bart*] placed 9 Seasonal Turns ahead of the current turn

Communist France does *not* receive Variable SBPs or set up with a Reserve Fleet marker; it ignores §6.1.1.1 and §9.8.3.

Ⓡ **Dominant France:** If France is a Western Minor Country, the Western faction places these *additional* French counters in the locations specified (Ⓡ34.3):

- **TK Outbreak of War Box:** 2× LBA [*Alpes, Sud*], BB1 [*Richelieu*], BB2 [*Jean Bart*], BB3 [*Clemence*], CV1 [*Joffre*]

If France is a Neutral Minor Country, set up these additional French counters in the locations specified when France is activated on the *TK* map (13.7.1, Ⓡ34.3):

- **TK Delay Box:** 2× LBA [*Alpes, Sud*], BB1 [*Richelieu*], BB2 [*Jean Bart*], BB3 [*Clemence*], CV1 [*Joffre*]

Ⓡ **Expanded France:** If France is a Western Minor Country, the Western faction places these additional French ships in the locations specified (Ⓡ34.4):

- **TK Outbreak of War Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*]

If France is a Neutral Minor Country, set up these additional French ships in the locations specified when France is activated on the *TK* map (13.7.1, Ⓡ34.4):

- **TK Delay Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*]

Ⓡ **Fascist France:** Fascist France sets up with these *SK* counters in the following locations (Ⓡ34.5):

- **Any suitable Port hex(es) in France or a French Dependent:** 5× BB [*Bretagne, Dunkerq, Lorraine, Provence, Strasbrg*], 7× CA [*Algerie, Colbert, Dupleix, Duquesne, Foch, Suffren, Tourville*], 1× CV [*Bearn*]
- **Delay Box:** 1× BB [*Richelieu*], 2× LBA [*Est, Nord*]
- **Ship Building Track:** 1× BB [*Jean Bart*] placed 9 Seasonal Turns ahead of the current turn

Fascist France does *not* receive Variable SBPs or set up with a Reserve Fleet marker; it ignores §6.1.1.1 and §9.8.3.

Ⓡ **France and a Civil War:** If there is a Civil War Country/Reconstruction marker in France when it is activated, roll one die (no DRM) for each ship France would receive upon setup:

- **1-3:** Place the ship normally
- **4-6:** Remove the ship from play

Ⓡ **French Naval Race Marker:** If France is a Western Minor Country, the Western faction places these additional French ships in the locations specified (Ⓡ34.16):

- **Any Western Off-Map Box(es) or any suitable Port hex(es) in France or a French Dependent on the TK map:** 3× BB [*Fland★, Gasco★, Norm★*]

If France is a Neutral Minor Country, set up these additional French ships in the locations specified when France is activated on the *TK* map (13.7.1):

- **Any suitable Port hex(es) in France or a French Dependent on the *TK* map:** 3× BB [*Fland*★, *Gasco*★, *Norm*★]

Ⓞ **French Naval Race + Marker:** If France is a Western Minor Country, the Western faction places one additional French Surface Fleet [*Atl*] in the *TK* Outbreak of War Box. In addition, the Western faction must *remove* 1× French CV [*Bearn*] from play and place these additional French ships in the locations specified (Ⓞ34.16):

- **Any Western Off-Map Box(es) or any suitable Port hex(es) in France or a French Dependent on the *TK* map:** 5× BB [*Bearn*★, *Fland*★, *Gasco*★, *Langdoc*, *Norm*★]
- ***TK* Outbreak of War Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*]

If France is a Neutral Minor Country, place 1× additional French Surface Fleet [*Atl*] in the Delay Box when France is activated on the *TK* map (13.7.1). In addition, *remove* 1× French CV [*Bearn*] from play and place these additional French ships in the locations specified:

- **Any suitable Port hex(es) in France or a French Dependent on the *TK* map:** 5× BB [*Bearn*★, *Fland*★, *Gasco*★, *Langdoc*, *Norm*★]
- ***TK* Delay Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*]

Ⓞ **French Naval Rearmament Marker:** If France is a Western Minor Country, the Western faction places these additional French ships in the locations specified (Ⓞ34.17):

- ***TK* Outbreak of War Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*], BB3 [*Clemence*], CV1 [*Joffre*]

If France is a Neutral Minor Country, set up these additional French ships in the locations specified when France is activated on the *TK* map (13.7.1):

- ***TK* Delay Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*], BB3 [*Clemence*], CV1 [*Joffre*]

Ⓞ **French Naval Resurg Marker:** If France is a Western Minor Country, the Western faction places these additional French ships in the locations specified (Ⓞ34.18):

- ***TK* Outbreak of War Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*]

If France is a Neutral Minor Country, set up these additional French ships in the locations specified when France is activated on the *TK* map (13.7.1):

- ***TK* Delay Box:** BB1 [*Richelieu*], BB2 [*Jean Bart*]

§8.6 GREECE

When Greece is activated during play, place this ship during setup (13.7.1):

- **Any suitable Port hex in Greece:** 1× Greek CA [*G Averf*]

Ⓞ **Greek Extra Forces:** If there is an Extra Forces marker in when it is activated, place these *additional* ships during setup (Ⓞ36.1):

- **Any suitable Port hex(es) in Greece:** 2× Greek BB [*Kilkis*, *Lemnos*]

§8.7 ITALY

When Italy is activated during play, place these pieces during setup (13.7.2):

- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 3× Italian BB [*Ct Cavr*, *C Duilio*, *G Cesr*], 7× Italian CA [*Bolzano*, *Fiume*, *Gorizia*, *Pola*, *Trento*, *Trieste*, *Zara*]
- **Delay Box:** 3× Italian BB [*A Doria*, *Littorio*, *V Vento*], 1× Italian M-boat [*10MAS*]
- **Ship Building Track:** 1× Italian BB [*Roma*] placed 9 Seasonal Turns ahead of the current turn. (Ⓞ **Exception:** see below).

Example: Italy is activated in the June–July 1940 Axis Faction Turn. *Roma* is set up on the Ship Building Track to arrive 9 Seasonal Turns ahead, which would be the Aug–Sept 1942 Turn.

Ⓞ **Dominant Italy:** If this marker is in Italy when it is activated, place the Italian BB *Roma* in any suitable Port hex in Italy or an Italian Dependent instead of on the Ship Building Track. Then place these *additional* pieces during setup (Ⓞ42.2):

- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 1× Italian BB [*Impero*], 2× Italian CV [*Aquila*, *Sparvra*]
- **Delay Box:** 2× Italian LBA [1SA, 2SA].

Ⓞ **Expanded Italy:** If this marker is in Italy when it is activated, place the Italian BB *Roma* in any suitable Port hex in Italy or an Italian Dependent instead of on the Ship Building Track. Then place this *additional* ship during setup (Ⓞ42.3):

- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 1× Italian CV [*Aquila*]

Ⓞ **Italian Carrier:** If this marker is in Italy when it is activated, place this *additional* ship during setup (Ⓞ42.8):

- **Any suitable Port hex in Italy:** 1× Italian CV [*Carraci*]

Ⓞ **Italian Extra Forces:** If there is an Extra Forces marker in Italy when it is activated, place this *additional* ship during setup (Ⓞ42.4):

- **Any suitable Port hex in Italy:** 1× Italian CA [*S Giorgio*]

Ⓞ **Italian Naval Race:** If this marker is in Italy when it is activated, place these *additional* ships during setup (Ⓞ42.17):

- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 2× Italian BB [*Carraci*★, *Colomba*], 2× Italian CA [*S Giorgio*, *S Marco*]

Ⓞ **Italian Naval Race+:** If this marker is in Italy when it is activated, place these *additional* ships during setup (Ⓞ42.17):

- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 4× Italian BB [*Carraci*★, *Colomba*, *Colonna*, *Morosini*], 2× Italian CA [*S Giorgio*, *S Marco*]
- **Delay Box:** 1× Italian Surface Fleet [2]

Ⓞ **Italian Naval Resurg:** If this marker is in Italy when it is activated, place the Italian BB *A Doria* in any suitable Port hex in Italy or an Italian Dependent instead of in the Delay Box. Then place these *additional* ships during setup (Ⓞ42.18):

- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 2× Italian CA [*S Giorgio*, *S Marco*]

Ⓞ **Italy and a Civil War:** If there is a Civil War Country/Reconstruction marker in Italy when it is activated, roll one die (no DRM) for each ship and M-boat Italy would receive upon setup:

- **1–3:** Place the ship or M-boat normally
- **4–6:** Remove the ship or M-boat from play

§8.8 NETHERLANDS EAST INDIES

When NEI is activated during play, place this ship during setup (13.7.1):

- **Any suitable Port hex in NEI:** 1× NEI CD [*Soerab*]

Ⓞ **NEI Extra Forces:** If there is an Extra Forces marker in NEI when it is activated, place these *additional* ships during setup (Ⓞ51.2):

- **Any suitable Port hex(es) in NEI:** 2× NEI BB [*Holland*, *Zeeland*]

§8.9 SIAM

When Siam is activated during play, place this ship during setup (13.7.1):

- **Any suitable Port hex in Siam:** 1× Siamese CD [*Sri Ayud*]

Ⓞ **Siamese Extra Forces:** If there is an Extra Forces marker in Siam when it is activated, place this *additional* ship during setup (Ⓞ62.1):

- **Any suitable Port hex in Siam:** 1× Siamese CD [*Thonburi*]

§8.10 SPAIN

When Spain is activated during play, place this ship during setup (13.7.1):

- **Any suitable Port hex in Spain:** 1× Spanish CA [*Canarias*]

Ⓢ **Spain in DoD:** Spain places these *additional* ships during setup:

- **Any suitable Port hex(es) in Spain:** 2× Spanish BB [*Espana, Jaime I*], 1× Spanish CA [*Baleares*]

Ⓢ **Spanish Extra Forces:** If there is an Extra Forces marker in Spain when it is activated, place this *additional* ship during setup (Ⓢ64.2):

- **Any suitable Port hex in Spain:** 1× Spanish BB [*Alf XIII*]

Ⓢ **Spain and a Civil War:** If there is a Civil War Country/Reconstruction marker in Spain when it is activated, roll one die (no DRM) for each ship Spain would receive upon setup (i.e., including the BBs and CAs listed above):

- **1–3:** Place the ship normally
- **4–6:** Remove the ship from play

Ⓢ **Design Note:** Spain's navy was gutted by the Civil War: but if it doesn't happen, then those ships will be available for use.

§8.11 SWEDEN

When Sweden is activated during play, place these ships during setup (13.7.1):

- **Any suitable Port hex(es) in Sweden:** 3× Swedish CA [*D Victoria, Gustaf V, Sverige*], 3× Swedish CD [*Manlight, Oscar II, Tapphrtn*]

§8.12 TURKEY

When Turkey is activated during play, place this ship during setup (13.7.1):

- **Any suitable Port hex in Turkey:** 1× Turkish BB [*Yavuz*]

Ⓢ **Turkey in DoD:** Turkey's naval forces may change depending on what happened during the Great War. If the Turkey Central Powers marker is *not* in Ankara (e2412), *replace* the Turkish BB [*Yavuz*] with the Turkish BB [*Resadiye*]. Then, if any of the following markers are in Ankara, place these *additional* ships during setup (13.7.1):

- **Turkey Entente:** Any suitable port hex in Turkey: 1× Turkish BB [*S Osman*]
- **Expanded Turkey:** Any suitable port hex(es) in Turkey: 2× Turkish BB [*Aziziye, Fatih*]
- **Dominant Turkey:** Any suitable port hex(es) in Turkey: 4× Turkish BB [*Aziziye, Fatih, Mahmud, Orhaniye*]

Ⓢ **Turkey and a Civil War:** If there is a Civil War Country/Reconstruction marker in Turkey when it is activated, roll one die (no DRM) for each ship Turkey would receive upon setup:

- **1–3:** Place the ship normally
- **4–6:** Remove the ship from play

§8.13 VICHY

If the Vichy Surface Fleet has been added to the Axis Force Pool as a result of the *Neutrals Pressured* Political Event (19.28), then Vichy ships may use Marseilles (w2818) as a Home Country Open Port while Vichy is a Neutral Minor Country. **+ Exception:** If playing with the Alternate Vichy Optional Rule (+17.7) and Northern France is part of Vichy, Vichy ships may use Nantes (w3414) as a Home Country Open Port while Vichy is a Neutral Minor Country.

If Vichy is a Neutral Minor Country when it activates as an *Allied* Minor Country, *all* French ships that are *not* already in the Western Force Pool "awaiting liberation" (§9.2) are removed from the game.

ADDITIONAL LOOK-UP RULES

§9. SK MARKERS

§9.1 AIRSTRIKE

This marker is simply a reminder. Players may use it as needed to mark how they've assigned their Airstrike Factors when naming targets during Air & Naval Combat (§4.3.1).

§9.2 AWAITING LIBERATION

This marker is placed on French ships in the Western Force Pool after the *Case Yellow* Conditional Event is applied to France (20.2.1, §11.3). These ships are not available for use until the *Liberation of France* Conditional Event is applied (20.4.1, §11.4). The marker is removed from play after that event is applied.

§9.3 END SHIP BUILDING

When this marker is removed from the Turn Track, remove the US Ship Building marker from the Strategic Warfare Box.

§9.4 FLEET HQ

Players may use these markers to represent large stacks of ships. Each Fleet HQ marker is two-sided (one side for the Allies, one for the Axis), numbered, and assigned a box on the Fleet HQ Display.

At any time, a player may move a stack of ships from the map and place them in a box on the Fleet HQ Display. The player must then place the corresponding Fleet HQ marker in the same location on the map formerly occupied by the stack of ships.

A player may also remove ships from a box on the Fleet HQ Display and return those ships to the map. If no ships are attached to a Fleet HQ marker, that marker must be removed from the map.

A player may freely inspect all ships on the Fleet HQ Display at any time.

Clarification: The Fleet HQ markers are not meant to serve as “Fog of War” cloaking devices—no use of them as “dummies” is allowed. They're just used to prevent stacks from getting too big.

§9.5 NAVAL PURGES

When this marker comes off the Turn Track, place it in the Strategic Warfare Box.

Effect: If Russia receives an SBP and the Naval Purges marker is in the Strategic Warfare Box,

the Soviet faction must forfeit that SBP and remove the Naval Purges marker from play.

§9.6 OKM PURGES

When this marker is removed from the Turn Track, the Axis faction must remove *one* German Surface Fleet from the game. Then remove the OKM Purges marker as well.

Design Note: This marker represents the resignation of Erich Raeder and the subsequent strategic shift from surface raiders to U-boats under Donitz.

§9.7 RAID

This marker may be placed in a Strategic Warfare Box as the result of a successful Axis Commerce Raid on that map. When it is placed, the Axis faction must choose which side of the marker to place face-up.

Effect: If this marker is in the Strategic Warfare Box with its “West Delay” side face up, it adds a +1 Delay DRM to all units and markers belonging to the Western faction on that map, *except* those belonging to a Policy Affected Country or Truce Affected Country.

If this marker is in the Strategic Warfare Box with its “Soviet L-L” side face up, it adds a +1 DRM to Soviet Lend-Lease rolls on that map.

© Clarification: A Raid marker in the *TK* Strategic Warfare Box has no effect on the *DS* map and vice versa.

Removal: If this marker is in the Strategic Warfare Box, remove it at the beginning of the Axis Naval Construction Segment and place it in the Axis Force Pool so that it may be used again immediately.

§9.8 RESERVE FLEET

If a Port hex contains a Res Fleet marker, then the Western faction must keep a certain number and type of ships in that hex as specified below. Ships being used to fulfill a Res Fleet marker cannot be used in a Task Force, nor may they voluntarily rebase away from the hex in a Movement Segment.

If the Western faction has more than the minimum number of ships in a Reserve Fleet hex, it must specify which ones are being used to meet the Reserve Fleet minimum. Ships beyond those required by a Res Fleet marker may be used freely.

Removal: A Res Fleet marker is immediately removed from play if any of the following occurs:

- An enemy unit enters its hex.
- A Base Attack (§5.2) or Sub Patrol (§5.3) is applied against its hex.
- A Conditional Event (§11.5, §11.8) triggers its removal.

§9.8.1 ALEXANDRIA

If a British Reserve Fleet marker is in Alexandria (e1411), the Western faction must keep 1× British CV and 6× British surface ships, including at least 3× British BB, in that hex.

Clarification: Note that a British CVL such as *Eagle* or *Hermes* is not sufficient to meet the CV requirement.

§9.8.2 HONOLULU

If a US Reserve Fleet marker is in Honolulu (p4226), the Western faction must keep 12× US surface ships, including at least 8× US BB, in that hex.

When this marker is removed from the Turn Track, the Western faction must place it in Honolulu unless the US Posture is War or Pacific Total War is in effect.

If there are insufficient ships there to meet the marker requirement upon placement, the Axis faction must immediately redeploy any combination of ships from *anywhere* (© on either map, in the combined game) to satisfy the requirement.

§9.8.3 MARSEILLES

If a French Reserve Fleet marker is in Marseilles (w2818), the Western faction must keep 6× French surface ships, including at least 3× French BB, in that hex.

§9.8.4 SINGAPORE

If a British Reserve Fleet marker is in Singapore (a3218), the Western faction must keep 3× British surface ships, including at least 2× British BB, in that hex.

When this marker is removed from the Turn Track, the Western faction must place it in Singapore unless Britain's Posture is War, Pacific Total War is in effect, or Malaya is *not* a British Dependent.

If there are insufficient ships there to meet the marker requirement upon placement, the Axis faction must immediately redeploy any combination of ships from *anywhere* including the European Holding Box (© or the *TK* map, in the combined game) to satisfy the requirement.

Design Note: Reserve Fleets reflect historical strategic concerns and prevent the Western faction from taking undue advantage of hindsight. The backs of the Reserve Fleet markers will tell you what ships are needed in each hex.

§9.9 SERVRON

When this marker is removed from the Turn Track, place it in the *DS* Western Force Pool.

Effect: If this marker is in a Port hex with a Limited Stacking symbol, any number and type of ships may be based in that hex.

Placement and Removal: During its Naval Construction Segment, the Western faction may place or remove a Servron marker on the *DS* map.

If a Servron marker is on the map, the Western faction may either leave it there, or pick it up and place it in the Delay Box.

If a Servron marker is in its Force Pool, the Western faction may place it on the map in any Port hex with a Limited Stacking symbol containing a supplied US ground unit. A Servron marker cannot be placed in a hex containing an enemy unit.

The Western faction cannot have more than **one** Servron marker on the *DS* map *at any time*. The Western faction may remove one Servron marker and then place another in the same Naval Construction Segment.

Design Note: This will allow the Western faction to “leapfrog” its forward naval bases, just as was done in the actual war.

If an enemy ground unit enters a hex containing a Servron marker, the Servron marker is placed in the Delay Box. The enemy ground unit can then proceed normally.

Clarification: Shooing away a Servron marker does not slow down the unit in any way.

Note that a Servron marker does not act like a Detachment or Logistics marker in terms of granting control over a hex. Its only function is to allow additional ships to base in a hex.

§9.10 SHIP BUILDING

While the Ship Building marker is in the Strategic Warfare Box, the US receives three SBPs each Seasonal Turn.

*§9.11 SHIP RECALL

If the Western faction performs an Emergency Recall (§6.3.1), place this marker in the Strategic Warfare Box.

Effect: This marker counts as one Strategic Hex against the Allied factions when determining the Current Strategic Value (0.1.1).

Design Note: The Strategic Hex is the penalty you pay for an emergency recall of ships from the other theater.

§9.12 TEN-GO PLAN

When this marker is received, place it in the *DS* Strategic Warfare Box.

Effect: While this marker is in the *DS* Strategic Warfare Box, the minimum requirement for a Japanese Task Force is reduced to *one* ship (§3.1.2).

Furthermore, an Allied support unit can no longer achieve Success (§4.6.2) *after combat* against these Axis support units:

- Any Japanese Air support unit.
- Any Japanese or Axis Fleet support unit that contains *at least* 5 Gunnery and/or Airstrike factors.

Treat all Allied Success results against these support units as Stalemate (§4.6.1) instead.

If all Japanese ships in a non-phasing Task Force fail their Speed Checks and no combat is resolved, then Allied Success still occurs per §3.3.2.2.

Design Note: As the war nears its conclusion and the US Navy becomes huge, the Axis faction can sacrifice ships and LBAs to distract the enemy and achieve Stalemate while retaining the threat of forming larger TFs and threatening Repulsion. The death ride of the *Yamato* in April 1945 is an historical example of a successful attempt to contest an Allied Support Unit placement adjacent to Okinawa.

§9.13 USN SUPERIORITY

When this marker is removed from the Turn Track, place it in the *DS* Strategic Warfare Box.

Effect: While this marker is in the *DS* Strategic Warfare Box, *all* US ships, “X”-boats, and LBAs receive a +1 DRM during Air & Naval Combat on the *DS* map (§4.3.2).

Design Note: Toward the end of the war, US improvements in war technology, ship and aircraft design, pilot training

and naval production created a clear superiority over the Japanese.

§10. SK POLITICAL EVENTS

§10.1 BANZAI!

If the Axis faction selects the option to place one of its support units in a Delay Box through this event (37.2), it must constitute a Task Force (§3) for that support unit as well. The Axis faction then declares whether it will place an Allied support unit of the same type in the Delay Box:

- If the Axis faction will *not* place an Allied support unit in a Delay Box, the ships or LBAs used to constitute the Axis Task Force are placed in the Used Asset Box.
- If the Axis faction *will* place an Allied support unit in a Delay Box, then the Allied faction must constitute a Task Force as well and battle will ensue. If the Allied faction cannot constitute a Task Force for the support unit in question (for example, a US Air support unit is chosen but there are no US LBAs on the map), the Axis faction may select sufficient ships or LBAs from the Turn Track to constitute a legal Task Force.

The ships, LBAs, or “X”-boats in either faction’s Task Force may come from any hex(es) or Off-Map Box(es) on the *DS* map. For the battle itself, these special rules apply:

- The battle is assumed to take place in a non-specified location within range of a friendly Air Base for both sides, so LBAs for each faction may participate.

Clarification: The battle is not taking place in an All-Sea hex, so for purposes of Day/Night Action selection, the +1 DRM for having an Air Base within three hexes does not apply.

- All ships on both sides have to pass a Speed Check to participate in the battle.
No exceptions.

The result of the battle is *always* Stalemate (§4.6.1), regardless of retirement or losses incurred. At the conclusion of the battle, any remaining undamaged ships on the Battle Board are placed in the Used Asset Box.

§10.2 CARRIERS CAUGHT

The Axis faction may select up to *two* Western carriers from anywhere on the map or Turn Track and move them to any hex(es) with a Reserve Fleet marker of the same nationality. © In the *AE* combined game, these carriers may be moved to or from the *TK* map.

Example: The Axis faction is performing this event. It selects two US carriers and moves them to Honolulu (p4226). It could not move them to Singapore (a3218), as the Reserve Fleet marker in that hex is a British marker.

§10.3 DELAY REDUCTION

When a Fleet or Air support unit is moved one box to the left on the Turn Track through this event (19.11, 37.12), the player may also immediately move up to 4× ships (for a Surface Fleet, CV Fleet, or CV Strike unit), 1× LBA (for an Air Force, Bomber, or Interceptor unit), or 1× “X”-boat (for a Sub Fleet unit) one box to the left on the Turn Track as well.

Clarification: If you wish to apply this event to a ship on the Ship Building Track, you must transfer it to the Turn Track *first* before moving it one box left.

§10.4 DOOLITTLE RAID

When the Western faction plays *DS* card 34a *Doolittle Raid*, it must form a Doolittle Raid Task Force before rolling on that card’s table in the Option Card Segment. These special rules apply:

- The Intelligence Roll DRM for the Doolittle Raid Task Force is +1, *not* the usual +6.
- The Doolittle Raid Task Force *must* include a carrier.
- The Doolittle Raid Task Force cannot include a LBA or “X”-boat.
- All ships in the Doolittle Raid Task Force must be of the same nationality.
- All ships in the Doolittle Raid Task Force must undertake a Speed Check.

Clarification: The Task Force Requirements in §3.1.2 that apply to Surface Fleet, CV Fleet, CV Strike units do not apply to a Doolittle Raid Task Force. There can be more carrier than surface ships in the Raid Task Force, and there can be more than six heavy ships.

If the Western faction cannot form a Doolittle Raid Task Force, it does not roll on the *Doolittle Raid* card table and the Axis faction *may* instead apply the *Banzai!* (37.2, §10.1) Political Event.

When the Western faction rolls on the *Doolittle Raid* card table, the Axis faction may engage the Doolittle Raid Task Force in combat if the *Raiders Discovered* (§10.10) Political Event occurs. Otherwise, the ships in this Task Force are simply placed in the Used Asset Box.

Clarification: Ships in the Doolittle Raid Task Force cannot perform a Base Attack Raid; their only function is to enable the Western faction to roll on the card table and possibly be subjected to Axis attack.

§10.5 EUROPEAN COMMITMENT

No Transfer of Scratch Defense Fleets: You cannot use this Political Event to transfer a friendly Scratch Defense Fleet unit to the *TK* map or European Holding Box.

*** European Commitment in *DS*-Only Games:** The faction performing this event may be required to withdraw ships or LBAs to the European Holding Box, or allowed to recall them from the same location (§6.3). **Exception:** The Soviet faction *never* recalls or withdraws ships when moving a Fleet support unit to or from the European Holding Box.

- **If the faction selects a support unit in the European Holding Box to place in the Delay Box:** it may recall ships or LBAs. If a Fleet support unit is placed in the Delay Box, the faction may recall up to 8× ships. If an Air support unit is placed in the Delay Box, the faction may recall up to 2× LBAs.
- **If the faction places a support unit in the European Holding Box:** it must withdraw ships and LBAs. If a Fleet support unit is placed in the European Holding Box, the faction must withdraw 8× ships, including a minimum of 4× BBs and 1× carrier. If an Air support unit is placed in the European Holding Box, the faction must withdraw 2× LBAs.

Clarification: The ships or LBAs withdrawn or recalled do not have to be the same nationality as the support unit being placed.

§10.6 NEUTRALS PRESSURED

If the Axis faction selects the option to place the Vichy Surface Fleet in the Delay Box as an Axis support unit through this event (19.28), then immediately place all Vichy ships in Marseilles (w2818) (+ or Nantes, w3414, if playing with +17.8). Those ships are now controlled by the Axis.

If the Western faction selects the option to remove the Vichy Surface Fleet with this event, remove all ships belonging to Vichy as well.

Clarification: Do not remove any French ships “Awaiting Liberation” (§9.2) in the Western Force Pool.

§10.7 OPERATION Z

When the Axis faction chooses a *Harbor Attack Z* action as part of this event (37.28), it may perform one special Base Attack Raid (§5.2.1) in addition to placing an enemy Surface Fleet support unit in the Naval Warfare Delay Box.

Clarification: *Operation Z* Harbor Attacks occur during the Option Card Segment and Political Events Segment, so they don’t count toward the limit of one Base Attack Raid per Support Segment. You get one special Base Attack Raid for each Harbor Attack Z Action you choose.

A Harbor Attack Raid uses this procedure instead of the standard Base Attack Raid procedure:

Step 1: Determine the attacking force: The Axis faction creates an Operation Z Raid Task Force. The standard +6 DRM applies to the Intelligence Roll DRM for this Raid Task Force.

Step 2: Determine the targeted port: Select one Port hex on the *DS* map where enemy ships are based.

If the Axis Task Force does not contain an LBA or any ship with a Speed Factor of 4 or less, *and* it is a Seasonal Turn, then *any* Port hex on the *DS* map can be selected for this special attack—no Range Restrictions (§3.3) apply.

If the Axis Task Force contains an LBA, or any ship with a Speed Factor of 4 or less, or it is *not* a Seasonal Turn, the Port hex selected must be one that is within nine hexes of the LBA’s base, tracing an Air Unit Path (2.2.3.1), or one that meets Range Restrictions for all ships in the Task Force—however, no Speed Checks are required for this attack.

Design Note: Historically, Pearl Harbor was not within range of an Operation Z Raid Task Force—therefore, only ships with a Speed Factor of 5 or more could participate in the raid.

Clarification: The Axis faction does not need to have an Air Force, Bomber, or CV Fleet support unit in its Force Pool to make this special Base Attack Raid.

The Task Force Requirements in §3.1.2 that apply to Surface Fleet, CV Fleet, CV Strike units do not apply to an *Operation Z* Raid Task Force. There can be more carrier than surface ships in the Raid Task Force, and there can be more than six heavy ships.

The Axis faction can select a Harbor Attack Z Action to place an enemy Surface Fleet Unit in the Naval Warfare Delay Box even if it does not or cannot

make the free Base Attack that goes with it. (This might happen in the second or third turn of a season, when there are no Port hexes within range of Axis ships.) The Axis faction can also choose a Harbor Attack Z Action to make the special Base Attack Raid even if there is not an enemy Surface Fleet in the Allied Force Pool to place in the Naval Warfare Delay Box.

Step 3: Resolve the attack: Roll on the Base Attack Table—note the special DRM the Axis faction receives for this attack. Also, if the *unmodified* roll on the Base Attack Table is a 6, the Allied faction will get to respond with a *Counterstrike* in Step 4. Resolve all Air Raid Combat Rounds.

Step 4: Allied Counterstrike: Skip this step if the Axis roll on the Base Attack Table was *not* an unmodified 6. Otherwise, the Allied faction *may* form a Counterstrike Task Force to fight the Axis Raid Task Force. These special rules apply to this Task Force:

- The Counterstrike Task Force may include either ships or *one* LBA, but not both. It cannot include “X”-boats.
- **If ships are used to compose the Counterstrike Task Force:** the Intelligence Roll DRM is +1, *not* the usual +6.
- **If ships comprise the Counterstrike Task Force:** those ships must meet Range Restrictions (§3.3.2) in tracing a Fleet Unit Path (2.2.3.2) from their base to the Port hex being attacked by the Raid Task Force, making Speed Checks as necessary. All ships must be of the same nationality.
- **If an LBA comprises the Counterstrike Task Force:** the LBA must be able to trace an Air Unit Path of nine or less hexes from its base to the hex being attacked by the Raid Task Force.

Air & Naval Combat between the Raid Task Force and Counterstrike Task Force is conducted normally, with the exception that Air & Naval Combat Resolution (§4.6) is not performed.

Clarification: The Task Force Requirements in §3.1.2 that apply to Surface Fleet, CV Fleet, CV Strike units do not apply to a Counterstrike Task Force. There can be more carrier than surface ships in the Task Force, and there can be more than six heavy ships.

Step 5: After resolving all Combat Rounds, all Axis undamaged ships and LBAs in the Raid Task Force are placed in the Used Asset Box. Allied undamaged ships and LBAs in the Counterstrike Task Force return to base (§1.3).

\$10.8 PACIFIC COMMITMENT

No Transfer of Scratch Defense Fleets:

You cannot use this Political Event to transfer a friendly Scratch Defense Fleet unit to the *DS* map or Pacific Holding Box.

*** Pacific Commitment in TK-Only Games:** The faction performing this event may be required to withdraw ships or LBAs to the Pacific Holding Box, or allowed to recall them from the same location (§6.3). **Exception:** The Soviet faction *never* recalls or withdraws ships when moving a Fleet support unit to or from the Pacific Holding Box.

- **If the faction selects a support unit in the Pacific Holding Box to place in the Delay Box:** It may recall ships or LBAs. If a Fleet support unit is placed in the Delay Box, the faction may recall up to 8× ships. If an Air support unit is placed in the Delay Box, the faction may recall up to 2× LBAs.
- **If the faction places a support unit in the Pacific Holding Box:** It must withdraw ships and LBAs. If an Air support unit is placed in the Pacific Holding Box, the faction must withdraw 2× LBAs. If a Fleet support unit is placed in the Pacific Holding Box, the faction must withdraw 8× ships, including a minimum of 4× BBs and 1× carrier. Each time the Western faction withdraws a ship to the Pacific Holding Box, it rolls one die and adds the current USCL to the result. If the modified result is 3 or less, the ship is removed from play.

Clarification: Ships removed from play still count toward the required withdrawal amount; but they will be lost in action or otherwise unable to return from the Pacific in the future. Again, ships and LBAs withdrawn or recalled do not have to be the same nationality as the support unit being placed.

\$10.9 PRODUCTION SUCCESS

TK card 46 Jet Fighters, TK card 48 Type XXI U-boats, TK card 49 Ural Bombers...

DS card 53 Fujiyama Bombers, DS card 54 I-boat Strategy, or DS card 55: Jet Fighters:

When the Axis faction receives a support unit with this event, it also receives 2× LBA or “X”-boat markers as appropriate. Place these markers in the Delay Box along with the support unit.

TK card 47 Kriegsmarine Z-Plan: The first time this Political Event occurs, place the German Surface Fleet support unit in the Delay Box. The Axis faction receives four SBPs to use for immediate purchase of German ships in the Available for Construction Box.

Place purchased ships in the Naval Warfare Delay Box, *not* the Shipyard Delay Box.

The second time this event occurs, place the *TK* Surface Raiders marker in the Delay Box.

DS card 56 Naval Projects: The first time this Political Event occurs, place the Japanese CV Fleet support unit in the Delay Box. The Axis faction receives four SBPs to use for immediate purchase of Japanese ships in the Available for Construction Box. Place purchased ships in the Naval Warfare Delay Box, *not* the Shipyard Delay Box.

The second time this event occurs, place the *DS* Suicidal Raiders marker in the Delay Box.

\$10.10 RAIDERS DISCOVERED

This event is performed in two steps.

Step 1: The phasing faction *must* select an Air Force, Bomber, or CV Fleet support unit in its Force Pool and place that unit in the Delay Box. If the phasing faction’s Raid Task Force includes an LBA, the selected support unit must be an Air Force or Bomber unit if possible. If the phasing faction’s Raid Task Force includes a carrier, the selected support unit must be a CV Fleet unit if possible.

Clarification: Do not place the support unit in the Naval Warfare Delay Box for this event, even if it is a CV Fleet unit.

Step 2: The non-phasing faction *may* immediately form an Interceptor Task Force to fight the ships or LBA in the Raid Task Force. These special rules apply to this Task Force:

- The Interceptor Task Force may include either ships or *one* LBA, but not both. It cannot include “X”-boats.
- **If ships are used to compose the Interceptor Task Force:** the Intelligence Roll DRM is +1, *not* the usual +6.
- **If ships comprise the Interceptor Task Force:** those ships must meet Range Restrictions (§3.3.2) in tracing a Fleet Unit Path (2.2.3.2) from their base to the Port hex being attacked by the Raid Task Force, making Speed Checks as necessary. All ships must be of the same nationality.
- **If an LBA comprises the Interceptor Task Force:** the LBA must be able to trace an Air Unit Path of nine or less hexes from its base to the hex being attacked by the Raid Task Force.
- When intercepting the Doolittle Raid Task Force (§10.4), the Axis faction may select ships or LBAs from anywhere on the map, but all ships selected must pass a Speed Check.

Air & Naval Combat between the Raid Task Force and Interceptor Task Force is conducted normally,

with the exception that the result is *always* **Stalemate** (§4.6.1), regardless of retirement or losses incurred.

§10.11 SUCCESSFUL IMPROVEMENTS

When a faction receives an Air support unit with this event (19.38, 37.35), it also receives 2× LBAs. Place these markers in the Delay Box along with the support unit.

§11. SK CONDITIONAL EVENTS

§11.1 ALLIED MINOR COUNTRY CONQUEST

France: If the Axis faction applies the *Allied Minor Country Conquest* Conditional Event (20.1.1) to France on the *TK* map, during Step 1 remove from play *all* French LBAs and *all* French ships on the Ship Building Track. Then place in the *TK* Naval Warfare Delay Box *all* remaining French ships (including any on the *DS* map). French ships are now considered Vichy and remain aligned to their current faction.

Other Nations: If the Axis faction applies this Conditional Event to any other Minor Country, remove all of its CD ships, LBAs, and “X”-boats from play. Then roll one die (no DRM) for each of its remaining ships.

1–3: the ship is removed from play.

4–6: the ship defects to the Western faction. Place the defecting ship in the Naval Warfare Delay Box.

§11.2 AXIS, WESTERN OR SOVIET MINOR COUNTRY LIBERATION

If the Western or Soviet factions apply the *Minor Country Liberation* Conditional Event (20.3.2, 20.5.2, 38.3.2, 38.5.2) to a Minor Country, remove all of its ships, LBAs, and “X”-boats from play.

§11.3 CASE YELLOW

If the Axis faction applies the *Case Yellow* Conditional Event (20.2.1) to France, French ships may remain under Vichy control or defect to the Western faction. Follow this procedure:

Step 1: Remove all French LBAs from play.

Step 2: Remove all French ships on the Ship Building Track and Turn Track from play.

Step 3: roll one die (no DRM) for each remaining French ship in play.

1–3: the ship becomes a Vichy possession. See *Vichy Ships* below.

4–6: the ship defects to the Western faction. See *Defecting Ships* below.

Vichy Ships: A Vichy ship may be available for use if Vichy is activated as a Neutral Minor Country (§8.13), or if the Axis faction applies the *Neutrals Pressured* Political Event to take control of the French Surface Fleet (19.28, §10.6).

Defecting Ships: A French ship that defects to the Western faction is placed in the Western Force Pool with an *Awaiting Liberation* marker (§9.2) on top of it. Defecting ships will remain in the Western Force Pool until the Western faction applies the *French Liberation* Conditional Event (20.4.1, §11.4).

Other Nations: If the Axis faction applies this Conditional Event to any other Minor Country, remove all of its CD ships, LBAs, and “X”-boats from play, along with any ships it has on the Ship Building Track or Turn Track. Then roll one die (no DRM) for each of its remaining ships.

1–3: the ship is removed from play.

4–6: the ship defects to the Western faction. Place the defecting ship in the Naval Warfare Delay Box.

§11.4 FRENCH LIBERATION

When the Western faction applies this event, remove all French ships *not in the Western Force Pool* from the game. Then take all French ships stacked with an *Awaiting Liberation* marker (§9.2) in the Western Force Pool and place them in the Naval Warfare Delay Box.

§11.5 MEDITERRANEAN FLEET RELEASE

This is a new Permanent Conditional Event that applies only to the Western faction on the *TK* map.

The Western faction must check to see if it may remove any Reserve Fleet markers (§9.8) on the *TK* map. Once all Reserve Fleet markers on the *TK* map have been removed, this event need no longer be checked.

A country’s Reserve Fleet marker may be removed if any of the following conditions apply:

- An Axis ground unit occupies a Land hex in the country.
- France, Italy, Spain, or Turkey is an active Axis Minor Country.
- European Total War is in effect.

§11.6 OPERATION AVALANCHE

If the Western faction applies the *Operation Avalanche* Conditional Event (20.4.2, 38.4.2) to a Minor Country with ships, LBAs, or “X”-boats, remove those markers from play.

§11.7 OSTLAND ACCORD

If the Axis faction applies the *Ostland Accord* Conditional Event (20.2.2) to Russia, Russian ships and LBAs on the map (not on the Ship Building Track) are placed in the *Delay Box* during Step 6; they are *not* placed in the Soviet Force Pool.

§11.8 PACIFIC FLEET RELEASE

This is a new Permanent Conditional Event that applies only to the Western faction on the *DS* map.

The Western faction must check to see if it may remove any Reserve Fleet markers (§9.8) on the *DS* map. Once all Reserve Fleet markers on the *DS* map have been removed, this event need no longer be checked.

A country’s Reserve Fleet marker may be removed if either of the following conditions apply:

- Its Posture is War.
- Pacific Total War is in effect.

§11.9 SHIPYARD LOSS

This is a new Permanent Conditional Event that applies to all factions in *TK*, and the Axis and Soviet factions in *DS*.

If all of a country’s home country ports are under enemy control, all of that country’s ships on the Ship Building Track—including the Available for Construction Box and Shipyard Delay Box—are removed from play.

Western Shipyard Loss: For the purposes of this rule, no Off-Map Boxes are considered to be British or French home country ports. The US cannot be subjected to this event.

Example: If all ports in Britain are under enemy control, then all British ships on the Ship Building Track are removed from play.

Soviet Shipyard Loss: The Soviet faction checks for Russian Shipyard Loss by Naval Zone. If all home country ports in the Naval Zone(s) associated with a particular Sea Stripe are under enemy control, then Shipyard Loss applies to ships with that Sea Stripe *only*.

Example: Russia has five home country ports in the Black Sea Naval Zone: Odessa (e3109), Sevastopol (e2912), Kerch (e3014), Novorossisk (e3016), and Batum (e2718). If all five were under enemy control, then all Russian ships with a gray Sea Stripe would be removed from the Ship Building Track.

OPTIONAL RULES

The rules sections in this part of the book are all *optional*. They can be used together or independently as players wish. **Important:** Players should read each section and agree whether that rules section is in effect *before* play begins.

+§12. ADDITIONAL FORTUNES OF WAR (FOW)

+§12.1 DRAWING SK FOW CARDS

SK includes 16 additional Fortunes of War (FoW) cards labeled +\$AA through +\$RR. Shuffle these cards along with the standard FoW cards (+15) before play begins.

Each time the War State (12) changes on a map, each *side*—Axis and Allies—will now draw *two* FoW cards at random from the deck.

Clarification: As before, the two Allied factions will share their FoW cards.

Design Note: If you prefer, you can use the SK FoW cards alone *without* the standard FoW cards. In that case, you should draw only one FoW card per side with each War State change.

© For AE games, a side should draw the appropriate number of FoW cards for *each* map. As before, an FoW card drawn for TK cannot be used on the DS map and vice versa.

+§12.2 USING SK FOW CARDS

SK FoW cards are used just like regular FoW cards (+15.2), except that on a roll of 3 through 5, the faction will apply the *Minor Effect* described on the card. Only on a roll of 6 will the faction apply *No Effect*.

Design Note: In general, the SK FoW cards are less useful than the regular FoW cards, so we give you a slightly better chance out of getting something from them.

While SK will provide a great deal of random surprises on its own, there were many historical incidents with results that were truly unexpected. These include the sinking of the British carrier HMS *Glorious* by German battleships, the smashing success of the air raid on Taranto, and the lopsided US victory at Midway. The SK FoW cards are designed to make outlier events like these slightly more likely.

+§13. AIR & NAVAL LUCK

Design Note: This rule can be used with or in place of the standard Luck marker

(+16.). Its effects are the same in terms of granting die rerolls; all that differs is how the Air & Naval Luck marker is awarded.

With this rule, air and naval victories will have an additional effect on game play. Since support unit combat typically results in a *Stalemate* (especially in DS after the Japanese Ten-Go Plan marker is in play), Air & Naval Luck is a useful option for giving players more incentive to fight these battles.

Like the standard Luck marker, the Air & Naval Luck marker has two sides: an Axis Luck side and an Allied Luck side. *Neither* side starts play with the Air & Naval Luck marker—set it aside until it is awarded.

Winning the Air & Naval Luck Marker: The Air & Naval Luck marker is awarded whenever there is a battle between ships and/or LBAs *where both sides fire*.

Clarification: You cannot earn the Air & Naval Luck marker for a Base Attack or Sub Patrol, or for an air/naval battle where only one side gets to shoot at the other.

After the battle is finished, each side counts how many *Luck Points* it has earned for sinking enemy ships in that battle:

- A side earns 2 Luck Points for sinking a heavy enemy ship (BB or CV) or destroying a heavy LBA.
- A side earns 1 Luck Point for sinking a light enemy ship (CA, CD, or CVL) or destroying a light LBA.
- On the DS map only, the Axis faction earns *double* Luck Points (4 for a heavy ship/LBA, 2 for a light ship/LBA) if the USN Superiority marker is in the Strategic Warfare Box.

The faction with the greater number of Luck Points subtracts the Luck Points of the other side from its total and rolls a die. If the result is *less than or equal* to the Luck Point difference between the two sides, that side is awarded the Air & Naval Luck marker.

Clarification: You do not earn Luck Points for merely damaging or disabling a ship, or reducing an LBA. You get the same award for destroying an LBA regardless of whether it was reduced before combat.

Example: Look at the Battle of Midway example on page 13. Based on the results of that battle, the Western faction would earn 9 Luck Points for sinking four CVs and one CA. The Axis faction would earn only 2 Luck Points. With a difference of 7,

the Western faction will automatically receive the Air & Naval Luck marker. Seeing how its planned attack on Midway will now be more difficult, the Axis faction declines to follow up its loss with another attempted support unit placement.

If the Western faction had sunk two fewer Japanese carriers, the score would be 5 to 2, and the Western faction would have to roll a 3 or less to earn the Air & Naval Luck marker.

Using the Air & Naval Luck Marker: When the Air & Naval Luck marker is in the Strategic Warfare Box on its Axis side, the Axis faction may use the Luck marker to reroll any *one* die roll of its choosing. After committing to the reroll, the Axis faction sets the Air & Naval Luck marker aside until it is awarded again.

Similarly, when the Air & Naval Luck marker is in the Strategic Warfare Box on its Allied side, *either* Allied faction may use the Air & Naval Luck marker to reroll any *one* die roll of its choosing. After committing to the reroll, the Allied faction sets the Air & Naval Luck marker aside until it is awarded again.

Clarification: A faction can use the Luck marker to reroll any die roll—even one made by an enemy faction. All DRMs that applied to the original roll apply to the reroll as well.

Forfeiting the Air & Naval Luck Marker: A side immediately loses control of its Air & Naval Luck marker under either of these conditions:

- The Air & Naval Luck marker is awarded to the other side after a battle.
- The Turn marker is advanced into the next box of the Turn Track during the Turn Marker Segment.

Clarification: There is only one Air & Naval Luck marker in play between the two sides. If a side has not used its Air & Naval Luck marker before it is awarded to the other side, it must forfeit the marker. Also, Air & Naval Luck is a use-it-or-lose-it benefit. If you haven't used it by the end of the turn, then the momentum of your victory passes.

©AE Combined Game Air & Naval Luck: Each Air & Naval Luck marker is specific to its map—an Air & Naval Luck marker earned on the TK map cannot be used on the DS map and vice versa.

+ Separate Peace: The Air & Naval Luck marker is removed from play if a Separate Peace occurs (+17.2).

SCENARIO ADDITIONS

This section of the rulebook tells you how to add *SK* counters to the *AE* campaign scenarios. You'll notice its subsections are numbered to align with a corresponding *TK* or *DS* scenario. © If you're playing an *AE* combined game, use the subsections numbered §49 and above.

Clarification: Sorry, we haven't provided instructions for adding *SK* to the training scenarios—there's enough going on in those for new players to learn without complicating things further. If you want a smaller scenario to try out *SK*, consider a *TK* one-map campaign game instead.

Place counters on the maps and displays in the order listed by the scenario setup. Ships and LBAs may be placed in a hex up to basing limits. Each player sets up his own counters. When setting up...

- All Axis pieces are *German* on the *TK* map and *Japanese* on the *DS* map unless stated otherwise.
- All Western pieces are *British* unless stated otherwise.
- All Soviet pieces are *Russian* unless stated otherwise.

Unlike setting up ground units in regular *TK*, *DS*, and *AE* games, players **must** use the historical ships and LBAs indicated when setting up *SK*. Historical IDs for ships and LBAs are in brackets (example: CV [*Akagi*]). A ship or LBA on its damaged side is indicated with the abbreviation "dam:" (example: CV [*dam: Akagi*]). A Russian ship with a Basing Restriction (§1.4) is indicated by the Sea Stripe color before the Ship Type (example: blue CA [*Kirov*]). Ships in the Available for Construction Box are identified by Construction Number (example: BB [BB1–7]). Players should stack these ships in order with the lowest Construction Number on top.

TOTALER KRIEG ADDITIONS

§24. FIRE IN THE EAST

§24.2 AXIS FACTION SETUP

On Map:

- **Any suitable Base hexes in Germany, Poland, Rumania, or Yugoslavia:** 7× LBA [2Flk, 3Flk, 4Flk, 7Flk, 8Flk, 9Flk, 10Flk]

On Turn Track:

- **June–July 1941:** 2× LBA [5Flk, 6Flk]

§24.3 SOVIET FACTION SETUP

On Map:

- **Any suitable Base hexes in Russia:** 3× LBA [Mos, 1VA, 2VA]

Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

§24.4 SPECIAL RULES

No Ships: When using *SK* with this scenario, ignore all references to ships and Scratch Defense Fleets. Only the LBA markers are used.

§25. THE GREAT CRUSADE

§25.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]

On Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 1× BB [*Tirpitz*], 2× CA [*Lutzow, Pr Eugen*], 2× CD [*Schles-Hol, Schlesien*]

- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Italy, or Northern France:** 9× LBA [1Flk, 7Flk, 8Flk, 9Flk, 10Flk, 11Flk, 12Flk, Don, Ost]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 6× Italian BB [*A Doria, C Duilio, G Cesar, Littorio, Roma, V Vento*]

On Turn Track:

- **June–July 1943:** 2× LBA [5Flk, 6Flk]
- **July–Aug 1943:** 2× LBA [3Flk, 4Flk]
- **Aug–Sept 1943:** 1× BB [*Scharnhorst*], 2× U-boat [*U-123, U-159*]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*], 1× Italian CA [*Gorizia*]
- **Nov–Dec 1944:** 1× CA [*Ad Scheer*]

Force Pool:

- 3× U-boat [*U-29, U-47, U-99*]
- Raid marker
- 1× Axis Defense Fleet
- 1× Italian M-boat [*10MAS*]

§25.3 WESTERN FACTION SETUP

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in Britain, a British Dependent, or a French Dependent:** 9× BB [*Anson, D of York, Howe, K Geo V, Malaya, Nelson, Rodney, Valiant, Warspite*], 5× CA [*Berwick, Cumberld, Kent, London, Suffolk*], 3× CV [*Formid, Furious, Indomit*], 2× US BB [*Nevada, Texas*], 2× US CA [*Augusta, Tuscaloosa*], 1× US CV [*Ranger*], 1× French BB [*Lorraine*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× Greek CA [*G Averf*]

- **Any suitable Base hexes in Britain, a British Dependent, or a French Dependent:** 7× LBA [2, 4, 5, 10, 11, 204, 211], 4× US LBA [MAS, MAT, 9BC, 9FC]

On Turn Track:

- **June–July 1943:** 1× CA [*Norfolk*], 2× LBA [1, 3]
- **July–Aug 1943:** 1× CA [*Shropsh*], 1× CV [*Illustrious*], 1× US BB [*New York*]
- **Aug–Sept 1943:** 2× BB [*Queen Eliz, Renown*]
- **Sept–Oct 1943:** 1× US BB [*Arkansas*]
- **Nov–Dec 1943:** 1× CV [*Victorious*], 1× French BB [*Richelieu*]
- **May–June 1944:** 1× CA [*Devonsh*]
- **Aug–Sept 1944:** 1× BB [*Royal Sov*]
- **Mar–Apr 1945:** 1× French CV [*Bearn*]

Pacific War Display:

- **Pacific Holding Box:** 1× BB [*Ramillies*], 1× CA [*Sussex*], 3× US BB [*Idaho, Mississippi, N Mexico*], 2× US CA [*San Fran, Wichita*]

Force Pool:

- 1× Western Defense Fleet

§26. 1937: THE ROAD TO WAR

§26.1 MARKERS SETUP

Ship Building Track:

- **Mar–Apr 1937:** Seasonal Turn

§26.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 6× BB [BB1–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]
- **Aug–Sept 1939:** 1× BB [*Gneisenau*]

- **Nov–Dec 1939:** 1× BB [*Scharnhorst*], 1× CA [*Ad Hipper*]
- **Mar–Apr 1940:** 1× CA [*Blucher*]
- **Mar–Apr 1941:** 1× CA [*Pr Eugen*]

On Map:

- **Any suitable Port hex(es) in Germany:** 3× CA [*Ad Scheer, Graf Spee, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hex(es) in Germany:** 2× LBA [1Flk, 2Flk]

Force Pool:

- 1× U-boat [*U-29*]
- Raid marker
- 1× Axis Defense Fleet

Conditional Events Box:

- **Outbreak of War:** 2× LBA [3Flk, 4Flk], 2× U-boat [*U-47, U-99*]

§26.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 8× BB [BB1–BB8], 2× CA [CA1–CA2], 8× CV [CV1–CV8], 2× CVL [CVL1–CVL2], 7× French BB [BB1–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2]
- **May–June 1937:** 1× French BB [*Dunkerg*]
- **Aug–Sept 1937:** 1× French CA [*Dupleix*]
- **Mar–Apr 1938:** 1× BB [*Royal Sov*]
- **May–June 1938:** 1× CA [*Cumberld*]
- **Aug–Sept 1938:** 1× CV [*Furious*]
- **Mar–Apr 1939:** 3× CA [*Berwick, Norfolk, Suffolk*], 1× CV [*Ark Royal*], 1× French BB [*Strasbrg*]
- **Aug–Sept 1939:** 1× BB [*Renown*], 1× US CA [*Wichita*]
- **Mar–Apr 1940:** 1× BB [*Valiant*]
- **Mar–Apr 1941:** 1× BB [*Queen Eliz*], 1× CA [*London*]

On Map:

- **Alexandria (e1411):** 3× BB [*Barham, Malaya, Warspite*], 3× CA [*Devonsh, Shropsh, Sussex*], 1× CV [*Glorious*], Res Fleet marker
- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 8× BB [*Hood, Nelson, Ramillies, Repulse, Resolution, Revenge, Rodney, Royal Oak*], 2× CA [*Exeter, York*], 1× CV [*Courags*], 1× CVL [*Hermes*]
- **Any suitable Base hex in Britain or a British Dependent:** 1× LBA [2]
- **Marseilles (w2818):** 3× French BB [*Bretagne, Lorraine, Provence*], 3× French CA [*Duquesne, Suffren, Tourville*], French Res Fleet marker

- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 3× French CA [*Algerie, Colbert, Foch*], 1× French CV [*Bearn*]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas, New York, Texas*], 2× US CA [*Augusta, Tuscaloosa*], 1× US CV [*Ranger*]

Pacific War Display:

- **Pacific Holding Box:** 3× CA [*Cornwall, Dorsetsh, Kent*], 1× CVL [*Eagle*], 4× US BB [*Idaho, Mississippi, N Mexico, Nevada*], 1× US CA [*San Fran*]

Force Pool:

- 1× Western Defense Fleet

Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

§26.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4]; 6× gray and 6× blue CA [CA1–CA6]
 - **Mar–Apr 1939:** 1× blue CA [*Kirov*]
 - **Aug–Sept 1940:** 1× gray CA [*Voroshilov*]
- #### On Map:
- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*]
 - **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*]
 - **Any suitable Base hex in Russia:** 1× LBA [Mos]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

§27. 1938: PEACE IN OUR TIME

§27.1 MARKERS SETUP

Ship Building Track:

- **Aug–Sept 1938:** Seasonal Turn

§27.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 5× BB [BB2–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]
- **Aug–Sept 1939:** 1× BB [*Gneisenau*]
- **Nov–Dec 1939:** 1× BB [*Scharnhorst*], 1× CA [*Ad Hipper*]
- **Mar–Apr 1940:** 1× CA [*Blucher*]
- **Mar–Apr 1941:** 1× BB [*Bismarck*], 1× CA [*Pr Eugen*]

On Map:

- **In any suitable Port hex(es) in Germany:** 3× CA [*Ad Scheer, Graf Spee, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **In any suitable Base hex(es) in Germany:** 2× LBA [1Flk, 2Flk]

Force Pool:

- 1× U-boat [*U-29*]
- Raid marker
- 1× Axis Defense Fleet

Conditional Events Box:

- **Outbreak of War:** 2× LBA [3Flk, 4Flk], 2× U-boat [*U-47, U-99*]

§27.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 5× BB [BB4–BB8], 2× CA [CA1–CA2], 5× CV [CV4–CV8], 2× CVL [CVL1–CVL2], 5× French BB [BB3–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2]
- **Mar–Apr 1939:** 3× CA [*Berwick, Norfolk, Suffolk*], 1× CV [*Ark Royal*], 1× French BB [*Strasbrg*]
- **Aug–Sept 1939:** 1× BB [*Renown*], 1× US CA [*Wichita*]
- **Mar–Apr 1940:** 1× BB [*Valiant*]
- **May–June 1940:** 1× French BB [*Richelieu*]
- **Aug–Sept 1940:** 1× CV [*Illustrious*]
- **Nov–Dec 1940:** 1× BB [*K Geo V*], 1× CV [*Formid*]
- **Mar–Apr 1941:** 1× BB [*Queen Eliz*], 1× CA [*London*]
- **May–June 1941:** 1× BB [*Pr Wales*], 1× CV [*Victorious*], 1× French BB [*Jean Bart*]
- **Nov–Dec 1941:** 1× BB [*D of York*]

On Map:

- **Alexandria (e1411):** 3× BB [*Barham, Malaya, Warspite*], 3× CA [*Devonsh, Shropsh, Sussex*], 1× CV [*Glorious*], Res Fleet marker
- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 9× BB [*Hood, Nelson, Ramillies, Repulse, Resolution, Revenge, Rodney, Royal Oak, Royal Sov*], 3× CA [*Cumberld, Exeter, York*], 2× CV [*Courags, Furious*], 1× CVL [*Hermes*]
- **Any suitable Base hex in Britain or a British Dependent:** 1× LBA [2]
- **Marseilles (w2818):** 3× French BB [*Bretagne, Lorraine, Provence*], 3× French CA [*Duquesne, Suffren, Tourville*], French Res Fleet marker

- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 1× French BB [*Dunkerq*], 4× French CA [*Algerie, Colbert, Dupleix, Foch*], 1× French CV [*Bearn*]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas, New York, Texas*], 2× US CA [*Augusta, Tuscaloosa*], 1× US CV [*Ranger*]

Pacific War Display:

- **Pacific Holding Box:** 3× CA [*Cornwall, Dorsetsh, Kent*], 1× CVL [*Eagle*], 4× US BB [*Idaho, Mississippi, N Mexico, Nevada*], 1× US CA [*San Fran*]

Force Pool:

- 1× Western Defense Fleet

Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

§27.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4]; 4× gray and 4× blue CA [CA3–CA6]
- **Mar–Apr 1939:** 1× blue CA [*Kirov*]
- **Aug–Sept 1940:** 1× gray CA [*Voroshilov*]
- **Nov–Dec 1940:** 1× blue CA [*M Gorki*]
- **May–June 1941:** 1× gray CA [*Molotov*]

On Map:

- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*]
- **Any suitable Base hex in Russia:** 1× LBA [Mos]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

§28. 1939: THE WAR IN EUROPE

§28.1 MARKERS SETUP

Ship Building Track:

- **Aug–Sept 1939:** Seasonal Turn

§28.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]
- **Nov–Dec 1939:** 1× BB [*Scharnhorst*], 1× CA [*Ad Hipper*]
- **Mar–Apr 1940:** 1× CA [*Blucher*]

- **Mar–Apr 1941:** 1× BB [*Bismarck*], 1× CA [*Pr Eugen*]
- **Mar–Apr 1942:** 1× BB [*Tirpitz*]

On Map:

- **Any suitable Port hex(es) in Germany:** 1× BB [*Gneisenau*], 3× CA [*Ad Scheer, Graf Spee, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hex(es) in Germany:** 4× LBA [1Flk, 2Flk, 5Flk, 6Flk]

Force Pool:

- 1× U-boat [*U-29*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

Delay Box (see Free Setup Variant §28.5 below):

- 2× LBA [3Flk, 4Flk], 2× U-boat [*U-47, U-99*]

§28.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2], 5× French BB [BB3–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2]
- **Mar–Apr 1940:** 1× BB [*Valiant*]
- **May–June 1940:** 1× French BB [*Richelieu*]
- **Aug–Sept 1940:** 1× CV [*Illustrious*]
- **Nov–Dec 1940:** 1× BB [*K Geo V*], 1× CV [*Formid*]
- **Mar–Apr 1941:** 1× BB [*Queen Eliz*], 1× CA [*London*]
- **May–June 1941:** 1× BB [*Pr Wales*], 1× CV [*Victorious*], 1× French BB [*Jean Bart*]
- **Nov–Dec 1941:** 1× BB [*D of York*]
- **Mar–Apr 1942:** 1× CV [*Indomit*]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]

On Map:

- **Alexandria (e1411):** 3× BB [*Barham, Malaya, Warspite*], 3× CA [*Devonsh, Shrapsh, Sussex*], 1× CV [*Glorious*], Res Fleet marker
- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 10× BB [*Hood, Nelson, Ramillies, Renown, Repulse, Resolution, Revenge, Rodney, Royal Oak, Royal Sov*], 6× CA [*Berwick, Cumberland, Exeter, Norfolk, Suffolk, York*], 3× CV [*Ark Royal, Courags, Furious*], 1× CVL [*Hermes*]
- **Any suitable Base hex in Britain or a British Dependent:** 1× LBA [2]
- **Marseilles (w2818):** 3× French BB [*Bretagne, Lorraine, Provence*], 3× French CA [*Duquesne, Suffren, Tourville*], French Res Fleet marker

- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 2× French BB [*Dunkerq, Strasbrg*], 4× French CA [*Algerie, Colbert, Dupleix, Foch*], 1× French CV [*Bearn*]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas, New York, Texas*], 3× US CA [*Augusta, Tuscaloosa, Wichita*], 1× US CV [*Ranger*]

On Turn Track (see Free Setup Variant §28.5 below):

- **Nov–Dec 1939:** 2× CA [*Cornwall, Dorsetsh*]
- **May–June 1940:** 1× CVL [*Eagle*]
- **Aug–Sept 1940:** 1× CA [*Kent*]

Pacific War Display:

- **Pacific Holding Box:** 4× US BB [*Idaho, Mississippi, N Mexico, Nevada*], 1× US CA [*San Fran*]

Force Pool:

- 1× Western Defense Fleet

Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

§28.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4]; 4× gray and 4× blue CA [CA3–CA6]
- **Aug–Sept 1940:** 1× gray CA [*Voroshilov*]
- **Nov–Dec 1940:** 1× blue CA [*M Gorki*]
- **May–June 1941:** 1× gray CA [*Molotov*]

On Map:

- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*], 1× blue CA [*Kirov*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*]
- **Any suitable Base hex in Russia:** 1× LBA [Mos]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

§28.5 SPECIAL RULES

* **European Limited War Recall:** The Western faction does *not* perform European Limited War recall (*§6.3.2) at the beginning of the game unless you are playing with the Free Setup Variant. The recalled ships are already reflected by the scenario setup instructions.

- + Free Setup Variant:** If you are using the optional Free Setup Variant (28.5):
- Take the German LBA and U-boat markers that start in the Delay Box and place them in *Outbreak of War* Conditional Event Box.
 - Take all British ships that start on the Turn Track (3× CA [*Cornwall, Dorsetsh, Kent*], 1× CVL [*Eagle*]) and place them in the Pacific Holding Box.

+ SK Fortunes of War: If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card.

§29. 1940: SPRINGTIME FOR HITLER

§29.1 MARKERS SETUP

Ship Building Track:

- **Mar–Apr 1940:** Seasonal Turn

§29.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]
- **Mar–Apr 1941:** 1× BB [*Bismarck*], 1× CA [*Pr Eugen*]
- **Mar–Apr 1942:** 1× BB [*Tirpitz*]

On Map:

- **Any suitable Port hex(es) in Germany:** 2× BB [*Gneisenau, Scharnhorst*], 3× CA [*Ad Hipper, Blucher, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hex(es) in Germany or Poland:** 8× LBA [1Flk, 2Flk, 3Flk, 4Flk, 5Flk, 6Flk, 7Flk, 8Flk]

On Turn Track:

- **July–Aug 1940:** 1× CA [*Ad Scheer*]

Force Pool:

- 3× U-boat [*U-29, U-47, U-99*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

§29.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2], 5× French BB [BB3–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2]
- **May–June 1940:** 1× French BB [*Richelieu*]
- **Aug–Sept 1940:** 1× CV [*Illustrious*]
- **Nov–Dec 1940:** 1× BB [*K Geo V*], 1× CV [*Formid*]

- **Mar–Apr 1941:** 1× BB [*Queen Eliz*], 1× CA [*London*]
- **May–June 1941:** 1× BB [*Pr Wales*], 1× CV [*Victorious*], 1× French BB [*Jean Bart*]
- **Nov–Dec 1941:** 1× BB [*D of York*]
- **Mar–Apr 1942:** 1× CV [*Indomit*]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]

On Map:

- **Alexandria (e1411):** 3× BB [*Barham, Malaya, Warspite*], 3× CA [*Devonsh, Shropsh, Sussex*], 1× CV [*Glorious*], Res Fleet marker
- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 7× BB [*Hood, Renown, Repulse, Revenge, Rodney, Royal Sov, Valiant*], 6× CA [*Berwick, Cornwall, Cumberland, Dorsetsh, Norfolk, York*], 1× CV [*Ark Royal*], 1× CVL [*Hermes*]
- **Any suitable Base hexes in Britain or a British Dependent:** 3× LBA [1, 2, 3]
- **Marseilles (w2818):** 3× French BB [*Bretagne, Lorraine, Provence*], 3× French CA [*Duquesne, Suffren, Tourville*], French Res Fleet marker
- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 2× French BB [*Dunkerq, Strasbrg*], 4× French CA [*Algerie, Colbert, Dupleix, Foch*], 1× French CV [*Bearn*]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas, New York, Texas*], 3× US CA [*Augusta, Tuscaloosa, Wichita*], 1× US CV [*Ranger*]

On Turn Track:

- **Apr–May 1940:** 1× BB [*Resolution*], 1× CV [*Furious*]
- **May–June 1940:** 1× CVL [*Eagle*]
- **June–July 1940:** 2× BB [*Nelson, Ramillies*]
- **Aug–Sept 1940:** 1× CA [*Kent*]
- **Mar–Apr 1941:** 2× CA [*Exeter, Suffolk*]

Pacific War Display:

- **Pacific Holding Box:** 4× US BB [*Idaho, Mississippi, N Mexico, Nevada*], 1× US CA [*San Fran*]

Force Pool:

- 1× Western Defense Fleet

Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

§29.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4]; 4× gray and 4× blue CA [CA3–CA6]
- **Aug–Sept 1940:** 1× gray CA [*Voroshilov*]
- **Nov–Dec 1940:** 1× blue CA [*M Gorki*]
- **May–June 1941:** 1× gray CA [*Molotov*]

On Map:

- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*], 1× blue CA [*Kirov*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*]
- **Any suitable Base hex in Russia:** 1× LBA [Mos]

On TK Turn Track:

- **June–July 1940:** 2× LBA [1VA, 2VA]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

§29.5 SPECIAL RULES

+ SK Fortunes of War: If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card.

§30. 1941A: THE WORLD WILL HOLD ITS BREATH

§30.1 MARKERS SETUP

Ship Building Track:

- **May–June 1941:** Seasonal Turn

§30.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]
- **Mar–Apr 1942:** 1× BB [*Tirpitz*]
- **Aug–Sept 1942:** 1× Italian BB [*Roma*]

On Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 1× BB [*Bismarck*], 3× CA [*Ad Scheer, Lutzow, Pr Eugen*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Greece, Italy, Libya, Northern France, Poland, Rumania, or Yugoslavia:** 8× LBA [1Flk, 2Flk, 3Flk, 4Flk, 7Flk, 8Flk, 9Flk, 10Flk]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 4× Italian BB [*A Doria, C Duilio, G Cesar, Littorio*], 4× Italian CA [*Bolzano, Gorizia, Trento, Trieste*]

On Turn Track:

- **June–July 1941:** 2× LBA [5Flk, 6Flk], 2× U-boat [*U-47, U-99*]
- **July–Aug 1941:** 1× BB [*Scharnhorst*], 1× Italian BB [*V Vento*]
- **Jan–Feb 1942:** 1× BB [*Gneisenau*]

- **Mar–Apr 1942:** 1× CA [*Ad Hipper*]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*]

Force Pool:

- 1× U-boat [*U-29*]
- 1× Italian M-boat [*10MAS*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

§30.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2]
- **Nov–Dec 1941:** 1× BB [*D of York*]
- **Mar–Apr 1942:** 1× CV [*Indomit*]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]

On Map:

- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 10× BB [*Barham, Hood, K Geo V, Nelson, Queen Eliz, Ramillies, Renown, Rodney, Royal Sov, Valiant*], 3× CA [*London, Norfolk, Suffolk*], 4× CV [*Ark Royal, Formid, Furious, Victorious*], 1× CVL [*Eagle*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain or a British Dependent:** 7× LBA [1, 2, 3, 10, 11, 204, 211]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas, New York, Texas*], 3× US CA [*Augusta, Tuscaloosa, Wichita*], 1× US CV [*Ranger*]

On Turn Track:

- **June–July 1941:** 1× CA [*Shropsh*]
- **July–Aug 1941:** 2× CA [*Berwick, Devonsh*]
- **Aug–Sept 1941:** 1× CA [*Kent*]
- **Sept–Oct 1941:** 1× BB [*Malaya*]
- **Nov–Dec 1941:** 1× BB [*Resolution*], 1× CA [*Cumberld*]
- **Mar–Apr 1942:** 1× CV [*Illustrious*]
- **Aug–Sept 1942:** 1× CA [*Sussex*]

Pacific War Display:

- **Pacific Holding Box:** 1× BB [*Warspite*], 4× US BB [*Idaho, Mississippi, N Mexico, Nevada*], 1× US CA [*San Fran*]

Force Pool:

- 1× Western Defense Fleet
- Awaiting Liberation marker, 2× French BB [*Lorraine, Richelieu*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× French CV [*Bearn*]

§30.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4], 2× gray and 2× blue CA [CA5–CA6]

On Map:

- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*], 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molotov, Voroshilov*]
- **Any suitable Base hexes in Russia:** 3× LBA [Mos, 1VA, 2VA]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

§30.5 SPECIAL RULES

European Total War Withdrawal: The Western faction does *not* perform European Total War withdrawal (*\$6.3.2) at the beginning of the game. The withdrawn ships are already reflected by the scenario setup instructions.

+ SK Fortunes of War: If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card.

§31. 1941B: WAR WITHOUT MERCY

§31.1 MARKERS SETUP

Ship Building Track:

- **Nov–Dec 1941:** Seasonal Turn

§31.2 AXIS FACTION SETUP

Ship Building Track:

- **Mar–Apr 1942:** 1× BB [*Tirpitz*]
- **Aug–Sept 1942:** 1× Italian BB [*Roma*]
- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]

On Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 2× CA [*Ad Scheer, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, Greece, Italy, Libya, Northern France, Poland, Russia, or Yugoslavia:** 8× LBA [1Fik, 2Fik, 7Fik, 8Fik, 9Fik, 10Fik, Don, Ost]

- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 5× Italian BB [*A Doria, C Duilio, G Cesr, Littorio, V Vento*], 4× Italian CA [*Bolzano, Gorizia, Trento, Trieste*]
- **Any suitable Port hex in Finland:** 1× Finnish CD [*Vainam*]

On Turn Track:

- **Jan–Feb 1942:** 2× BB [*Gneisenau, Scharnhrst*], 1× CA [*Pr Eugen*], 2× LBA [5Fik, 6Fik], 2× U-boat [*U-123, U-159*]
- **Mar–Apr 1942:** 1× CA [*Ad Hipper*], 2× LBA [3Fik, 4Fik]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*]

Force Pool:

- 3× U-boat [*U-29, U-47, U-99*]
- 1× Italian M-boat [*10MAS*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

§31.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2]
- **Mar–Apr 1942:** 1× CV [*Indomit*]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]

On Map:

- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 12× BB [*Barham, D of York, K Geo V, Malaya, Nelson, Queen Eliz, Ramillies, Renown, Resolution, Rodney, Royal Sov, Valiant*], 6× CA [*Berwick, Cumberld, Devonsh, Kent, Norfolk, Suffolk*], 2× CV [*Ark Royal, Victorious*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain or a British Dependent:** 7× LBA [1, 2, 3, 10, 11, 204, 211]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas, New York, Texas*], 3× US CA [*Augusta, Tuscaloosa, Wichita*], 1× US CV [*Ranger*]

On Turn Track:

- **Mar–Apr 1942:** 2× CA [*London, Shropsh*], 2× CV [*Formid, Illustrious*], 1× CVL [*Eagle*]
- **June–July 1942:** 1× CV [*Furious*]
- **Aug–Sept 1942:** 1× CA [*Sussex*]

Pacific War Display:

- **Pacific Holding Box:** 1× BB [*Warspite*], 4× US BB [*Idaho, Mississippi, N Mexico, Nevada*], 1× US CA [*San Fran*]

Force Pool:

- 1× Western Defense Fleet
- Awaiting Liberation marker, 2× French BB [*Lorraine, Richelieu*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× French CV [*Bearn*]

§31.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4], 2× gray and 2× blue CA [CA5–CA6]

On Map:

- **Leningrad (e4608):** 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molotov, Voroshilov*]
- **Any suitable Base hexes in Russia:** 5× LBA [Mos, 1VA, 2VA, 3VA, 4VA]

On Turn Track:

- **Nov–Dec 1942:** 1× blue BB [*Okt Revolt*]

Force Pool:

- 1× Soviet Defense Fleet

§32. 1942: TURNING POINT

§32.1 MARKERS SETUP

Ship Building Track:

- **May–June 1942:** Seasonal Turn

§32.2 AXIS FACTION SETUP

Ship Building Track:

- **Aug–Sept 1942:** 1× Italian BB [*Roma*]
- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]

On Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 3× CA [*Ad Hipper, Ad Scheer, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, Greece, Italy, Libya, Northern France, Poland, Russia, or Yugoslavia:** 10× LBA [1FIk, 2FIk, 3FIk, 4FIk, 7FIk, 8FIk, 9FIk, 10FIk, Don, Ost]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 4× Italian BB [*C Duilio, G Cesr, Littorio, V Vento*], 3× Italian CA [*Bolzano, Gorizia, Trento*]
- **Any suitable Port hex in Finland:** 1× Finnish CD [*Vainam*]

On Turn Track:

- **June–July 1942:** 1× BB [*Tirpitz*], 1× Italian CA [*Trieste*], 2× LBA [5FIk, 6FIk], 2× U-boat [*U-47, U-99*], 1× Italian M-boat [*10MAS*]
- **July–Aug 1942:** 1× BB [*Scharnhorst*]
- **Jan–Feb 1943:** 1× CA [*Pr Eugen*], 1× Italian BB [*A Doria*]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*]

Force Pool:

- 3× U-boat [*U-29, U-123, U-159*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

§32.3 WESTERN FACTION SETUP

Ship Building Track:

- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]
- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2]

On Map:

- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 5× BB [*D of York, Malaya, Nelson, Renown, Rodney*], 5× CA [*Cumberld, Kent, London, Norfolk, Shropsh*], 1× CV [*Victorious*], 1× CVL [*Eagle*], 2× US BB [*New York, Texas*], 3× US CA [*Augusta, Tuscaloosa, Wichita*], 1× US CV [*Ranger*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain or a British Dependent:** 5× LBA [1, 2, 3, 204, 211]

On Turn Track:

- **June–July 1942:** 1× CV [*Furious*]
- **July–Aug 1942:** 1× BB [*K Geo V*], 1× CA [*Suffolk*], 1× US BB [*Arkansas*], 2× LBA [10, 11]
- **Aug–Sept 1942:** 2× CA [*Berwick, Sussex*]
- **Aug–Sept 1943:** 1× BB [*Queen Eliz*]

Pacific War Display:

- **Pacific Holding Box:** 4× BB [*Ramillies, Royal Sov, Valiant, Warspite*], 1× CA [*Devonsh*], 3× CV [*Formid, Illustrious, Indomit*], 4× US BB [*Idaho, Mississippi, N Mexico, Nevada*], 1× US CA [*San Fran*]

Force Pool:

- 1× Western Defense Fleet
- Awaiting Liberation marker, 2× French BB [*Lorraine, Richelieu*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× French CV [*Bearn*]

§32.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4], 2× gray and 2× blue CA [CA5–CA6]

On Map:

- **Leningrad (e4608):** 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molotov, Voroshilov*]
- **Any suitable Base hexes in Russia:** 3× LBA [Mos, 1VA, 2VA]

On Turn Track:

- **June–July 1942:** 2× LBA [3VA, 4VA]
- **Nov–Dec 1942:** 1× blue BB [*Okt Revolt*]

Force Pool:

- 1× Soviet Defense Fleet

§33. 1943: THE HINGE OF FATE

§33.1 MARKERS SETUP

Ship Building Track:

- **May–June 1943:** Seasonal Turn

§33.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]

On Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 1× BB [*Tirpitz*], 2× CA [*Lutzow, Pr Eugen*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, Greece, Italy, Libya, Northern France, Poland, Russia, or Yugoslavia:** 10× LBA [1FIk, 2FIk, 7FIk, 8FIk, 9FIk, 10FIk, 11FIk, 12FIk, Don, Ost]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 6× Italian BB [*A Doria, C Duilio, G Cesr, Littorio, Roma, V Vento*]
- **Any suitable Port hex in Finland:** 1× Finnish CD [*Vainam*]

On Turn Track:

- **June–July 1943:** 2× LBA [5FIk, 6FIk]
- **July–Aug 1943:** 2× LBA [3FIk, 4FIk]
- **Aug–Sept 1943:** 1× BB [*Scharnhorst*], 2× U-boat [*U-123, U-159*]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*], 1× Italian CA [*Gorizia*]
- **Nov–Dec 1944:** 1× CA [*Ad Scheer*]

Force Pool:

- 3× U-boat [U-29, U-47, U-99]
- 1× Italian M-boat [10MAS]
- Raid marker
- 1× Axis Defense Fleet

§33.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2]

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in Britain, a British Dependent, or a French Dependent:** 9× BB [Anson, D of York, Howe, K Geo V, Malaya, Nelson, Rodney, Valiant, Warspite], 5× CA [Berwick, Cumberland, Kent, London, Suffolk], 3× CV [Formid, Furious, Indomit], 2× US BB [Nevada, Texas], 2× US CA [Augusta, Tuscaloosa], 1× US CV [Ranger], 1× French BB [Lorraine], 3× French CA [Duquesne, Suffren, Tourville], 1× Greek CA [G Averf]
- **Any suitable Base hexes in Britain, a British Dependent, or a French Dependent:** 7× LBA [2, 4, 5, 10, 11, 204, 211], 4× US LBA [MAS, MAT, 9BC, 9FC]

On Turn Track:

- **June–July 1943:** 1× CA [Norfolk], 2× LBA [1, 3]
- **July–Aug 1943:** 1× CA [Shropsh], 1× CV [Illustrious], 1× US BB [New York]
- **Aug–Sept 1943:** 2× BB [Queen Eliz, Renown]
- **Sept–Oct 1943:** 1× US BB [Arkansas]
- **Nov–Dec 1943:** 1× CV [Victorious], 1× French BB [Richelieu]
- **May–June 1944:** 1× CA [Devonsh]
- **Aug–Sept 1944:** 1× BB [Royal Sov]
- **Mar–Apr 1945:** 1× French CV [Bearn]

Pacific War Display:

- **Pacific Holding Box:** 1× BB [Ramillies], 1× CA [Sussex], 3× US BB [Idaho, Mississippi, N Mexico], 2× US CA [San Fran, Wichita]

Force Pool:

- 1× Western Defense Fleet

§33.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4], 2× gray and 2× blue CA [CA5–CA6]

On Map:

- **Leningrad (e4608):** 1× blue BB [Okt Revolt], 2× blue CA [Kirov, M Gorki]

• Any suitable Black Sea Port hex in Russia:

1× gray BB [Paris Kom], 1× gray CA [Voroshilov]

• Any suitable Base hexes in Russia: 7×

LBA [Mos, 1VA, 2VA, 3VA, 4VA, 13VA, 14VA]

On Turn Track:

- **July–Aug 1943:** 2× LBA [5VA, 6VA]
- **Aug–Sept 1943:** 1× gray CA [Molotov]

Force Pool:

- 1× Soviet Defense Fleet

§34. 1944: CLOSING THE RING

§34.1 MARKERS SETUP

Ship Building Track:

- **May–June 1944:** Seasonal Turn

§34.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× BB [BB3–BB6], 4× CA [CA1–CA4], 2× CV [CV1–CV2]

On Map:

- **Any suitable Port hex(es) in Germany or Denmark-Norway:** 2× CA [Lutzow, Pr Eugen], 2× CD [Schles-Hol, Schlesien]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, France, Greece, Italy, Poland, Russia, or Yugoslavia:** 8× LBA [1Flk, 2Flk, 7Flk, 8Flk, 9Flk, 10Flk, Don, Ost]
- **Any suitable Port hex in Finland:** 1× Finnish CD [Vainam]

On Turn Track:

- **June–July 1944:** 1× BB [Tirpitz], 2× LBA [5Flk, 6Flk]
- **July–Aug 1944:** 4× LBA [3Flk, 4Flk, 1Jagd, 2Jagd]
- **Aug–Sept 1944:** 2× LBA [11Flk, 12Flk], 2× U-boat [U-123, U-159]
- **Nov–Dec 1944:** 1× CA [Ad Scheer]

Force Pool:

- 3× U-boat [U-29, U-47, U-99]
- Raid marker
- 1× Axis Defense Fleet

§34.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2]

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in Britain, a British Dependent, or a French Dependent:** 7× BB [Anson, D of York, Howe, Nelson, Ramillies, Rodney, Warspite], 3× CA [Berwick, Devonsh, Kent], 1× CV [Furious], 4× US BB [Arkansas, New York, Nevada, Texas], 2× US CA [Augusta, Tuscaloosa], 1× US CV [Ranger], 1× French BB [Richelieu], 3× French CA [Duquesne, Suffren, Tourville], 1× Greek CA [G Averf]
- **Any suitable Base hexes in Britain, a British Dependent, a French Dependent, or Italy:** 9× LBA [1, 2, 3, 4, 5, 10, 11, 204, 211], 10× US LBA [MAS, MAT, 8BC, 8ASC, 9BC, 9FC, 12BC, 12FC, 15BC, 15FC]

On Turn Track:

- **June–July 1944:** 1× BB [Malaya]
- **July–Aug 1944:** 1× CV [Formid], 1× French BB [Lorraine]
- **Aug–Sept 1944:** 1× BB [Royal Sov]
- **Sept–Oct 1944:** 1× BB [K Geo V]
- **Nov–Dec 1944:** 1× CA [Norfolk]
- **Mar–Apr 1945:** 1× CA [Sussex], 1× French CV [Bearn]

Pacific War Display:

- **Pacific Holding Box:** 2× BB [Queen Eliz, Renown], 4× CA [Cumberland, London, Shropsh, Suffolk], 3× CV [Illustrious, Indomit, Victorious], 3× US BB [Idaho, Mississippi, N Mexico], 2× US CA [San Fran, Wichita]

Force Pool:

- 1× Western Defense Fleet

§34.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray and 4× blue BB [BB1–BB4], 2× gray and 2× blue CA [CA5–CA6]

On Map:

- **Leningrad (e4608):** 1× blue BB [Okt Revolt], 2× blue CA [Kirov, M Gorki]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [Paris Kom], 2× gray CA [Molotov, Voroshilov]
- **Any suitable Base hexes in Russia:** 9× LBA [Mos, 1VA, 2VA, 3VA, 4VA, 5VA, 6VA, 13VA, 14VA]

On Turn Track:

- **June–July 1944:** 2× LBA [7VA, 8VA]

Force Pool:

- 1× Soviet Defense Fleet

§35. 1945: OPERATION UNTHINKABLE

§35.2 WESTERN FACTION SETUP

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in Britain, a British Dependent, or a French Dependent:** 6× BB [*D of York, Malaya, Nelson, Rodney, Royal Sov, Warspite*], 5× CA [*Berwick, Devonsh, Kent, Norfolk, Sussex*], 1× US CA [*Augusta*], 1× US CV [*Ranger*], 1× French BB [*Lorraine*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× French CV [*Bearn*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain, a British Dependent, France, a French Dependent, Belgium-Holland, or Italy:** 7× LBA [2, 4, 5, 10, 11, 204, 211], 8× US LBA [8BC, 8ASC, 9BC, 9FC, 12BC, 12FC, 15BC, 15FC]

On Turn Track:

- **June–July 1945:** 2× LBA [1, 3]
- **July–Aug 1945:** 2× US LBA [MAS, MAT]

Pacific War Display:

- **Pacific Holding Box:** 5× BB [*Anson, Howe, K Geo V, Queen Eliz, Renown*], 4× CA [*Cumberld, London, Shropsh, Suffolk*], 4× CV [*Formid, Illustrious, Indomit, Victorious*], 7× US BB [*Arkansas, Idaho, Mississippi, N Mexico, New York, Nevada, Texas*], 3× US CA [*San Fran, Tuscaloosa, Wichita*]

Force Pool:

- 1× Western Defense Fleet

§35.3 SOVIET FACTION SETUP

On Map:

- **Leningrad (e4608):** 1× blue BB [*Ok Revolt*], 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molatov, Voroshilov*]
- **Any suitable Base hexes in Russia, Baltic States, Hungary, or Poland:** 9× LBA [Mos, 1VA, 2VA, 7VA, 8VA, 13VA, 14VA, 15VA, 16VA]

On Turn Track:

- **June–July 1945:** 2× LBA [3VA, 4VA]
- **July–Aug 1945:** 2× LBA [5VA, 6VA]

Force Pool:

- 1× Soviet Defense Fleet

DAI SENSO ADDITIONS

§40. 1937: THE RISING SUN

§40.1 MARKERS SETUP

Ship Building Track:

- **Mar–Apr 1937:** Seasonal Turn

§40.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× BB [BB1–BB4], 3× CA [CA1–CA3], 13× CV [CV1–CV13], 5× CVL [CVL1–CVL5]
- **Aug–Sept 1937:** 1× CA [*Chokai*]
- **Nov–Dec 1937:** 1× CA [*Aoba*]
- **Mar–Apr 1938:** 2× CA [*Kako, Nachi*], 1× CV [*Soryu*]
- **May–June 1938:** 1× BB [*Yamashiro*]
- **Nov–Dec 1938:** 1× BB [*Fuso*], 1× CV [*Akagi*]
- **Mar–Apr 1939:** 1× CA [*Tone*]
- **May–June 1939:** 1× CA [*Furutaka*]
- **Nov–Dec 1939:** 1× CA [*Suzuya*], 1× CV [*Hiryu*]
- **Mar–Apr 1940:** 1× BB [*Hiei*], 1× CA [*Kumano*]
- **Aug–Sept 1940:** 2× CA [*Mikuma, Mogami*]
- **Nov–Dec 1940:** 1× CA [*Kinugasa*]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 7× BB [*Haruna, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato*], 5× CA [*Atago, Haguro, Maya, Myoko, Takao*], 1× CV [*Kaga*], 2× CVL [*Hosho, Ryujou*]
- **Any suitable Base hex(es) in Japan or a Japanese Dependent:** 2× LBA [2FD, 3FD]

On Turn Track:

- **June–July 1937:** 1× CA [*Ashigara*]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

Conditional Events Box:

- **Outbreak of War:** 2× LBA [10FD, 11FD]
- **Army Program:** 2× LBA [4FD, 11AF]

§40.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 12× US BB [BB1–BB12], 15× US CA [CA1–CA15], 20× US CV [CV1–CV20], 9× US CVL [CVL1–CVL9]
- **Aug–Sept 1938:** 1× CA [*Kent*]
- **Mar–Apr 1939:** 1× CA [*Cornwall*], 1× US CV [*Enterprise*]
- **May–June 1939:** 1× US CV [*Yorktown*]
- **Mar–Apr 1942:** 1× US CA [*Vincennes*]
- **May–June 1942:** 1× US CA [*Quincy*]
- **May–June 1943:** 1× CV [*Victorious*], 1× US CA [*Wichita*]
- **Mar–Apr 1944:** 1× CA [*London*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*]
- **Mar–Apr 1945:** 1× CV [*Implac*]

Clarification: Take special care with those ships on the Ship Building Track that arrive in 1943 and later—be sure not to stack them with ships arriving in 1937, '38 or '39.

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 6× CA [*Australia, Canberra, Cumberld, Dorsetsh, Norfolk, Suffolk*], 1× CVL [*Eagle*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona, California, Colorado, Idaho, Maryland, Mississippi, N Mexico, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 13× US CA [*Astoria, Chester, Chicago, Houston, Indianap, Louisville, Minneap, N Orleans, Northamp, Pensacola, Portland, Salt Lake, San Fran*], 2× US CV [*Lexington, Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

European War Display:

- **European Holding Box:** 6× BB [*Ramillies, Repulse, Resolution, Revenge, Royal Sov, Warspite*], 4× CA [*Devonsh, Exeter, Shropsh, Sussex*], 1× CVL [*Hermes*], 3× French BB [*Bretagne, Lorraine, Provence*], 3× French CA [*Algerie, Colbert, Foch*], 1× French CV [*Bearn*], 3× US BB [*Arkansas, New York, Texas*], 2× US CA [*Augusta, Tuscaloosa*]
- **Available in 1940:** 2× BB [*Renown, Valiant*]
- **Available in 1941:** 2× BB [*Pr Wales, Queen Eliz*], 3× CV [*Formid, Indomit, Illustrious*]
- **Available in 1944:** 2× BB [*Howe, K George V*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]
- **European Reserves:** 2× LBA [*4, *5]

§40.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

Clarification: Again, take care with ships arriving in 1943–44.

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10, VA]
- **European Reserves:** 4× LBA [*1VA, *2VA, *3VA, *4VA]

§40.5 SPECIAL RULES

US Ship Building in 1937–38: The Western faction does *not* roll Delay for US ships in the Shipyard Delay Box during 1937 and 1938. Instead, it automatically places those ships in the Autumn 1942 *Seasonal Turn* box on the Ship Building Track. Starting in 1939, the Western faction rolls Delay for US ships normally.

Design Note: The US ships built during these years all spent significant time in the Atlantic before transferring to the war against Japan. This rule delays their entry accordingly.

§41. 1938: THE CORNERED MOUSE

§41.1 MARKERS SETUP

Ship Building Track:

- **Aug–Sept 1938:** Seasonal Turn

§41.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB2–BB4], 2× CA [CA2–CA3], 11× CV [CV3–CV13], 4× CVL [CVL2–CVL5]
- **Nov–Dec 1938:** 1× BB [*Fuso*], 1× CV [*Akagi*]
- **Mar–Apr 1939:** 1× CA [*Tone*]

- **May–June 1939:** 1× CA [*Furutaka*]
- **Nov–Dec 1939:** 1× CA [*Suzuya*], 1× CV [*Hiryu*]
- **Mar–Apr 1940:** 1× BB [*Hiei*], 2× CA [*Chikuma*, *Kumano*]
- **Aug–Sept 1940:** 2× CA [*Mikuma*, *Mogami*]
- **Nov–Dec 1940:** 1× CA [*Kinugasa*], 1× CVL [*Zuiho*]
- **Aug–Sept 1941:** 1× CV [*Shokaku*]
- **Nov–Dec 1941:** 1× CV [*Zuikaku*]
- **Mar–Apr 1942:** 1× BB [*Yamato*]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 8× BB [*Haruna*, *Hyuga*, *Ise*, *Kirishima*, *Kongo*, *Mutsu*, *Nagato*, *Yamashiro*], 10× CA [*Aoba*, *Ashigara*, *Atago*, *Chokai*, *Haguro*, *Kako*, *Maya*, *Myoko*, *Nachi*, *Takao*], 2× CV [*Kaga*, *Soryu*], 2× CVL [*Hosho*, *Ryujō*]
- **Any suitable Base hex(es) in Japan, a Japanese Dependent, Hopeh, or Kiangsu:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§41.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 10× US BB [BB3–BB12], 15× US CA [CA1–CA15], 19× US CV [CV2–CV20], 9× US CVL [CVL1–CVL9]
- **Mar–Apr 1939:** 1× CA [*Cornwall*], 1× US CV [*Enterprise*]
- **May–June 1939:** 1× US CV [*Yorktown*]
- **Mar–Apr 1942:** 1× US CA [*Vincennes*]
- **May–June 1942:** 1× US CA [*Quincy*]
- **Aug–Sept 1942:** 2× US BB [*No Carol*, *Washington*], 1× US CV [*Wasp*]
- **May–June 1943:** 1× CV [*Victorious*], 1× US CA [*Wichita*]
- **Mar–Apr 1944:** 1× CA [*London*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*]
- **Mar–Apr 1945:** 1× CV [*Implac*]

Clarification: Take special care with those ships on the Ship Building Track that arrive in 1944 and later—be sure not to stack them with ships arriving in 1938 or '39.

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 4× CA [*Australia*, *Canberra*, *Dorseth*, *Kent*], 1× CVL [*Eagle*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]

- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona*, *California*, *Colorado*, *Idaho*, *Maryland*, *Mississippi*, *N Mexico*, *Nevada*, *Oklahoma*, *Pennsylvania*, *Tennessee*, *West Virg*], 13× US CA [*Astoria*, *Chester*, *Chicago*, *Houston*, *Indianap*, *Louisville*, *Minneap*, *N Orleans*, *Northamp*, *Pensacola*, *Portland*, *Salt Lake*, *San Fran*], 2× US CV [*Lexington*, *Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

European War Display:

- **European Holding Box:** 6× BB [*Ramillies*, *Repulse*, *Resolution*, *Revenge*, *Royal Sov*, *Warspite*], 7× CA [*Cumberld*, *Devonsh*, *Exeter*, *Norfolk*, *Shropsh*, *Suffolk*, *Sussex*], 1× CVL [*Hermes*], 3× French BB [*Bretagne*, *Lorraine*, *Provence*], 3× French CA [*Algerie*, *Colbert*, *Foch*], 1× French CV [*Bearn*], 3× US BB [*Arkansas*, *New York*, *Texas*], 2× US CA [*Augusta*, *Tuscaloosa*]
- **Available in 1940:** 2× BB [*Renown*, *Valiant*]
- **Available in 1941:** 2× BB [*Pr Wales*, *Queen Eliz*], 3× CV [*Formid*, *Indomit*, *Illustrious*]
- **Available in 1944:** 2× BB [*Howe*, *K George V*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]
- **European Reserves:** 2× LBA [*4, *5]

§41.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

Clarification: Again, take care with the ship arriving in 1944.

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10, VA]
- **European Reserves:** 4× LBA [*1VA, *2VA, *3VA, *4VA]

§41.5 SPECIAL RULES

US Ship Building in 1938: The Western faction does not roll Delay for US ships in the Shipyard Delay Box during 1938. Instead, it automatically places those ships in the Autumn 1942 Seasonal Turn box on the Ship Building Track. Starting in 1939, the Western faction rolls Delay for US ships normally.

+ SK Fortunes of War: If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card.

§42. 1939: FATEFUL DECISION

§42.1 MARKERS SETUP

Ship Building Track:

- **Aug–Sept 1939:** Seasonal Turn

§42.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× BB [BB3–BB4], 2× CA [CA2–CA3], 11× CV [CV3–CV13], 2× CVL [CVL4–CVL5]
- **Nov–Dec 1939:** 1× CA [*Suzuya*], 1× CV [*Hiryu*]
- **Mar–Apr 1940:** 1× BB [*Hiei*], 2× CA [*Chikuma*, *Kumano*]
- **Aug–Sept 1940:** 2× CA [*Mikuma*, *Mogami*]
- **Nov–Dec 1940:** 1× CA [*Kinugasa*], 1× CVL [*Zuiho*]
- **Aug–Sept 1941:** 1× CV [*Shokaku*]
- **Nov–Dec 1941:** 1× CV [*Zuikaku*]
- **Mar–Apr 1942:** 1× BB [*Yamato*], 1× CVL [*Shoho*]
- **Nov–Dec 1942:** 1× CVL [*Ryuho*]
- **Mar–Apr 1943:** 1× BB [*Musashi*]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 9× BB [*Fuso*, *Haruna*, *Hyuga*, *Ise*, *Kirishima*, *Kongo*, *Mutsu*, *Nagato*, *Yamashiro*], 12× CA [*Aoba*, *Ashigara*, *Atago*, *Chokai*, *Furutaka*, *Haguro*, *Kako*, *Maya*, *Myoko*, *Nachi*, *Takao*, *Tone*], 3× CV [*Akagi*, *Kaga*, *Soryu*], 2× CVL [*Hosho*, *Ryujo*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopesh, or Kiangsu:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§42.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 8× US BB [BB5–BB12], 15× US CA [CA1–CA15], 19× US CV [CV2–CV20], 9× US CVL [CVL1–CVL9]
- **Mar–Apr 1942:** 1× US CA [*Vincennes*]
- **May–June 1942:** 1× US CA [*Quincy*]
- **Aug–Sept 1942:** 2× US BB [*No Carol*, *Washington*], 1× US CV [*Wasp*]
- **Nov–Dec 1942:** 1× US BB [*So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Massachu*]
- **May–June 1943:** 1× CV [*Victorious*], 1× US CA [*Wichita*]
- **Mar–Apr 1944:** 1× CA [*London*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*]
- **Mar–Apr 1945:** 1× CV [*Implac*]

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 2× CA [*Australia*, *Canberra*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona*, *California*, *Colorado*, *Idaho*, *Maryland*, *Mississippi*, *N Mexico*, *Nevada*, *Oklahoma*, *Pennsylvania*, *Tennessee*, *West Virg*], 13× US CA [*Astoria*, *Chester*, *Chicago*, *Houston*, *Indianap*, *Louisville*, *Minneap*, *N Orleans*, *Northamp*, *Pensacola*, *Portland*, *Salt Lake*, *San Fran*], 4× US CV [*Enterprise*, *Lexington*, *Saratoga*, *Yorktown*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

European War Display:

- **European Holding Box:** 6× BB [*Ramillies*, *Repulse*, *Resolution*, *Revenge*, *Royal Sov*, *Warspite*], 10× CA [*Cornwall*, *Cumberld*, *Devonsh*, *Dorsetsh*, *Exeter*, *Kent*, *Norfolk*, *Shropsh*, *Suffolk*, *Sussex*], 2× CVL [*Eagle*, *Hermes*], 3× French BB [*Bretagne*, *Lorraine*, *Provence*], 3× French CA [*Algerie*, *Colbert*, *Foch*], 1× French CV [*Bearn*], 3× US BB [*Arkansas*, *New York*, *Texas*], 2× US CA [*Augusta*, *Tuscaloosa*]
- **Available in 1940:** 2× BB [*Renown*, *Valiant*]
- **Available in 1941:** 2× BB [*Pr Wales*, *Queen Eliz*], 3× CV [*Formid*, *Indomit*, *Illustrious*]
- **Available in 1944:** 2× BB [*Howe*, *K George V*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]
- **European Reserves:** 2× LBA [*4, *5]

§42.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10, VA]
- **European Reserves:** 4× LBA [*1VA, *2VA, *3VA, *4VA]

§42.5 SPECIAL RULES

*** European Limited War:** If European Limited War is *not* in effect after making the die roll in 42.5, move the following ships from the European Holding Box to any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent: 3× CA [*Cornwall*, *Dorsetsh*, *Kent*], 1× CVL [*Eagle*].

+ SK Fortunes of War: If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card.

§43. 1940: OPPORTUNITY AWAITS

§43.1 MARKERS SETUP

Ship Building Track:

- **Mar–Apr 1940:** Seasonal Turn

§43.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× BB [BB3–BB4], 2× CA [CA2–CA3], 10× CV [CV4–CV13], 2× CVL [CVL4–CVL5]
- **Aug–Sept 1940:** 2× CA [*Mikuma*, *Mogami*]
- **Nov–Dec 1940:** 1× CA [*Kinugasa*], 1× CVL [*Zuiho*]
- **Aug–Sept 1941:** 1× CV [*Shokaku*]
- **Nov–Dec 1941:** 1× CV [*Zuikaku*]
- **Mar–Apr 1942:** 1× BB [*Yamato*], 1× CVL [*Shoho*]
- **May–June 1942:** 1× CV [*Junyo*]
- **Nov–Dec 1942:** 1× CVL [*Ryuho*]
- **Mar–Apr 1943:** 1× BB [*Musashi*]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 10× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro*], 15× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Furutaka, Haguro, Kako, Kumano, Maya, Myoko, Nachi, Suzuya, Takao, Tone*], 4× CV [*Akagi, Hiryu, Kaga, Soryu*], 2× CVL [*Hosho, Ryujo*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopeh, or Kiangsu:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§43.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 7× US BB [BB6–BB12], 15× US CA [CA1–CA15], 18× US CV [CV3–CV20], 9× US CVL [CVL1–CVL9]
- **Mar–Apr 1942:** 1× US CA [*Vincennes*], 1× US CV [*Hornet*]
- **May–June 1942:** 1× US CA [*Quincy*]
- **Aug–Sept 1942:** 2× US BB [*No Carol, Washingt*], 1× US CV [*Wasp*]
- **Nov–Dec 1942:** 2× US BB [*Indiana, So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Massachu*]
- **May–June 1943:** 1× CV [*Victorious*], 1× US CA [*Wichita*]
- **Mar–Apr 1944:** 1× CA [*London*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*]
- **Mar–Apr 1945:** 1× CV [*Implac*]

On Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 2× CA [*Australia, Canberra*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona, California, Colorado, Idaho, Maryland, Mississippi, N Mexico, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 13× US CA [*Astoria, Chester, Chicago, Houston, Indianap, Louisville, Minneap, N Orleans, Northamp, Pensacola, Portland, Salt Lake, San Fran*], 4× US CV [*Enterprise, Lexington, Saratoga, Yorktown*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

European War Display:

- **European Holding Box:** 8× BB [*Ramillies, Renown, Repulse, Resolution, Revenge, Royal Sov, Valiant, Warspite*], 10× CA [*Cornwall, Cumberland, Devonsh, Dorsetsh, Exeter, Kent, Norfolk, Shropsh, Suffolk, Sussex*], 2× CVL [*Eagle, Hermes*], 3× French BB [*Bretagne, Lorraine, Provence*], 3× French CA [*Algerie, Colbert, Foch*], 1× French CV [*Bearn*], 3× US BB [*Arkansas, New York, Texas*], 2× US CA [*Augusta, Tuscaloosa*]
- **Available in 1941:** 2× BB [*Pr Wales, Queen Eliz*], 3× CV [*Formid, Indomit, Illustrious*]
- **Available in 1944:** 2× BB [*Howe, K George V*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]
- **European Reserves:** 2× LBA [*4, *5]

§43.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

European War Display:

- **European Holding Box:** 2× LBA [*1VA, *2VA]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10, VA]
- **European Reserves:** 2× LBA [*3VA, *4VA]

§43.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with 1× additional FoW card.

§44. 1941A: WHEN TIGERS FIGHT

§44.1 MARKERS SETUP

Ship Building Track:

- **May–June 1941:** Seasonal Turn

§44.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× BB [BB3–BB4], 2× CA [CA2–CA3], 9× CV [CV5–CV13]
- **Aug–Sept 1941:** 1× CV [*Shokaku*]
- **Nov–Dec 1941:** 1× CV [*Zuikaku*]
- **Mar–Apr 1942:** 1× BB [*Yamato*], 1× CVL [*Shoho*]
- **May–June 1942:** 1× CV [*Junyo*]
- **Aug–Sept 1942:** 1× CV [*Hiyo*]
- **Nov–Dec 1942:** 1× CVL [*Ryuho*]
- **Mar–Apr 1943:** 1× BB [*Musashi*]
- **Mar–Apr 1944:** 2× CVL [*Chitose, Chiyoda*]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 10× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro*], 18× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Furutaka, Haguro, Kako, Kinugasa, Kumano, Maya, Mikuma, Mogami, Myoko, Nachi, Suzuya, Takao, Tone*], 4× CV [*Akagi, Hiryu, Kaga, Soryu*], 3× CVL [*Hosho, Ryujo, Zuiho*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopeh, or Kiangsu:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§44.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× US BB [BB11–BB12], 15× US CA [CA1–CA15], 18× US CV [CV3–CV20], 9× US CVL [CVL1–CVL9]
- **Mar–Apr 1942:** 1× US CA [*Vincennes*], 1× US CV [*Hornet*]
- **May–June 1942:** 1× US CA [*Quincy*]
- **Aug–Sept 1942:** 2× US BB [*No Carol, Washingt*], 1× US CV [*Wasp*]
- **Nov–Dec 1942:** 2× US BB [*Indiana, So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Massachu*]
- **May–June 1943:** 1× CV [*Victorious*], 1× US CA [*Wichita*]
- **Nov–Dec 1943:** 2× US BB [*Alabama, Iowa*]
- **Mar–Apr 1944:** 1× CA [*London*], 1× US BB [*N Jersey*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*], 2× US BB [*Wisconsin, Missouri*]
- **Mar–Apr 1945:** 1× CV [*Implac*]

On Map:

- **Strategic Warfare Box:** US Ship Building

- **Any Western Off-Map Box, or any suitable Port hex in a British Dependent:** 3× CA [*Australia, Canberra, Cornwall*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Honolulu (p4226):** 8× US BB [*Arizona, California, Maryland, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 4× US CA [*Indianap, Minneap, N Orleans, San Fran*], US Res Fleet marker
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 1× US BB [*Colorado*], 9× US CA [*Astoria, Chester, Chicago, Houston, Louisville, Northamp, Pensacola, Portland, Salt Lake*], 3× US CV [*Enterprise, Lexington, Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

On Turn Track:

- **June–July 1941:** 1× CA [*Exeter*]
- **Sept–Oct 1941:** 1× BB [*Revenge*]
- **Nov–Dec 1941:** 2× BB [*Pr Wales, Repulse*], 1× CA [*Dorsetsh*], 1× CVL [*Hermes*]
- **Jan–Feb 1942:** 1× US CV [*Yorktown*]
- **Mar–Apr 1942:** 1× BB [*Warspite*], 1× US BB [*Idaho*]
- **Aug–Sept 1942:** 1× US BB [*N Mexico*]
- **Nov–Dec 1942:** 1× US BB [*Mississippi*]
- **Aug–Sept 1943:** US End Ship Building

European War Display:

- **European Holding Box:** 6× BB [*Queen Eliz, Ramillies, Renown, Resolution, Royal Sov, Valiant*], 7× CA [*Cumberld, Devonsh, Kent, Norfolk, Shropsh, Suffolk, Sussex*], 3× CV [*Formid, Illustrious, Indomit*], 1× CVL [*Eagle*], 3× US BB [*Arkansas, New York, Texas*], 2× US CA [*Augusta, Tuscaloosa*]
- **Available in 1944:** 2× BB [*Howe, K George V*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]
- **European Reserves:** 2× LBA [*4, *5]

§44.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS European War Display:

- **European Holding Box:** 2× LBA [*1VA, *2VA]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]
- **European Reserves:** 2× LBA [*3VA, *4VA]

§44.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card.

§45. 1941B: THE WAR IN THE PACIFIC

§45.1 MARKERS SETUP

Ship Building Track:

- **Nov–Dec 1941:** Seasonal Turn

§45.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× BB [BB3–BB4], 2× CA [CA2–CA3], 8× CV [CV6–CV13]
- **Mar–Apr 1942:** 1× BB [*Yamato*], 1× CVL [*Shoho*]
- **May–June 1942:** 1× CV [*Junyo*]
- **Aug–Sept 1942:** 1× CV [*Hiyo*]
- **Nov–Dec 1942:** 1× CVL [*Ryuhō*]
- **Mar–Apr 1943:** 1× BB [*Musashi*]
- **Mar–Apr 1944:** 2× CVL [*Chitose, Chiyoda*]
- **May–June 1944:** 1× CV [*Taiho*]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 10× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro*], 18× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Furutaka, Haguro, Kako, Kinugasa, Kumano, Maya, Mikuma, Mogami, Myoko, Nachi, Suzuya, Takao, Tone*], 6× CV [*Akagi, Hiryu, Kaga, Shokaku, Soryu, Zuikaku*], 3× CVL [*Hosho, Ryujō, Zuihō*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hoped, or Kiangsu:** 6× LBA [2FD, 3FD 4FD, 10FD, 11AF, 11FD]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§45.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× US BB [BB11–BB12], 12× US CA [CA4–CA15], 15× US CV [CV6–CV20], 6× US CVL [CVL4–CVL9]
- **Mar–Apr 1942:** 1× US CA [*Vincennes*], 1× US CV [*Hornet*]
- **May–June 1942:** 1× US CA [*Quincy*]
- **Aug–Sept 1942:** 2× US BB [*No Carol, Washngtn*], 1× US CV [*Wasp*]
- **Nov–Dec 1942:** 2× US BB [*Indiana, So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Massachu*]
- **May–June 1943:** 1× CV [*Victorious*], 1× US CA [*Wichita*]
- **Aug–Sept 1943:** 2× US CV [*Essex, Lex II*], 3× US CVL [*Bell Wood, Independ, Princeton*]
- **Nov–Dec 1943:** 2× US BB [*Alabama, Iowa*], 2× US CA [*Baltimore, Boston*], 1× US CV [*Bunker H*]
- **Mar–Apr 1944:** 1× CA [*London*], 1× US BB [N Jersey], 1× US CA [*Canberra II*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*], 2× US BB [*Wisconsin, Missouri*]
- **Mar–Apr 1945:** 1× CV [*Implac*]

On Map:

- **Strategic Warfare Box:** US Ship Building
- **Singapore (a3218):** 2× BB [*Pr Wales, Repulse*], 1× CA [*Exeter*], Res Fleet marker
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 1× BB [*Revenge*], 3× CA [*Australia, Canberra, Cornwall*], 1× CVL [*Hermes*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Honolulu (p4226):** 8× US BB [*Arizona, California, Maryland, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 4× US CA [*Indianap, Minneap, N Orleans, San Fran*], US Res Fleet marker
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 1× US BB [*Colorado*], 9× US CA [*Astoria, Chester, Chicago, Houston, Louisville, Northamp, Pensacola, Portland, Salt Lake*], 3× US CV [*Enterprise, Lexington, Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

On Turn Track:

- **Jan–Feb 1942:** 1× US CV [*Yorktown*]
- **Mar–Apr 1942:** 1× BB [*Warspite*], 1× US BB [*Idaho*]
- **Aug–Sept 1942:** 1× US BB [*N Mexico*]
- **Nov–Dec 1942:** 1× US BB [*Mississippi*]
- **Aug–Sept 1943:** US End Ship Building

European War Display:

- **European Holding Box:** 2× LBA [*4, *5], 5× BB [*Queen Eliz, Ramillies, Renown, Resolution, Valiant*], 8× CA [*Cumberld, Devonsh, Dorsetsh, Kent, Norfolk, Shropsh, Suffolk, Sussex*], 3× CV [*Formid, Illustrious, Indomit*], 1× CVL [*Eagle*], 3× US BB [*Arkansas, New York, Texas*], 2× US CA [*Augusta, Tuscaloosa*]
- **Available in 1944:** 2× BB [*Howe, K George V*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]

§45.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

European War Display:

- **European Holding Box:** 4× LBA [*1VA, *2VA, *3VA, *4VA]

Force Pool:

- 1× Soviet Defense Fleet

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

§45.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+§12) is in effect, each side begins with 2× additional FoW cards.

§46. 1942: WAKING GIANT

§46.1 MARKERS SETUP

Ship Building Track:

- **May–June 1942:** Seasonal Turn

§46.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× BB [BB3–BB4], 2× CA [CA2–CA3], 8× CV [CV6–CV13]
- **Aug–Sept 1942:** 1× CV [*Hiyo*]
- **Nov–Dec 1942:** 1× CVL [*Ryuhō*]
- **Mar–Apr 1943:** 1× BB [*Musashi*]

- **Mar–Apr 1944:** 2× CVL [*Chitose, Chiyoda*]
- **May–June 1944:** 1× CV [*Taiho*]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 11× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro, Yamato*], 13× CA [*Atago, Chikuma, Chokai, Haguro, Kumano, Maya, Mikuma, Mogami, Myoko, Nachi, Suzuya, Takao, Tone*], 5× CV [*Akagi, Hiryu, Junyo, Kaga, Soryu*], 3× CVL [*Hoshō, Ryūjō, Zuihō*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Burma, Hong Kong, Hopeh, Kiangsu, Malaya, Netherlands East Indies, an NEI Dependent, Papua, the Philippines, Sarawak, Siam, Solomon Islands, Wake Island:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]
- **Any suitable Port hex in Siam:** 1× Siamese CD [*Sri Ayud*]

On Turn Track:

- **June–July 1942:** 5× CA [*Aoba, Ashigara, Furutaka, Kako, Kinugasa*], 1× CV [*Zuikaku*], 2× LBA [5FD, 9FD]
- **July–Aug 1942:** 1× CV [*Shokaku*]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§46.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× US BB [BB11–BB12], 11× US CA [CA5–CA15], 12× US CV [CV9–CV20], 1× US CVL [CVL9]
- **Aug–Sept 1942:** 2× US BB [*No Carol, Washingtñ*], 1× US CV [*Wasp*]
- **Nov–Dec 1942:** 2× US BB [*Indiana, So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Massachu*]
- **May–June 1943:** 1× CV [*Victorious*], 1× US CA [*Wichita*]
- **Aug–Sept 1943:** 3× US CV [*Essex, Lex II, Yorktn II*], 4× US CVL [*Bell Wood, Cowpens, Independ, Princeton*]
- **Nov–Dec 1943:** 2× US BB [*Alabama, Iowa*], 2× US CA [*Baltimore, Boston*], 2× US CV [*Bunker H, Intrepid*], 3× US CVL [*Cabot, Langley, Monterey*]
- **Mar–Apr 1944:** 1× CA [*London*], 1× US BB [*N Jersey*], 1× US CA [*Canberra II*], 1× US CVL [*Bataan*]
- **May–June 1944:** 1× US CV [*Wasp II*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*], 2× US BB [*Wisconsin, Missouri*]
- **Mar–Apr 1945:** 1× CV [*Implac*], 1× US CA [*Quincy II*]

On Map:

- **Strategic Warfare Box:** US Ship Building
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 5× BB [*Ramillies, Resolution, Revenge, Royal Sov, Warspite*], 3× CA [*Australia, Canberra, Devonsh*], 2× CV [*Formid, Illustrious*]
- **Any suitable Base hexes in a British Dependent:** 3× LBA [FEC, 224, 225]
- **Western US Box, or any suitable Port hex(es) in a US Dependent, British Dependent, or French Dependent:** 3× US BB [*Colorado, Idaho, Maryland*], 13× US CA [*Astoria, Chicago, Indianap, Louisville, Minneap, N Orleans, Northamp, Pensacola, Portland, Quincy, Salt Lake, San Fran, Vincennes*], 3× US CV [*Enterprise, Hornet, Yorktown*]
- **Any suitable Base hexes in a US Dependent, British Dependent, or French Dependent:** 3× US LBA [FEAF, 5BC, 5FC]

On Turn Track:

- **June–July 1942:** 1× US CV [*Saratoga*]
- **Aug–Sept 1942:** 1× BB [*Valiant*], 1× US BB [*N Mexico*]
- **Sept–Oct 1942:** 1× US CA [*Chester*]
- **Nov–Dec 1942:** 1× CV [*Indomit*], 2× US BB [*Mississippi, Nevada*]
- **Mar–Apr 1943:** 1× US BB [*Pennsylvania*]
- **May–June 1943:** 1× US BB [*Tennessee*]
- **Aug–Sept 1943:** US End Ship Building
- **May–June 1944:** 1× US BB [*California*]
- **Aug–Sept 1944:** 1× US BB [*West Virg*]

European War Display:

- **European Holding Box:** 2× LBA [*4, *5], 2× BB [*Queen Eliz, Renown*], 6× CA [*Cumberld, Kent, Norfolk, Shropsh, Suffolk, Sussex*], 1× CVL [*Eagle*], 3× US BB [*Arkansas, New York, Texas*], 2× US CA [*Augusta, Tuscaloosa*]
- **Available in 1944:** 2× BB [*Howe, K George V*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

§46.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

Force Pool:

- 1× Soviet Defense Fleet

European War Display:

- **European Holding Box:** 4× LBA [*1VA, *2VA, *3VA, *4VA]

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

§46.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card.

§47. 1943: MAGIC & VENGEANCE

§47.1 MARKERS SETUP

Ship Building Track:

- **May–June 1943:** Seasonal Turn

§47.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× BB [BB3–BB4], 2× CA [CA2–CA3], 8× CV [CV6–CV13]
- **Mar–Apr 1944:** 2× CVL [Chitose, Chiyoda]
- **May–June 1944:** 1× CV [Taiho]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 7× BB [Fuso, Haruna, Kongo, Musashi, Mutsu, Nagato, Yamashiro], 13× CA [Ashigara, Atago, Chikuma, Chokai, Haguro, Kumano, Maya, Mogami, Myoko, Nachi, Suzuya, Takao, Tone], 4× CV [Hiyo, Junyo, Shokaku, Zuikaku], 2× CVL [Hosho, Ryuho]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Burma, Hong Kong, Hopeh, Kiangsu, Malaya, Netherlands East Indies, an NEI Dependent, Papua, the Philippines, Sarawak, Siam, Solomon Islands, Wake Island:** 8× LBA [2FD, 3FD, 4FD, 5FD, 9FD, 10FD, 11AF, 11FD]
- **Any suitable Port hex in Siam:** 1× Siamese CD [Sri Ayud]

On Turn Track:

- **June–July 1943:** 2× LBA [6FD, 7FD]
- **July–Aug 1943:** 1× CVL [Zuiho]
- **Aug–Sept 1943:** 1× BB [Yamato]
- **Sept–Oct 1943:** 2× BB [Hyuga, Ise]
- **Nov–Dec 1943:** 1× CA [Aoba]

Force Pool:

- 1× I-boat [I-168]
- Raid marker
- 1× Axis Defense Fleet

§47.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× US BB [BB11–BB12], 6× US CA [CA10–CA15], 3× US CV [CV18–CV20]
- **Aug–Sept 1943:** 3× US CV [Essex, Lex II, Yorktn II], 4× US CVL [Bell Wood, Cowpens, Independ, Princeton]
- **Nov–Dec 1943:** 2× US BB [Alabama, Iowa], 2× US CA [Baltimore, Boston], 2× US CV [Bunker H, Intrepid], 3× US CVL [Cabot, Langley, Monterey]
- **Mar–Apr 1944:** 1× CA [London], 1× US BB [N Jersey], 1× US CA [Canberra II], 1× US CV [Hornet II], 1× US CVL [Bataan]
- **May–June 1944:** 2× US CV [Franklin, Wasp II], 1× US CVL [San Jac]
- **Aug–Sept 1944:** 1× US CV [Hancock]
- **Nov–Dec 1944:** 1× CV [Indefatig], 2× US BB [Wisconsin, Missouri], 1× US CA [Alaska], 2× US CV [Benningtn, Ticonder]
- **Mar–Apr 1945:** 1× CV [Implac], 3× US CA [Guam, Pittsburgh, Quincy II], 1× US CV [Shangri-La]
- **May–June 1945:** 1× US CA [St Paul], 1× US CV [B H Richrd]
- **Aug–Sept 1945:** 1× CV [Antietam]
- **+ Nov–Dec 1945:** 1× CV [Lk Champ], 1× CA [Bremerton]

+ **Clarification:** You won't need these late-arriving pieces unless you're using the Separate Peace (+14) option.

On Map:

- **Strategic Warfare Box:** US Ship Building
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 1× BB [Revenge], 2× CA [Australia, Sussex], 1× CV [Victorious]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Western US Box, or any suitable Port hex(es) in a US Dependent, British Dependent, or French Dependent:** 11× US BB [Colorado, Idaho, Indiana, Maryland, Massachu, Mississippi, N Mexico, No Carol, Pennsylv, Tennessee, Washingtn], 6× US CA [Indianap, Louisville, Portland, Salt Lake, San Fran, Wichita], 1× US CV [Saratoga]
- **Any suitable Base hexes in a US Dependent, British Dependent, or French Dependent:** 7× US LBA [FEAF, 5BC, 5FC, 10BC, 10FC, 13BC, 13FC]

On Turn Track:

- **June–July 1943:** 1× BB [Resolution], 2× LBA [224, 225]
- **Aug–Sept 1943:** 2× US CA [Minneap, N Orleans], US End Ship Building
- **Sept–Oct 1943:** 1× BB [Ramillies], 1× US CA [Chester]
- **Nov–Dec 1943:** 1× US BB [So Dakota], 1× US CA [Pensacola], 1× US CV [Enterprise]
- **May–June 1944:** 1× US BB [California]
- **Aug–Sept 1944:** 1× US BB [West Virg]

European War Display:

- **European Holding Box:** 2× LBA [*4, *5], 5× BB [Queen Eliz, Renown, Royal Sov, Valiant, Warspite], 6× CA [Cumberld, Devonsh, Kent, Norfolk, Shropsh, Suffolk], 3× CV [Formid, Illustrious, Indomit], 4× US BB [Arkansas, New York, Texas, Nevada], 2× US CA [Augusta, Tuscaloosa]
- **Available in 1944:** 2× BB [Howe, K George V]

Force Pool:

- 1× US Servron [4]
- 1× US F-boat [Nautilus]
- 1× Western Defense Fleet

§47.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [Kalinin]
- **Nov–Dec 1944:** 1× red CA [Kaganov]

On Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

Force Pool:

- 1× Soviet Defense Fleet

European War Display:

- **European Holding Box:** 4× LBA [*1VA, *2VA, *3VA, *4VA]

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

§47.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, the Axis side begins with 1× additional FoW card.

§48. 1944: DIVINE WIND

§48.1 MARKERS SETUP

Ship Building Track:

- **May–June 1944:** Seasonal Turn

§48.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× BB [BB3–BB4], 2× CA [CA2–CA3], 8× CV [CV6–CV13]

On Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 8× BB [*Fuso, Haruna, Hyuga, Kongo, Musashi, Nagato, Yamashiro, Yamato*], 13× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Haguro, Kumano, Maya, Mogami, Myoko, Suzuya, Takao, Tone*], 5× CV [*Hiyo, Junyo, Shokaku, Taiho, Zuikaku*], 5× CVL [*Chitose, Chiyoda, Hoshō, Ryuho, Zuiho*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Burma, Hong Kong, Hoped, Kiangsu, Malaya, Netherlands East Indies, an NEI Dependent, Papua, the Philippines, Sarawak, Siam, Solomon Islands, Wake Island:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]
- **Any suitable Port hex in Siam:** 1× Siamese CD [*Sri Ayud*]

On Turn Track:

- **June–July 1944:** 2× LBA [13AF, 14AF]
- **July–Aug 1944:** 2× LBA [5FD, 9FD]
- **Aug–Sept 1944:** 2× LBA [6FD, 7FD]
- **Sept–Oct 1944:** 1× BB [*Ise*], 1× CA [*Nachi*]

Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§48.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 2× US BB [BB11–BB12], 2× US CA [CA14–CA15], 2× US CV [CV19–CV20]
- **Aug–Sept 1944:** 1× US CV [*Hancock*]
- **Nov–Dec 1944:** 1× CV [*Indefatig*], 2× US BB [*Wisconsin, Missouri*], 1× US CA [*Alaska*], 3× US CV [*Benningtn, Randolph, Ticonder*]
- **Mar–Apr 1945:** 1× CV [*Implac*], 3× US CA [*Guam, Pittsburgh, Quincy II*], 1× US CV [*Shangri-La*]
- **May–June 1945:** 1× US CA [*St Paul*], 1× US CV [*B H Richrd*]
- **Aug–Sept 1945:** 1× US CV [*Antietam*]
- **+ Nov–Dec 1945:** 1× US CV [*Lk Champ*], 5× US CA [*Bremerton, Columbus, Fall River, L Angeles, Macon*]

+ Clarification: You won't need these late-arriving pieces unless you're using the Separate Peace (+14) option.

On Map:

- **Majuro (p3515):** US Servron [4]
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 3× BB [*Queen Eliz, Renown, Valiant*], 5× CA [*Australia, Cumberld, London, Shrophsh, Suffolk*], 1× CV [*Illustrious*]
- **Any suitable Base hex in a British Dependent:** 3× LBA [FEC, 224, 225]
- **Majuro (p3515), Western US Box, or any suitable Port hex(es) in a US Dependent, British Dependent, or French Dependent:** 15× US BB [*Alabama, California, Colorado, Idaho, Indiana, Iowa, Maryland, Massachu, N Jersey, N Mexico, No Carol, Pennsylv, So Dakota, Tennessee, Washingtn*], 11× US CA [*Baltimore, Boston, Canbrra II, Chester, Indianap, Louisville, Minneap, N Orleans, Pensacola, San Fran, Wichita*], 9× US CV [*Bunker H, Enterprise, Essex, Franklin, Hornet II, Lex II, Saratoga, Wasp II, Yorktn II*], 9× US CVL [*Bataan, Bell Wood, Cabot, Cowpens, Independ, Langley, Monterey, Princeton, San Jac*]

- **Majuro (p3515), or any suitable Base hexes in a US Dependent, British Dependent, or French Dependent:** 7× US LBA [CAC, FEAF, 7BC, 7FC, 13BC, 13FC, 69C]

On Turn Track:

- **June–July 1944:** 2× CV [*Indomit, Victorious*], 2× US LBA [5BC, 5FC], 1× US CA [*Salt Lake*], 2× US F-boat [*Grouper, Tang*]
- **Aug–Sept 1944:** 4× US LBA [10BC, 10FC, 20BC, 21BC], 1× US BB [*Mississippi*], 1× US CA [*Portland*], 1× US CV [*Intrepid*]
- **Sept–Oct 1944:** 1× US BB [*West Virg*]

European War Display:

- **European Holding Box:** 2× LBA [*4, *5], 5× BB [*Howe, K George V, Ramillies, Royal Sov, Warspite*], 4× CA [*Devonsh, Kent, Norfolk, Sussex*], 1× CV [*Formid*], 4× US BB [*Arkansas, New York, Texas, Nevada*], 2× US CA [*Augusta, Tuscaloosa*]

Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

§48.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× red BB [BB1–BB4], 2× red CA [CA5–CA6]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On Map:

- **Any suitable Port hex in Russia:** 1× red CA [*Kalinin*]
- **Any suitable Base hex in Russia:** 1× LBA [Khab]

Force Pool:

- 1× Soviet Defense Fleet

European War Display:

- **European Holding Box:** 4× LBA [*1VA, *2VA, *3VA, *4VA]

Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

§48.5 SPECIAL RULES

+ SK Fortunes of War: If Additional Fortunes of War (+\$12) is in effect, the Axis side begins with one additional FoW card.

AXIS EMPIRES COMBINED GAME ADDITIONS

\$49. 1937 COMBINED GAME

\$49.1 MARKERS SETUP

Ship Building Track:

- **Mar–Apr 1937:** Seasonal Turn

\$49.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:**
6× German BB [BB1–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 4× Japanese BB [BB1–BB4], 3× Japanese CA [CA1–CA3], 13× Japanese CV [CV1–CV13], 5× Japanese CVL [CVL1–CVL5]
- **Aug–Sept 1937:** 1× Japanese CA [*Chokai*]
- **Nov–Dec 1937:** 1× Japanese CA [*Aoba*]
- **Mar–Apr 1938:** 2× Japanese CA [*Kako*, *Nachi*], 1× Japanese CV [*Soryu*]
- **May–June 1938:** 1× Japanese BB [*Yamashiro*]
- **Nov–Dec 1938:** 1× Japanese BB [*Fuso*], 1× Japanese CV [*Akagi*]
- **Mar–Apr 1939:** 1× Japanese CA [*Tone*]
- **May–June 1939:** 1× Japanese CA [*Furutaka*]
- **Aug–Sept 1939:** 1× German BB [*Gneisenau*]
- **Nov–Dec 1939:** 1× German BB [*Scharnhorst*], 1× German CA [*Ad Hipper*], 1× Japanese CA [*Suzuya*], 1× Japanese CV [*Hiryu*]
- **Mar–Apr 1940:** 1× German CA [*Blucher*], 1× Japanese BB [*Hiei*], 1× Japanese CA [*Kumano*]
- **Aug–Sept 1940:** 2× Japanese CA [*Mikuma*, *Mogami*]
- **Nov–Dec 1940:** 1× Japanese CA [*Kinugasa*]
- **Mar–Apr 1941:** 1× German CA [*Pr Eugen*]

On TK Map:

- **Any suitable Port hex(es) in Germany:**
3× CA [*Ad Scheer*, *Graf Spee*, *Lutzow*], 2× CD [*Schles-Hol*, *Schlesien*]
- **Any suitable Base hex(es) in Germany:**
2× LBA [1Flk, 2Flk]

TK Force Pool:

- 1× U-boat [*U-29*]
- Raid marker
- 1× Axis Defense Fleet

TK Conditional Events Box:

- **Outbreak of War:** 2× LBA [3Flk, 4Flk], 2× U-boat [*U-47*, *U-99*]

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 7× BB [*Haruna*, *Hyuga*, *Ise*, *Kirishima*, *Kongo*, *Mutsu*, *Nagato*], 5× CA [*Atago*, *Haguro*, *Maya*, *Myoko*, *Takao*], 1× CV [*Kaga*], 2× CVL [*Hoshio*, *Ryujio*]

- **Any suitable Base hex(es) in Japan or a Japanese Dependent:** 2× LBA [2FD, 3FD]

On DS Turn Track:

- **June–July 1937:** 1× CA [*Ashigara*]

DS Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

DS Conditional Events Box:

- **Outbreak of War:** 2× LBA [10FD, 11FD]
- **Army Program:** 2× LBA [4FD, 11AF]

\$49.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:**
8× BB [BB1–BB8], 2× CA [CA1–CA2], 8× CV [CV1–CV8], 2× CVL [CVL1–CVL2], 7× French BB [BB1–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2], 12× US BB [BB1–BB12], 15× US CA [CA1–CA15], 20× US CV [CV1–CV20], 9× US CVL [CVL1–CVL9]
- **May–June 1937:** 1× French BB [*Dunkerq*]
- **Aug–Sept 1937:** 1× French CA [*Dupleix*]
- **Mar–Apr 1938:** 1× BB [*Royal Sov*]
- **May–June 1938:** 1× US CV [*Yorktown*]
- **Aug–Sept 1938:** 1× CA [*Kent*], 1× CV [*Furious*]
- **Mar–Apr 1939:** 2× CA [*Berwick*, *Cornwall*], 1× CV [*Ark Royal*], 1× French BB [*Strasbrg*], 1× US CV [*Enterprise*]
- **Aug–Sept 1939:** 1× BB [*Renown*], 1× US CA [*Wichita*]
- **Mar–Apr 1940:** 1× BB [*Valiant*]
- **Mar–Apr 1941:** 1× BB [*Queen Eliz*], 1× CA [*London*]

On TK Map:

- **Alexandria (e1411):** 3× BB [*Barham*, *Malaya*, *Warspite*], 3× CA [*Devonsh*, *Shropsh*, *Sussex*], 1× CV [*Glorious*], Res Fleet marker
- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 8× BB [*Hood*, *Nelson*, *Ramillies*, *Repulse*, *Resolution*, *Revenge*, *Rodney*, *Royal Oak*], 2× CA [*Exeter*, *York*], 1× CV [*Courags*], 1× CVL [*Hermes*]
- **Any suitable Base hex in Britain or a British Dependent:** 1× LBA [2]
- **Marseilles (w2818):** 3× French BB [*Bretagne*, *Lorraine*, *Provence*], 3× French CA [*Duquesne*, *Suffren*, *Tourville*], French Res Fleet marker

- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 3× French CA [*Algerie*, *Colbert*, *Foch*], 1× French CV [*Bearn*]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas*, *New York*, *Texas*], 2× US CA [*Chicago*, *Vincennes*]

TK Force Pool:

- 1× Western Defense Fleet

TK Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

On DS Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 6× CA [*Australia*, *Canberra*, *Cumberld*, *Dorsetsh*, *Norfolk*, *Suffolk*], 1× CVL [*Eagle*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona*, *California*, *Colorado*, *Idaho*, *Maryland*, *Mississippi*, *N Mexico*, *Nevada*, *Oklahoma*, *Pennsylvania*, *Tennessee*, *West Virg*], 15× US CA [*Astoria*, *Augusta*, *Chester*, *Houston*, *Indianap*, *Louisville*, *Minneap*, *N Orleans*, *Northamp*, *Pensacola*, *Portland*, *Quincy*, *Salt Lake*, *San Fran*, *Tuscaloosa*], 3× US CV [*Lexington*, *Ranger*, *Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

DS Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]

\$49.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4]; 6× gray, 6× blue, and 6× red CA [CA1–CA6]
- **Mar–Apr 1939:** 1× blue CA [*Kirov*]
- **Aug–Sept 1940:** 1× gray CA [*Voroshilov*]

On TK Map:

- **Leningrad (e4608):** 2× blue BB [*Marat*, *Okt Revolt*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*]
- **Any suitable Base hex in Russia:** 1× LBA [Mos]

TK Force Pool:

- 1× Soviet Defense Fleet

TK Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

\$50. 1938 COMBINED GAME

\$50.1 MARKERS SETUP

Ship Building Track:

- **Aug–Sept 1938:** Seasonal Turn

\$50.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 5× German BB [BB2–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 3× Japanese BB [BB2–BB4], 2× Japanese CA [CA2–CA3], 11× Japanese CV [CV3–CV13], 4× Japanese CVL [CVL2–CVL5]
- **Nov–Dec 1938:** 1× Japanese BB [*Fuso*], 1× Japanese CV [*Akagi*]
- **Mar–Apr 1939:** 1× Japanese CA [*Tone*]
- **May–June 1939:** 1× Japanese CA [*Furutaka*]
- **Aug–Sept 1939:** 1× German BB [*Gneisenau*]
- **Nov–Dec 1939:** 1× German BB [*Scharnhorst*], 1× German CA [*Ad Hipper*], 1× Japanese CA [*Suzuya*], 1× Japanese CV [*Hiryu*]
- **Mar–Apr 1940:** 1× German CA [*Blucher*], 1× Japanese BB [*Hiei*], 2× Japanese CA [*Chikuma*, *Kumano*]
- **Aug–Sept 1940:** 2× Japanese CA [*Mikuma*, *Mogami*]
- **Nov–Dec 1940:** 1× Japanese CA [*Kinugasa*], 1× Japanese CVL [*Zuiho*]
- **Mar–Apr 1941:** 1× German BB [*Bismarck*], 1× German CA [*Pr Eugen*]
- **Aug–Sept 1941:** 1× Japanese CV [*Shokaku*]
- **Nov–Dec 1941:** 1× Japanese CV [*Zuikaku*]
- **Mar–Apr 1942:** 1× Japanese BB [*Yamato*]

On TK Map:

- **In any suitable Port hex(es) in Germany:** 3× CA [*Ad Scheer*, *Graf Spee*, *Lutzow*], 2× CD [*Schles-Hol*, *Schlesien*]
- **In any suitable Base hex(es) in Germany:** 2× LBA [1Flk, 2Flk]

TK Force Pool:

- 1× U-boat [*U-29*]
- Raid marker
- 1× Axis Defense Fleet

TK Conditional Events Box:

- **Outbreak of War:** 2× LBA [3Flk, 4Flk], 2× U-boat [*U-47*, *U-99*]

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 8× BB [*Haruna*, *Hyuga*, *Ise*, *Kirishima*, *Kongo*, *Mutsu*, *Nagato*, *Yamashiro*], 10× CA [*Aoba*, *Ashigara*, *Atago*, *Chokai*, *Haguro*, *Kako*, *Maya*, *Myoko*, *Nachi*, *Takao*], 2× CV [*Kaga*, *Soryu*], 2× CVL [*Hosho*, *Ryujō*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopeh, or Kiangsu:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

DS Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

\$50.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 5× BB [BB4–BB8], 2× CA [CA1–CA2], 5× CV [CV4–CV8], 2× CVL [CVL1–CVL2], 5× French BB [BB3–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2], 10× US BB [BB3–BB12], 15× US CA [CA1–CA15], 19× US CV [CV2–CV20], 9× US CVL [CVL1–CVL9]
- **Mar–Apr 1939:** 2× CA [*Berwick*, *Cornwall*], 1× CV [*Ark Royal*], 1× French BB [*Strasbrg*], 1× US CV [*Enterprise*]
- **Aug–Sept 1939:** 1× BB [*Renown*], 1× US CA [*Wichita*]
- **Mar–Apr 1940:** 1× BB [*Valiant*]
- **Aug–Sept 1940:** 1× CV [*Illustrious*]
- **Nov–Dec 1940:** 1× BB [*K Geo V*], 1× CV [*Formid*], 1× US CV [*Wasp*]
- **May–June 1940:** 1× French BB [*Richelieu*]
- **Mar–Apr 1941:** 1× BB [*Queen Eliz*], 1× CA [*London*]
- **May–June 1941:** 1× BB [*Pr Wales*], 1× CV [*Victorious*], 1× French BB [*Jean Bart*]
- **Nov–Dec 1941:** 1× BB [*D of York*], 1× US BB [*No Carol*]
- **Mar–Apr 1942:** 1× US BB [*Washington*]

On TK Map:

- **Alexandria (e1411):** 3× BB [*Barham*, *Malaya*, *Warspite*], 3× CA [*Devonsh*, *Shropsh*, *Sussex*], 1× CV [*Glorious*], Res Fleet marker

- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 9× BB [*Hood*, *Nelson*, *Ramillies*, *Repulse*, *Resolution*, *Revenge*, *Rodney*, *Royal Oak*, *Royal Sov*], 3× CA [*Cumberld*, *Exeter*, *York*], 2× CV [*Courags*, *Furious*], 1× CVL [*Hermes*]
- **Any suitable Base hex in Britain or a British Dependent:** 1× LBA [2]
- **Marseilles (w2818):** 3× French BB [*Bretagne*, *Lorraine*, *Provence*], 3× French CA [*Duquesne*, *Suffren*, *Tourville*], French Res Fleet marker
- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 1× French BB [*Dunkerq*], 4× French CA [*Algerie*, *Colbert*, *Dupleix*, *Foch*], 1× French CV [*Bearn*]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas*, *New York*, *Texas*], 1× US CA [*Chicago*], 1× US CV [*Yorktown*]

TK Force Pool:

- 1× Western Defense Fleet

TK Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

On DS Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 6× CA [*Australia*, *Canberra*, *Dorsetsh*, *Kent*, *Norfolk*, *Suffolk*], 1× CVL [*Eagle*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona*, *California*, *Colorado*, *Idaho*, *Maryland*, *Mississippi*, *N Mexico*, *Nevada*, *Oklahoma*, *Pennsylv*, *Tennessee*, *West Virg*], 16× US CA [*Astoria*, *Augusta*, *Chester*, *Houston*, *Indianap*, *Louisville*, *Minneapolis*, *N Orleans*, *Northamp*, *Pensacola*, *Portland*, *Quincy*, *Salt Lake*, *San Fran*, *Tuscaloosa*, *Vincennes*], 3× US CV [*Lexington*, *Ranger*, *Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

DS Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]

\$50.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4]; 4× gray, 4× blue, and 4× red CA [CA3–CA6]
- **Mar–Apr 1939:** 1× blue CA [Kirov]
- **Aug–Sept 1940:** 1× gray CA [Voroshilov]
- **Nov–Dec 1940:** 1× blue CA [M Gorki]
- **May–June 1941:** 1× gray CA [Molotov]

On TK Map:

- **Leningrad (e4608):** 2× blue BB [Marat, Okt Revolt]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [Paris Kom]
- **Any suitable Base hex in Russia:** 1× LBA [Mos]

TK Force Pool:

- 1× Soviet Defense Fleet

TK Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

\$50.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card on the DS map.

\$51. 1939 COMBINED GAME

\$51.1 MARKERS SETUP

Ship Building Track:

- **Aug–Sept 1939:** Seasonal Turn

\$51.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× German BB [BB3–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 2× Japanese BB [BB3–BB4], 2× Japanese CA [CA2–CA3], 11× Japanese CV [CV3–CV13], 2× Japanese CVL [CVL4–CVL5]
- **Nov–Dec 1939:** 1× German BB [Scharnhorst], 1× German CA [Ad Hipper], 1× Japanese CA [Suzuya], 1× Japanese CV [Hiryu]

- **Mar–Apr 1940:** 1× German CA [Blucher], 1× Japanese BB [Hiei], 2× Japanese CA [Chikuma, Kumano]
- **Aug–Sept 1940:** 2× Japanese CA [Mikuma, Mogami]
- **Nov–Dec 1940:** 1× Japanese CA [Kinugasa], 1× Japanese CVL [Zuiho]
- **Mar–Apr 1941:** 1× German BB [Bismarck], 1× German CA [Pr Eugen]
- **Aug–Sept 1941:** 1× Japanese CV [Shokaku]
- **Nov–Dec 1941:** 1× Japanese CV [Zuikaku]
- **Mar–Apr 1942:** 1× German BB [Tirpitz], 1× Japanese BB [Yamato], 1× Japanese CVL [Shoho]
- **Nov–Dec 1942:** 1× Japanese CVL [Ryuho]
- **Mar–Apr 1943:** 1× Japanese BB [Musashi]

On TK Map:

- **Any suitable Port hex(es) in Germany:** 1× BB [Gneisenau], 3× CA [Ad Scheer, Graf Spee, Lutzow], 2× CD [Schles-Hol, Schlesien]
- **Any suitable Base hexes in Germany:** 4× LBA [1Flk, 2Flk, 5Flk, 6Flk]

TK Force Pool:

- 1× U-boat [U-29]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

TK Delay Box (see Free Setup Variant \$51.5 below):

- 2× LBA [3Flk, 4Flk], 2× U-boat [U-47, U-99]

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 9× BB [Fuso, Haruna, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro], 12× CA [Aoba, Ashigara, Atago, Chokai, Furutaka, Haguro, Kako, Maya, Myoko, Nachi, Takao, Tone], 3× CV [Akagi, Kaga, Soryu], 2× CVL [Hosho, Ryujo]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopeh, or Kiangsue:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

DS Force Pool:

- 1× I-boat [I-168]
- Raid marker
- 1× Axis Defense Fleet

\$51.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2], 5× French BB [BB3–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2], 8× US BB [BB5–BB12], 15× US CA [CA1–CA15], 19× US CV [CV2–CV20], 9× US CVL [CVL1–CVL9]

- **Mar–Apr 1940:** 1× BB [Valiant]
- **May–June 1940:** 1× French BB [Richelieu]
- **Aug–Sept 1940:** 1× CV [Illustrious]
- **Nov–Dec 1940:** 1× BB [K Geo V], 1× CV [Formid], 1× US CV [Wasp]
- **Mar–Apr 1941:** 1× BB [Queen Eliz], 1× CA [London]
- **May–June 1941:** 1× BB [Pr Wales], 1× CV [Victorious], 1× French BB [Jean Bart]
- **Nov–Dec 1941:** 1× BB [D of York], 1× US BB [No Carol]
- **Mar–Apr 1942:** 1× CV [Indomit], 1× US BB [Washington]
- **Aug–Sept 1942:** 2× BB [Anson, Howe]
- **Nov–Dec 1942:** 2× BB [Massachu, So Dakota]

On TK Map:

- **Alexandria (e1411):** 3× BB [Barham, Malaya, Warspite], 3× CA [Devonsh, Shropsh, Sussex], 1× CV [Glorious], Res Fleet marker
- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 10× BB [Hood, Nelson, Ramillies, Renown, Repulse, Resolution, Revenge, Rodney, Royal Oak, Royal Sov], 6× CA [Berwick, Cumberland, Exeter, Norfolk, Suffolk, York], 3× CV [Ark Royal, Courags, Furious], 1× CVL [Hermes]
- **Any suitable Base hex in Britain or a British Dependent:** 1× LBA [2]
- **Marseilles (w2818):** 3× French BB [Bretagne, Lorraine, Provence], 3× French CA [Duquesne, Suffren, Tourville], French Res Fleet marker
- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 2× French BB [Dunkerq, Strasbrg], 4× French CA [Algerie, Colbert, Dupleix, Foch], 1× French CV [Beam]
- **Eastern US/Canada Box:** 3× US BB [Arkansas, New York, Texas], 6× US CA [Chicago, Quincy, San Fran, Tuscaloosa, Vincennes, Wichita], 1× US CV [Ranger]

TK Force Pool:

- 1× Western Defense Fleet

TK Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

On DS Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 5× CA [Australia, Canberra, Cornwall, Dorsetsh, Kent], 1× CVL [Eagle]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]

- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona, California, Colorado, Idaho, Maryland, Mississippi, N Mexico, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 12× US CA [*Astoria, Augusta, Chester, Houston, Indianap, Louisville, Minneap, N Orleans, Northamp, Pensacola, Portland, Salt Lake*], 4× US CV [*Enterprise, Lexington, Saratoga, Yorktown*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

DS Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]

\$51.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4]; 4× gray, 4× blue, and 4× red CA [CA3–CA6]
- **Aug–Sept 1940:** 1× gray CA [*Voroshilov*]
- **Nov–Dec 1940:** 1× blue CA [*M Gorki*]
- **May–June 1941:** 1× gray CA [*Molotov*]

On TK Map:

- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*], 1× blue CA [*Kirov*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*]
- **Any suitable Base hex in Russia:** 1× LBA [Mos]

TK Force Pool:

- 1× Soviet Defense Fleet

TK Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

\$51.5 SPECIAL RULES

+ Free Setup Variant: If you are using the optional Free Setup Variant in 28.5, take the German LBA and U-boat markers that start in the Delay Box and place them in *Outbreak of War* Conditional Event Box.

+ SK Fortunes of War: If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card on the TK map (unless you are using the Free Setup Variant), and one additional FoW card on the DS map.

\$52. 1940 COMBINED GAME

\$52.1 MARKERS SETUP

Ship Building Track:

- **Mar–Apr 1940:** Seasonal Turn

\$52.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× German BB [BB3–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 2× Japanese BB [BB3–BB4], 2× Japanese CA [CA2–CA3], 10× Japanese CV [CV4–CV13], 2× Japanese CVL [CVL4–CVL5]
- **Aug–Sept 1940:** 2× Japanese CA [*Mikuma, Mogami*]
- **Nov–Dec 1940:** 1× Japanese CA [*Kinugasa*], 1× Japanese CVL [*Zuiho*]
- **Mar–Apr 1941:** 1× German BB [*Bismarck*], 1× German CA [*Pr Eugen*]
- **Aug–Sept 1941:** 1× Japanese CV [*Shokaku*]
- **Nov–Dec 1941:** 1× Japanese CV [*Zuikaku*]
- **Mar–Apr 1942:** 1× German BB [*Tirpitz*], 1× Japanese BB [*Yamato*], 1× Japanese CVL [*Shoho*]
- **May–June 1942:** 1× Japanese CV [*Junyo*]
- **Nov–Dec 1942:** 1× Japanese CVL [*Ryuho*]
- **Mar–Apr 1943:** 1× Japanese BB [*Musashi*]

On TK Map:

- **Any suitable Port hex(es) in Germany:** 2× BB [*Gneisenau, Scharnhorst*], 3× CA [*Ad Hipper, Blucher, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hex(es) in Germany or Poland:** 8× LBA [1Flk, 2Flk, 3Flk, 4Flk, 5Flk, 6Flk, 7Flk, 8Flk]

On TK Turn Track:

- **July–Aug 1940:** 1× CA [*Ad Scheer*]

TK Force Pool:

- 3× U-boat [*U-29, U-47, U-99*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 10× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro*], 15× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Furutaka, Haguro, Kako, Kumano, Maya, Myoko, Nachi, Suzuya, Takao, Tone*], 4× CV [*Akagi, Hiryu, Kaga, Soryu*], 2× CVL [*Hosho, Ryujo*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopeh, or Kiangsu:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

DS Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

\$52.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2], 5× French BB [BB3–BB7], 2× French CA [CA1–CA2], 2× French CV [CV1–CV2], 7× US BB [BB6–BB12], 15× US CA [CA1–CA15], 18× US CV [CV3–CV20], 9× US CVL [CVL1–CVL9]
- **May–June 1940:** 1× French BB [*Richelieu*]
- **Aug–Sept 1940:** 1× CV [*Illustrious*]
- **Nov–Dec 1940:** 1× BB [*K Geo V*], 1× CV [*Formid*], 1× US CV [*Wasp*]
- **Mar–Apr 1941:** 1× BB [*Queen Eliz*], 1× CA [*London*]
- **May–June 1941:** 1× BB [*Pr Wales*], 1× CV [*Victorious*], 1× French BB [*Jean Bart*]
- **Nov–Dec 1941:** 1× BB [*D of York*], 1× US BB [*No Carol*]
- **Mar–Apr 1942:** 1× CV [*Indomit*], 1× US BB [*Washington*], 1× US CV [*Hornet*]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]
- **Nov–Dec 1942:** 3× BB [*Indiana, Massachu, So Dakota*]

On TK Map:

- **Alexandria (e1411):** 3× BB [*Barham, Malaya, Warspite*], 3× CA [*Devonsh, Shropsh, Sussex*], 1× CV [*Glorious*], Res Fleet marker
- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 7× BB [*Hood, Renown, Repulse, Revenge, Rodney, Royal Sov, Valiant*], 6× CA [*Berwick, Cornwall, Cumberld, Dorsetsh, Norfolk, York*], 1× CV [*Ark Royal*], 1× CVL [*Hermes*]
- **Any suitable Base hexes in Britain or a British Dependent:** 3× LBA [1, 2, 3]

- **Marseilles (w2818):** 3× French BB [*Bretagne, Lorraine, Provence*], 3× French CA [*Duquesne, Suffren, Tourville*], French Res Fleet marker
- **Any suitable Port hex(es) in France or a French Dependent, or any Western Off-Map Box(es):** 2× French BB [*Dunkerq, Strasbrg*], 4× French CA [*Algerie, Colbert, Dupleix, Foch*], 1× French CV [*Bearn*]
- **Eastern US/Canada Box:** 3× US BB [*Arkansas, New York, Texas*], 5× US CA [*Chicago, Quincy, Tuscaloosa, Vincennes, Wichita*], 1× US CV [*Ranger*]

On TK Turn Track:

- **Apr–May 1940:** 1× BB [*Resolution*], 1× CV [*Furious*]
- **June–July 1940:** 2× BB [*Nelson, Ramillies*]
- **Mar–Apr 1941:** 2× CA [*Exeter, Suffolk*]

TK Force Pool:

- 1× Western Defense Fleet

TK Conditional Events Box:

- **Their Finest Hour:** 2× LBA [10, 11]

On DS Map:

- **Any Western Off-Map Box, or any suitable Port hex in a British Dependent:** 3× CA [*Australia, Canberra, Kent*], 1× CVL [*Eagle*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 12× US BB [*Arizona, California, Colorado, Idaho, Maryland, Mississippi, N Mexico, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 12× US CA [*Astoria, Augusta, Chester, Houston, Indianap, Louisville, Minneap, N Orleans, Northamp, Pensacola, Portland, Salt Lake*], 4× US CV [*Enterprise, Lexington, Saratoga, Yorktown*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

On DS Turn Track:

- **Sept–Oct 1940:** 1× US CA [*San Fran*]

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

DS Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]

§52.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4]; 4× gray, 4× blue, and 4× red CA [CA3–CA6]

- **Aug–Sept 1940:** 1× gray CA [*Voroshilov*]
- **Nov–Dec 1940:** 1× blue CA [*M Gorki*]
- **May–June 1941:** 1× gray CA [*Molotov*]

On TK Map:

- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*], 1× blue CA [*Kirov*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*]
- **Any suitable Base hex in Russia:** 1× LBA [Mos]

On TK Turn Track:

- **June–July 1940:** 2× LBA [1VA, 2VA]

TK Force Pool:

- 1× Soviet Defense Fleet

TK Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

§52.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card on the TK map, and one additional FoW card on the DS map.

§53. 1941A COMBINED GAME

§53.1 MARKERS SETUP

Ship Building Track:

- **May–June 1941:** Seasonal Turn

§53.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× German BB [BB3–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 2× Japanese BB [BB3–BB4], 2× Japanese CA [CA2–CA3], 9× Japanese CV [CV5–CV13]
- **Aug–Sept 1941:** 1× Japanese CV [*Shokaku*]
- **Nov–Dec 1941:** 1× Japanese CV [*Zuikaku*]
- **Mar–Apr 1942:** 1× German BB [*Tirpitz*], 1× Japanese BB [*Yamato*], 1× Japanese CVL [*Shoho*]
- **May–June 1942:** 1× Japanese CV [*Junyo*]
- **Aug–Sept 1942:** 1× Italian BB [*Roma*], 1× Japanese CV [*Hiyo*]
- **Nov–Dec 1942:** 1× Japanese CVL [*Ryuho*]
- **Mar–Apr 1943:** 1× Japanese BB [*Musashi*]

- **Mar–Apr 1944:** 2× Japanese CVL [*Chitose, Chiyoda*]

On TK Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 1× BB [*Bismarck*], 3× CA [*Ad Scheer, Lutzow, Pr Eugen*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Greece, Italy, Libya, Northern France, Poland, Rumania, or Yugoslavia:** 8× LBA [1Flk, 2Flk, 3Flk, 4Flk, 7Flk, 8Flk, 9Flk, 10Flk]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 4× Italian BB [*A Doria, C Duilio, G Cesar, Littorio*], 4× Italian CA [*Bolzano, Gorizia, Trento, Trieste*]

On TK Turn Track:

- **June–July 1941:** 2× LBA [5Flk, 6Flk], 2× U-boat [*U-47, U-99*]
- **July–Aug 1941:** 1× BB [*Scharnhorst*], 1× Italian BB [*V Vento*]
- **Jan–Feb 1942:** 1× BB [*Gneisenau*]
- **Mar–Apr 1942:** 1× CA [*Ad Hipper*]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*]

TK Force Pool:

- 1× U-boat [*U-29*]
- 1× Italian M-boat [*10MAS*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 10× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro*], 18× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Furutaka, Haguro, Kako, Kinugasa, Kumano, Maya, Mikuma, Mogami, Myoko, Nachi, Suzuya, Takao, Tone*], 4× CV [*Akagi, Hiryu, Kaga, Soryu*], 3× CVL [*Hosho, Ryujo, Zuiho*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopeh, or Kiangsu:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]

DS Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

§53.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 2× CV [CV7–CV8], 2× CVL [CVL1–CVL2], 2× US BB [BB11–BB12], 15× US CA [CA1–CA15], 18× US CV [CV3–CV20], 9× US CVL [CVL1–CVL9]

- **Nov–Dec 1941:** 1× BB [*D of York*], 1× US BB [*No Carol*]
- **Mar–Apr 1942:** 1× CV [*Indomit*], 1× US BB [*Washington*], 1× US CV [*Hornet*]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]
- **Nov–Dec 1942:** 3× BB [*Indiana, Massachu, So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Alabama*]
- **Nov–Dec 1943:** 1× US BB [*Iowa*]
- **Mar–Apr 1944:** 1× US BB [*N Jersey*]
- **May–June 1944:** 1× CV [*Indefatig*]
- **Aug–Sept 1944:** 1× CV [*Implac*]
- **Nov–Dec 1944:** 2× US BB [*Missouri, Wisconsin*]

On TK Map:

- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 14× BB [*Barham, Hood, K Geo V, Nelson, Pr Wales, Queen Eliz, Ramillies, Renown, Repulse, Revenge, Rodney, Royal Sov, Valiant, Warspite*], 5× CA [*Devonsh, Dorsetsh, London, Norfolk, Suffolk*], 4× CV [*Ark Royal, Formid, Furious, Victorious*], 2× CVL [*Eagle, Hermes*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain or a British Dependent:** 7× LBA [1, 2, 3, 10, 11, 204, 211]
- **Eastern US/Canada Box:** 6× US BB [*Arkansas, Idaho, Mississippi, N Mexico, New York, Texas*], 5× US CA [*Augusta, Quincy, Tuscaloosa, Vincennes, Wichita*], 3× US CV [*Ranger, Wasp, Yorktown*]

On TK Turn Track:

- **June–July 1941:** 1× CA [*Shropsh*]
- **July–Aug 1941:** 1× CA [*Berwick*]
- **Aug–Sept 1941:** 1× CA [*Kent*]
- **Sept–Oct 1941:** 1× BB [*Malaya*]
- **Nov–Dec 1941:** 1× BB [*Resolution*], 1× CA [*Cumberld*]
- **Mar–Apr 1942:** 1× CV [*Illustrious*]
- **Aug–Sept 1942:** 1× CA [*Sussex*]

TK Force Pool:

- 1× Western Defense Fleet
- Awaiting Liberation marker, 2× French BB [*Lorraine, Richelieu*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× French CV [*Bearn*]

On DS Map:

- **Strategic Warfare Box:** US Ship Building
- **Any Western Off-Map Box, or any suitable Port hex(es) in a British Dependent:** 3× CA [*Australia, Canberra, Cornwall*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]

- **Honolulu (p4226):** 8× US BB [*Arizona, California, Maryland, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 4× US CA [*Indianap, Minneap, N Orleans, San Fran*], US Res Fleet marker
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 1× US BB [*Colorado*], 9× US CA [*Astoria, Chester, Chicago, Houston, Louisville, Northamp, Pensacola, Portland, Salt Lake*], 3× US CV [*Enterprise, Lexington, Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

On DS Turn Track:

- **June–July 1941:** 1× CA [*Exeter*]
- **Aug–Sept 1943:** US End Ship Building

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

DS Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]

\$53.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4]; 2× gray, 2× blue, and 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On TK Map:

- **Leningrad (e4608):** 2× blue BB [*Marat, Okt Revolt*], 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molotov, Voroshilov*]
- **Any suitable Base hexes in Russia:** 3× LBA [Mos, 1VA, 2VA]

TK Force Pool:

- 1× Soviet Defense Fleet

TK Conditional Events Box:

- **Emergency Mobilization:** 2× LBA [3VA, 4VA]

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

\$53.5 SPECIAL RULES

• **+ SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card on the TK map, and one additional FoW card on the DS map.

\$54. 1941B COMBINED GAME

\$54.1 MARKERS SETUP

Ship Building Track:

- **Nov–Dec 1941:** Seasonal Turn

\$54.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× German BB [BB3–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 2× Japanese BB [BB3–BB4], 2× Japanese CA [CA2–CA3], 8× Japanese CV [CV6–CV13]
- **Mar–Apr 1942:** 1× German BB [*Tirpitz*], 1× Japanese BB [*Yamato*], 1× Japanese CVL [*Shoho*]
- **May–June 1942:** 1× Japanese CV [*Junyo*]
- **Aug–Sept 1942:** 1× Italian BB [*Roma*], 1× Japanese CV [*Hiyo*]
- **Nov–Dec 1942:** 1× Japanese CVL [*Ryuhō*]
- **Mar–Apr 1943:** 1× Japanese BB [*Musashi*]
- **Mar–Apr 1944:** 2× Japanese CVL [*Chitose, Chiyoda*]
- **May–June 1944:** 1× Japanese CV [*Taiho*]

On TK Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 2× CA [*Ad Scheer, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, Greece, Italy, Libya, Northern France, Poland, Russia, or Yugoslavia:** 8× LBA [1Flk, 2Flk, 7Flk, 8Flk, 9Flk, 10Flk, Don, Ost]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 5× Italian BB [*A Doria, C Duilio, G Cesar, Littorio, V Vento*], 4× Italian CA [*Bolzano, Gorizia, Trento, Trieste*]
- **Any suitable Port hex in Finland:** 1× Finnish CD [*Vainam*]

On TK Turn Track:

- **Jan–Feb 1942:** 2× BB [*Gneisenau, Scharnhorst*], 1× CA [*Pr Eugen*], 2× LBA [5Flk, 6Flk], 2× U-boat [*U-123, U-159*]
- **Mar–Apr 1942:** 1× CA [*Ad Hipper*], 2× LBA [3Flk, 4Flk]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*]

TK Force Pool:

- 3× U-boat [U-29, U-47, U-99]
- 1× Italian M-boat [10MAS]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 10× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro*], 18× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Furutaka, Haguro, Kako, Kinugasa, Kumano, Maya, Mikuma, Mogami, Myoko, Nachi, Suzuya, Takao, Tone*], 6× CV [*Akagi, Hiryu, Kaga, Shokaku, Soryu, Zuikaku*], 3× CVL [*Hosho, Ryujo, Zuiho*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Hopeh, or Kiangsu:** 6× LBA [2FD, 3FD 4FD, 10FD, 11AF, 11FD]

DS Force Pool:

- 1× I-boat [I-168]
- Raid marker
- 1× Axis Defense Fleet

§54.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 2× CV [CV7–CV8], 2× CVL [CVL1–CVL2], 2× US BB [BB11–BB12], 12× US CA [CA4–CA15], 15× US CV [CV6–CV20], 6× US CVL [CVL4–CVL9]
- **Mar–Apr 1942:** 1× CV [*Indomit*], 1× US BB [*Washington*], 1× US CV [*Hornet*]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]
- **Nov–Dec 1942:** 3× BB [*Indiana, Massachu, So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Alabama*]
- **Aug–Sept 1943:** 2× US CV [*Essex, Lex II*], 3× US CVL [*Bell Wood, Independ, Princeton*]
- **Nov–Dec 1943:** 1× US BB [*Iowa*], 2× US CA [*Baltimore, Boston*], 1× US CV [*Bunker H*]
- **Mar–Apr 1944:** 1× US BB [*N Jersey*], 1× US CA [*Canberra II*]
- **May–June 1944:** 1× CV [*Indefatig*]
- **Aug–Sept 1944:** 1× CV [*Implac*]
- **Nov–Dec 1944:** 2× US BB [*Missouri, Wisconsin*]

On TK Map:

- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 12× BB [*Barham, D of York, K Geo V, Malaya, Nelson, Queen Eliz, Ramillies, Renown, Resolution, Rodney, Royal Sov, Valiant*], 5× CA [*Berwick, Cumberland, Kent, Norfolk, Suffolk*], 2× CV [*Ark Royal, Victorious*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain or a British Dependent:** 7× LBA [1, 2, 3, 10, 11, 204, 211]
- **Eastern US/Canada Box:** 7× US BB [*Arkansas, Idaho, Mississippi, N Mexico, New York, No Carol, Texas*], 5× US CA [*Augusta, Quincy, Tuscaloosa, Vincennes, Wichita*], 2× US CV [*Ranger, Wasp*]

On TK Turn Track:

- **Mar–Apr 1942:** 2× CA [*London, Shropsh*], 2× CV [*Formid, Illustrious*], 1× CVL [*Eagle*]
- **June–July 1942:** 1× CV [*Furious*]
- **Aug–Sept 1942:** 1× CA [*Sussex*]

TK Force Pool:

- 1× Western Defense Fleet
- Awaiting Liberation marker, 2× French BB [*Lorraine, Richelieu*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× French CV [*Bearn*]

On DS Map:

- **Strategic Warfare Box:** US Ship Building
- **Singapore (a3218):** 2× BB [*Pr Wales, Repulse*], 1× CA [*Exeter*], Res Fleet marker
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 1× BB [*Revenge*], 5× CA [*Australia, Canberra, Cornwall, Devonsh, Dorsetsh*], 1× CVL [*Hermes*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]
- **Honolulu (p4226):** 8× US BB [*Arizona, California, Maryland, Nevada, Oklahoma, Pennsylv, Tennessee, West Virg*], 4× US CA [*Indianap, Minneap, N Orleans, San Fran*], US Res Fleet marker
- **Western US Box, or any suitable Port hex(es) in a US Dependent:** 1× US BB [*Colorado*], 9× US CA [*Astoria, Chester, Chicago, Houston, Louisville, Northamp, Pensacola, Portland, Salt Lake*], 3× US CV [*Enterprise, Lexington, Saratoga*]
- **Any suitable Base hex in a US Dependent:** 1× US LBA [FEAF]

On DS Turn Track:

- **Jan–Feb 1942:** 1× US CV [*Yorktown*]
- **Mar–Apr 1942:** 1× BB [*Warspite*]
- **Aug–Sept 1943:** US End Ship Building

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

DS Conditional Events Box:

- **US Far Eastern Forces:** 2× US LBA [5BC, 5FC]
- **British Far Eastern Forces:** 2× LBA [224, 225]

§54.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4], 2× gray, 2× blue, and 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On TK Map:

- **Leningrad (e4608):** 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molotov, Voroshilov*]
- **Any suitable Base hexes in Russia:** 5× LBA [Mos, 1VA, 2VA, 3VA, 4VA]

On TK Turn Track:

- **Nov–Dec 1942:** 1× blue BB [*Okt Revolt*]

TK Force Pool:

- 1× Soviet Defense Fleet

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

§54.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with two additional FoW cards on the DS map.

§55. 1942 COMBINED GAME

§55.1 MARKERS SETUP

Ship Building Track:

- **May–June 1942:** Seasonal Turn

§55.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× German BB [BB3–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 2× Japanese BB [BB3–BB4], 2× Japanese CA [CA2–CA3], 8× Japanese CV [CV6–CV13]

- **Aug–Sept 1942:** 1× Italian BB [*Roma*], 1× Japanese CV [*Hiyo*]
- **Nov–Dec 1942:** 1× Japanese CVL [*Ryūho*]
- **Mar–Apr 1943:** 1× Japanese BB [*Musashi*]
- **Mar–Apr 1944:** 2× Japanese CVL [*Chitose, Chiyoda*]
- **May–June 1944:** 1× Japanese CV [*Taiho*]

On TK Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 3× CA [*Ad Hipper, Ad Scheer, Lutzow*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, Greece, Italy, Libya, Northern France, Poland, Russia, or Yugoslavia:** 10× LBA [1Flk, 2Flk, 3Flk, 4Flk, 7Flk, 8Flk, 9Flk, 10Flk, Don, Ost]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 4× Italian BB [*C Duilio, G Cesr, Littorio, V Vento*], 3× Italian CA [*Bolzano, Gorizia, Trento*]
- **Any suitable Port hex in Finland:** 1× Finnish CD [*Vainam*]

On TK Turn Track:

- **June–July 1942:** 1× BB [*Tirpitz*], 1× Italian CA [*Trieste*], 2× LBA [5Flk, 6Flk], 2× U-boat [*U-47, U-99*], 1× Italian M-boat [*10MAS*]
- **July–Aug 1942:** 1× BB [*Scharnhorst*]
- **Jan–Feb 1943:** 1× CA [*Pr Eugen*], 1× Italian BB [*A Doria*]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*]

TK Force Pool:

- 3× U-boat [*U-29, U-123, U-159*]
- Raid marker
- 1× Surface Fleet [HSF]
- 1× Axis Defense Fleet

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 11× BB [*Fuso, Haruna, Hiei, Hyuga, Ise, Kirishima, Kongo, Mutsu, Nagato, Yamashiro, Yamato*], 13× CA [*Atago, Chikuma, Chokai, Haguro, Kumano, Maya, Mikuma, Mogami, Myoko, Nachi, Suzuya, Takao, Tone*], 5× CV [*Akagi, Hiryu, Junyo, Kaga, Soryu*], 3× CVL [*Hosho, Ryujo, Zuiho*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Burma, Hong Kong, Hopeh, Kiangsu, Malaya, Netherlands East Indies, an NEI Dependent, Papua, the Philippines, Sarawak, Siam, Solomon Islands, Wake Island:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]
- **Any suitable Port hex in Siam:** 1× Siamese CD [*Sri Ayud*]

On DS Turn Track:

- **June–July 1942:** 5× CA [*Aoba, Ashigara, Furutaka, Kako, Kinugasa*], 1× CV [*Zuikaku*], 2× LBA [5FD, 9FD]
- **July–Aug 1942:** 1× CV [*Shokaku*]

DS Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

\$55.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 2× CV [CV7–CV8], 2× CVL [CVL1–CVL2], 2× US BB [BB11–BB12], 11× US CA [CA5–CA15], 12× US CV [CV9–CV20], 1× US CVL [CVL9]
- **Aug–Sept 1942:** 2× BB [*Anson, Howe*]
- **Nov–Dec 1942:** 3× BB [*Indiana, Massachu, So Dakota*]
- **Mar–Apr 1943:** 1× US BB [*Alabama*]
- **Aug–Sept 1943:** 3× US CV [*Essex, Lex II, Yorktn II*], 4× US CVL [*Bell Wood, Cowpens, Independ, Princeton*]
- **Nov–Dec 1943:** 1× US BB [*Iowa*], 2× US CA [*Baltimore, Boston*], 2× US CV [*Bunker H, Intrepid*], 3× US CVL [*Cabot, Langley, Monterey*]
- **Mar–Apr 1944:** 1× US BB [*N Jersey*], 1× US CA [*Canberra II*], 1× US CVL [*Bataan*]
- **May–June 1944:** 1× CV [*Indefatig*], 1× US CA [*Quincy II*], 1× US CV [*Wasp II*]
- **Aug–Sept 1944:** 1× CV [*Implac*]
- **Nov–Dec 1944:** 2× US BB [*Missouri, Wisconsin*]

On TK Map:

- **Any suitable Port hex(es) in Britain or a British Dependent, or any Western Off-Map Box(es):** 5× BB [*D of York, Malaya, Nelson, Renown, Rodney*], 5× CA [*Cumberld, Kent, London, Norfolk, Shropsh*], 1× CV [*Victorious*], 1× CVL [*Eagle*], 3× US BB [*New York, Texas, Washingt*], 3× US CA [*Augusta, Tuscaloosa, Wichita*], 1× US CV [*Ranger*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain or a British Dependent:** 5× LBA [1, 2, 3, 204, 211]

On TK Turn Track:

- **June–July 1942:** 1× CV [*Furious*]
- **July–Aug 1942:** 1× BB [*K Geo V*], 1× CA [*Suffolk*], 1× CV [*Indomit*], 1× US BB [*Arkansas*], 2× LBA [10, 11]
- **Aug–Sept 1942:** 2× CA [*Berwick, Sussex*]
- **Aug–Sept 1943:** 1× BB [*Queen Eliz*]

TK Force Pool:

- 1× Western Defense Fleet

- Awaiting Liberation marker, 2× French BB [*Lorraine, Richelieu*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× French CV [*Bearn*]

On DS Map:

- **Strategic Warfare Box:** US Ship Building
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 5× BB [*Ramillies, Resolution, Revenge, Royal Sov, Warspite*], 3× CA [*Australia, Canberra, Devonsh*], 2× CV [*Formid, Illustrious*]
- **Any suitable Base hexes in a British Dependent:** 3× LBA [FEC, 224, 225]
- **Western US Box, or any suitable Port hex(es) in a US Dependent, British Dependent, or French Dependent:** 3× US BB [*Colorado, Idaho, Maryland*], 13× US CA [*Astoria, Chicago, Indianap, Louisville, Minneap, N Orleans, Northamp, Pensacola, Portland, Quincy, Salt Lake, San Fran, Vincennes*], 3× US CV [*Enterprise, Hornet, Yorktown*]
- **Any suitable Base hexes in a US Dependent, British Dependent, or French Dependent:** 3× US LBA [FEAF, 5BC, 5FC]

On DS Turn Track:

- **June–July 1942:** 1× BB [*No Carol*], 2× US CV [*Saratoga, Wasp*]
- **Aug–Sept 1942:** 1× BB [*Valiant*], 1× US BB [*N Mexico*]
- **Sept–Oct 1942:** 1× US CA [*Chester*]
- **Nov–Dec 1942:** 2× US BB [*Mississippi, Nevada*]
- **Mar–Apr 1943:** 1× US BB [*Pennsylvania*]
- **May–June 1943:** 1× US BB [*Tennessee*]
- **Aug–Sept 1943:** US End Ship Building
- **May–June 1944:** 1× US BB [*California*]
- **Aug–Sept 1944:** 1× US BB [*West Virg*]

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

\$55.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4], 2× gray, 2× blue, and 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On TK Map:

- **Leningrad (e4608):** 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molotov, Voroshilov*]
- **Any suitable Base hexes in Russia:** 3× LBA [Mos, 1VA, 2VA]

On TK Turn Track:

- **June–July 1942:** 2× LBA [3VA, 4VA]
- **Nov–Dec 1942:** 1× blue BB [*Okt Revolt*]

TK Force Pool:

- 1× Soviet Defense Fleet

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

\$55.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, each side begins with one additional FoW card on the DS map.

\$56. 1943 COMBINED GAME

\$56.1 MARKERS SETUP

Ship Building Track:

- **May–June 1943:** Seasonal Turn

\$56.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× German BB [BB3–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 2× Japanese BB [BB3–BB4], 2× Japanese CA [CA2–CA3], 8× Japanese CV [CV6–CV13]
- **Mar–Apr 1944:** 2× Japanese CVL [*Chitose, Chiyoda*]
- **May–June 1944:** 1× Japanese CV [*Taiho*]

On TK Map:

- **Any suitable Port hex(es) in Germany, Denmark-Norway, or Northern France:** 1× BB [*Tirpitz*], 2× CA [*Lutzow, Pr Eugen*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, Greece, Italy, Libya, Northern France, Poland, Russia, or Yugoslavia:** 10× LBA [1Flk, 2Flk, 7Flk, 8Flk, 9Flk, 10Flk, 11Flk, 12Flk, Don, Ost]
- **Any suitable Port hex(es) in Italy or an Italian Dependent:** 6× Italian BB [*A Doria, C Duilio, G Cesr, Littorio, Roma, V Vento*]
- **Any suitable Port hex in Finland:** 1× Finnish CD [*Vainam*]

On TK Turn Track:

- **June–July 1943:** 2× LBA [5Flk, 6Flk]
- **July–Aug 1943:** 2× LBA [3Flk, 4Flk]

- **Aug–Sept 1943:** 1× BB [*Scharnhorst*], 2× U-boat [*U-123, U-159*]
- **Nov–Dec 1943:** 1× Italian BB [*Ct Cavr*], 1× Italian CA [*Gorizia*]
- **Nov–Dec 1944:** 1× CA [*Ad Scheer*]

TK Force Pool:

- 3× U-boat [*U-29, U-47, U-99*]
- 1× Italian M-boat [*10MAS*]
- Raid marker
- 1× Axis Defense Fleet

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 7× BB [*Fuso, Haruna, Kongo, Musashi, Mutsu, Nagato, Yamashiro*], 13× CA [*Ashigara, Atago, Chikuma, Chokai, Haguro, Kumano, Maya, Mogami, Myoko, Nachi, Suzuya, Takao, Tone*], 4× CV [*Hiyo, Junyo, Shokaku, Zuikaku*], 2× CVL [*Hosho, Ryuho*]
- **Any suitable Base hexes in Japan, a Japanese Dependent, Burma, Hong Kong, Hopeh, Kiangsu, Malaya, Netherlands East Indies, an NEI Dependent, Papua, the Philippines, Sarawak, Siam, Solomon Islands, Wake Island:** 8× LBA [2FD, 3FD, 4FD, 5FD, 9FD, 10FD, 11AF, 11FD]
- **Any suitable Port hex in Siam:** 1× Siamese CD [*Sri Ayud*]

On DS Turn Track:

- **June–July 1943:** 2× LBA [6FD, 7FD]
- **July–Aug 1943:** 1× CVL [*Zuiho*]
- **Aug–Sept 1943:** 1× BB [*Yamato*]
- **Sept–Oct 1943:** 2× BB [*Hyuga, Ise*]
- **Nov–Dec 1943:** 1× CA [*Aoba*]

DS Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- 1× Axis Defense Fleet

\$56.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 2× CV [CV7–CV8], 2× CVL [CVL1–CVL2], 2× US BB [BB11–BB12], 6× US CA [CA10–CA15], 3× US CV [CV18–CV20]
- **Aug–Sept 1943:** 3× US CV [*Essex, Lex II, Yorktn II*], 4× US CVL [*Bell Wood, Cowpens, Independ, Princeton*]
- **Nov–Dec 1943:** 1× US BB [*Iowa*], 2× US CA [*Baltimore, Boston*], 2× US CV [*Bunker H, Intrepid*], 3× US CVL [*Cabot, Langley, Monterey*]
- **Mar–Apr 1944:** 1× US BB [*N Jersey*], 1× US CA [*Canberra II*], 1× US CV [*Hornet II*], 1× US CVL [*Bataan*]

- **May–June 1944:** 1× CV [*Indefatig*], 1× US CA [*Quincy II*], 2× US CV [*Franklin, Wasp II*], 1× US CVL [*San Jac*]
- **Aug–Sept 1944:** 1× CV [*Implac*], 1× US CV [*Hancock*]
- **Nov–Dec 1944:** 2× US BB [*Missouri, Wisconsin*], 1× US CA [*Alaska*], 2× US CV [*Benningtn, Ticonder*]
- **Mar–Apr 1945:** 2× US CA [*Guam, Pittsburgh*], 1× US CV [*Shangri-La*]
- **May–June 1945:** 1× US CA [*St Paul*], 1× US CV [*B H Richrd*]
- **Aug–Sept 1945:** 1× US CV [*Antietam*]
- **+ Nov–Dec 1945:** 1× CV [*Lk Champ*], 1× CA [*Bremerton*]

+ **Clarification:** Used only with Separate Peace (+14) optional rules.

On TK Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in Britain, a British Dependent, or a French Dependent:** 9× BB [*Anson, D of York, Howe, K Geo V, Malaya, Nelson, Rodney, Valiant, Warspite*], 5× CA [*Berwick, Cumberland, Kent, London, Suffolk*], 3× CV [*Formid, Furious, Indomit*], 4× US BB [*Alabama, Nevada, So Dakota, Texas*], 2× US CA [*Augusta, Tuscaloosa*], 1× US CV [*Ranger*], 1× French BB [*Lorraine*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× Greek CA [*G Averf*]
- **Any suitable Base hexes in Britain, a British Dependent, or a French Dependent:** 7× LBA [2, 4, 5, 10, 11, 204, 211], 4× US LBA [MAS, MAT, 9BC, 9FC]

On TK Turn Track:

- **June–July 1943:** 1× CA [*Norfolk*], 2× LBA [1, 3]
- **July–Aug 1943:** 1× CA [*Shropsh*], 1× CV [*Illustrious*], 1× US BB [*New York*]
- **Aug–Sept 1943:** 2× BB [*Queen Eliz, Renown*]
- **Sept–Oct 1943:** 1× US BB [*Arkansas*]
- **Nov–Dec 1943:** 1× French BB [*Richelieu*]
- **May–June 1944:** 1× CA [*Devonsh*]
- **Aug–Sept 1944:** 1× BB [*Royal Sov*]
- **Mar–Apr 1945:** 1× French CV [*Bearn*]

TK Force Pool:

- 1× Western Defense Fleet

On DS Map:

- **Strategic Warfare Box:** US Ship Building
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 1× BB [*Revenge*], 2× CA [*Australia, Sussex*], 1× CV [*Victorious*]
- **Any suitable Base hex in a British Dependent:** 1× LBA [FEC]

- **Western US Box, or any suitable Port hex(es) in a US Dependent, British Dependent, or French Dependent:** 11× US BB [*Colorado, Idaho, Indiana, Maryland, Mississippi, N Mexico, Pennsylv, Tennessee, Massachu, No Carol, Washingt*], 6× US CA [*Indianap, Louisville, Portland, Salt Lake, San Fran, Wichita*], 1× US CV [*Saratoga*]
- **Any suitable Base hexes in a US Dependent, British Dependent, or French Dependent:** 7× US LBA [FEAF, 5BC, 5FC, 10BC, 10FC, 13BC, 13FC]

On DS Turn Track:

- **June–July 1943:** 1× BB [*Resolution*], 2× LBA [224, 225]
- **Aug–Sept 1943:** 2× US CA [*Minneap, N Orleans*], US End Ship Building
- **Sept–Oct 1943:** 1× BB [*Ramillies*], 1× US CA [*Chester*]
- **Nov–Dec 1943:** 1× US CA [*Pensacola*], 1× US CV [*Enterprise*]
- **May–June 1944:** 1× US BB [*California*]
- **Aug–Sept 1944:** 1× US BB [*West Virg*]

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

\$56.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1–BB4], 2× gray, 2× blue, and 2× red CA [CA5–CA6]
- **Aug–Sept 1943:** 1× red CA [*Kalinin*]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On TK Map:

- **Leningrad (e4608):** 1× blue BB [*Okt Revolt*], 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 1× gray CA [*Voroshilov*]
- **Any suitable Base hexes in Russia:** 9× US LBA [Mos, 1VA, 2VA, 3VA, 4VA, 5VA, 6VA, 13VA, 14VA]

On TK Turn Track:

- **July–Aug 1943:** 2× LBA [7VA, 8VA]
- **Aug–Sept 1943:** 1× gray CA [*Molotov*]

TK Force Pool:

- 1× Soviet Defense Fleet

On DS Map:

- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

\$56.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, the Axis side begins with one additional FoW card on the DS map.

\$57. 1944 COMBINED GAME

\$57.1 MARKERS SETUP

Ship Building Track:

- **May–June 1944:** Seasonal Turn

\$57.2 AXIS FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× German BB [BB3–BB6], 4× German CA [CA1–CA4], 2× German CV [CV1–CV2], 2× Japanese BB [BB3–BB4], 2× Japanese CA [CA2–CA3], 8× Japanese CV [CV6–CV13]

On TK Map:

- **Any suitable Port hex(es) in Germany or Denmark-Norway:** 2× CA [*Lutzow, Pr Eugen*], 2× CD [*Schles-Hol, Schlesien*]
- **Any suitable Base hexes in Germany, Belgium-Holland, Denmark-Norway, Finland, France, Greece, Italy, Poland, Russia, or Yugoslavia:** 8× LBA [1Flk, 2Flk, 7Flk, 8Flk, 9Flk, 10Flk, Don, Ost]
- **Any suitable Port hex in Finland:** 1× Finnish CD [*Vainam*]

On TK Turn Track:

- **June–July 1944:** 1× BB [*Tirpitz*], 2× LBA [5Flk, 6Flk]
- **July–Aug 1944:** 4× LBA [3Flk, 4Flk, 1Jagd, 2Jagd]
- **Aug–Sept 1944:** 2× LBA [11Flk, 12Flk], 2× U-boat [*U-123, U-159*]
- **Nov–Dec 1944:** 1× CA [*Ad Scheer*]

TK Force Pool:

- 3× U-boat [*U-29, U-47, U-99*]
- Raid marker
- 1× Axis Defense Fleet

On DS Map:

- **Any suitable Port hex(es) in Japan or a Japanese Dependent:** 8× BB [*Fuso, Haruna, Hyuga, Kongo, Musashi, Nagato, Yamashiro, Yamato*], 13× CA [*Aoba, Ashigara, Atago, Chikuma, Chokai, Haguro, Kumano, Maya, Mogami, Myoko, Suzuya, Takao, Tone*], 5× CV [*Hiyo, Junyo, Shokaku, Taiho, Zuikaku*], 5× CVL [*Chitose, Chiyoda, Hoshio, Ryuho, Zuiho*]

- **Any suitable Base hexes in Japan, a Japanese Dependent, Burma, Hong Kong, Hopeh, Kiangsu, Malaya, Netherlands East Indies, an NEI Dependent, Papua, the Philippines, Sarawak, Siam, Solomon Islands, Wake Island:** 6× LBA [2FD, 3FD, 4FD, 10FD, 11AF, 11FD]
- **Any suitable Port hex in Siam:** 1× Siamese CD [*Sri Ayud*]

On DS Turn Track:

- **June–July 1944:** 2× LBA [13AF, 14AF]
- **July–Aug 1944:** 2× LBA [5FD, 9FD]
- **Aug–Sept 1944:** 2× LBA [6FD, 7FD]
- **Sept–Oct 1944:** 1× BB [*Ise*], 1× CA [*Nachi*]

DS Force Pool:

- 1× I-boat [*I-168*]
- Raid marker
- Axis Defense Fleet

\$57.3 WESTERN FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 3× BB [BB6–BB8], 2× CA [CA1–CA2], 4× CV [CV5–CV8], 2× CVL [CVL1–CVL2], 2× US BB [BB11–BB12], 2× US CA [CA14–CA15], 2× US CV [CV19–CV20]
- **Aug–Sept 1944:** 1× CV [*Implac*], 1× US CV [*Randolph*]
- **Nov–Dec 1944:** 2× US BB [*Wisconsin, Missouri*], 1× US CA [*Alaska*], 3× US CV [*Benningtn, Randolph, Ticonder*]
- **Mar–Apr 1945:** 2× US CA [*Guam, Pittsburch*], 1× US CV [*Shangri-La*]
- **May–June 1945:** 1× US CA [*St Paul*], 1× US CV [*B H Richrd*]
- **Aug–Sept 1945:** 1× US CV [*Antietam*]
- **+ Nov–Dec 1945:** 1× US CV [*Lk Champ*], 5× US CA [*Bremerton, Columbus, Fall River, L Angeles, Macon*]

+ **Clarification:** You won't need these late-arriving pieces unless you're using the Separate Peace (+14) option.

On TK Map:

- **Any Western Off-Map Box(es), or any suitable Port hex(es) in Britain, a British Dependent, or a French Dependent:** 7× BB [*Anson, D of York, Howe, Nelson, Ramillies, Rodney, Warspite*], 3× CA [*Berwick, Devonsh, Kent*], 2× CV [*Furious, Indefatig*], 4× US BB [*Arkansas, New York, Nevada, Texas*], 3× US CA [*Augusta, Quincy II, Tuscaloosa*], 1× US CV [*Ranger*], 1× French BB [*Richelieu*], 3× French CA [*Duquesne, Suffren, Tourville*], 1× Greek CA [*G Averf*]

- **Any suitable Base hexes in Britain, a British Dependent, a French Dependent, or Italy:** 9× LBA [1, 2, 3, 4, 5, 10, 11, 204, 211], 10× US LBA [MAS, MAT, 8BC, 8ASC, 9BC, 9FC, 12BC, 12FC, 15BC, 15FC]

On TK Turn Track:

- **June–July 1944:** 1× BB [*Malaya*]
- **July–Aug 1944:** 1× CV [*Formid*], 1× French BB [*Lorraine*]
- **Aug–Sept 1944:** 1× BB [*Royal Sov*]
- **Sept–Oct 1944:** 1× BB [*K Geo V*]
- **Nov–Dec 1944:** 1× CA [*Norfolk*]
- **Mar–Apr 1945:** 1× CA [*Sussex*], 1× French CV [*Bearn*]

TK Force Pool:

- 1× Western Defense Fleet

On DS Map:

- **Majuro (p3515):** US Servron [4]
- **Any Western Off-Map Box(es), or any suitable Port hex(es) in a British Dependent:** 3× BB [*Queen Eliz, Renown, Valiant*], 5× CA [*Australia, Cumberland, London, Shropsh, Suffolk*], 1× CV [*Illustrious*]
- **Any suitable Base hex in a British Dependent:** 3× LBA [FEC, 224, 225]

- **Majuro (p3515), Western US Box, or any suitable Port hex(es) in a US Dependent, British Dependent, or French Dependent:** 15× US BB [*Alabama, California, Colorado, Idaho, Indiana, Iowa, Maryland, Massachu, N Jersey, N Mexico, No Carol, Pennsylv, So Dakota, Tennessee, Washingtn*], 11× US CA [*Baltimore, Boston, Canbrra II, Chester, Indianap, Louisville, Minneap, N Orleans, Pensacola, San Fran, Wichita*], 9× US CV [*Bunker H, Enterprise, Essex, Franklin, Hornet II, Lex II, Saratoga, Wasp II, Yorktn II*], 9× US CVL [*Bataan, Bell Wood, Cabot, Cowpens, Independ, Langley, Monterey, Princeton, San Jac*]

- **Majuro (p3515), or any suitable Base hexes in a US Dependent, British Dependent, or French Dependent:** 7× US LBA [CAC, FEAF, 7BC, 7FC, 13BC, 13FC, 69C]

On DS Turn Track:

- **June–July 1944:** 2× CV [*Indomit, Victorious*], 2× US LBA [5BC, 5FC], 1× US CA [*Salt Lake*], 2× US F-boat [*Grouper, Tang*]
- **Aug–Sept 1944:** 4× US LBA [10BC, 10FC, 20BC, 21BC], 1× US BB [*Mississippi*], 1× US CA [*Portland*], 1× US CV [*Intrepid*]
- **Sept–Oct 1944:** 1× US BB [*West Virg*]

DS Force Pool:

- 1× US F-boat [*Nautilus*]
- 1× Western Defense Fleet

§57.4 SOVIET FACTION SETUP

Ship Building Track:

- **Available for Construction Box:** 4× gray, 4× blue, and 4× red BB [BB1-BB4]; 2× gray, 2× blue, and 2× red CA [CA5-CA6]
- **Nov–Dec 1944:** 1× red CA [*Kaganov*]

On TK Map:

- **Leningrad (e4608):** 1× blue BB [*Okt Revolt*], 2× blue CA [*Kirov, M Gorki*]
- **Any suitable Black Sea Port hex in Russia:** 1× gray BB [*Paris Kom*], 2× gray CA [*Molotov, Voroshilov*]
- **Any suitable Base hexes in Russia:** 9× LBA [Mos, 1VA, 2VA, 3VA, 4VA, 5VA, 6VA, 13VA, 14VA]

On TK Turn Track:

- **June–July 1944:** 2× LBA [7VA, 8VA]

TK Force Pool:

- 1× Soviet Defense Fleet

On DS Map:

- **Any suitable Port hex in Russia:** 1× red CA [*Kalinin*]
- **Any suitable Base hex in Russia:** 1× LBA [Khab]

DS Force Pool:

- 1× Soviet Defense Fleet

DS Conditional Events Box:

- **Far Eastern Forces:** 2× LBA [9VA, 10VA]

§57.5 SPECIAL RULES

+ **SK Fortunes of War:** If Additional Fortunes of War (+\$12) is in effect, the Axis side begins with one additional FoW card on the DS map.

By Darren Kilfara

"What does a support unit represent in the *Axis Empires* system?"

Pondering that question was the first step on the path that led to the creation of *Schiffskrieg*. Well, to be honest, before that came my involvement in playtesting another strategic-level World War II game. Before I became converted to the church of *Totaler Krieg*, I recalled my sense of giddy schoolboy excitement when named ships were first introduced into that game. Gone were the generic fleets: now we had real aircraft carriers and battleships to sail and sink!

I greatly appreciate—and prefer—the elegant abstraction and simplicity of the *AE* support unit system. But I never forgot the narrative element and fun factor those individual ships introduced. Individual naval battles and capital ship sinkings are central to the World War II story, particularly in the Pacific, and while a streamlined air/naval system produces a faster game and remains truer to the overall design ethos of *AE*, sometimes boys just want to have fun, right?

To answer my starting question, I decided support units represent not only the planes, ships, and submarines that fought the air and naval battles of World War II, but also the political and military will required to use them. To give a perfect example of what I mean, think of the historical Coral Sea battle: carrier attrition on both sides was roughly comparable (and if anything slightly favored Japan), but Nimitz was determined to repair and use *Yorktown* at Midway (his CV Fleet Delay roll was a 1), whereas Yamamoto was less concerned about making *Shokaku* and *Zuikaku* immediately available (his CV Fleet Delay roll was probably a 3 or 4).

Ah, but what if we separated these two elements—the materiel and the will to use it—from each other? In *SK*, I've proposed that only the latter should be represented by support units, and that these must now be constituted by individual capital ships and specific (if still somewhat abstracted) air formations. This distinction facilitated a new air/naval system which can affect the flow of a normal *AE* game in three important ways:

1: It now becomes possible to win support unit battles in the moment, and not just retroactively through the Delay process. If your ships and planes can wipe out an enemy Task Force or compel it to withdraw from the battlefield, your support unit triumphs and does not go to the Delay Box. Adding an element of uncertainty

to the support unit calculus makes *AE* less predictable in what I think is a positive way.

2: Your ability to project force into specific areas of the map is now dependent upon having sufficient air/naval assets within range of the area in question. And because ship and land-based air ranges are finite, and bases aren't always abundant, you may need either to telegraph your intentions in advance or to restrict the number of support units you have available. The entire Luftwaffe can no longer threaten both Stalingrad and El Alamein in a single turn.

3: Over time, it's possible to run out of ships and LBAs with which to constitute the Task Forces you need for your support units. Germany now has a Surface Fleet, but its usefulness is limited: one Norway-like battle can render it impotent for most of the game. And other navies may suffer the same fate, to the point that their support units may become unusable or easily defeated (see point 1, above) for a short time, if enough ships are damaged or disabled at once—or even permanently, if enough ships are sunk.

Make no mistake: I believe that for *SK*'s existence to be justified, it has to impact how games of *AE* are won and lost, not merely add narrative and fun elements to the game. Because if it doesn't, you're just spending extra hours pushing extra cardboard around to no good purpose. On the other hand, I didn't want *SK* to be capable of pushing *AE* completely off the rails, as it did in one early playtest of the 1940 French campaign in which two German Air placement attempts were both defeated outright by British LBAs. I hope we've found the sweet spot between these two extremes: outcomes like that should still be possible, but not even remotely probable!

Experienced gamers will recognize that I've adapted the old Avalon Hill *Victory in the Pacific* combat system for use here in *SK*. One obvious difference between *VITP* and *SK* is that not every ship and LBA will be usable whenever you want to use them. Many grand strategic World War II games with detailed air/naval systems work fine in theory but in practice encourage players to hoard their ships for massive battles, lest they find themselves greatly outnumbered when committing only part of their fleet.

But most historical engagements were relatively small, and even the largest battles like Leyte Gulf can be broken down into component parts: in *SK* terms, Leyte Gulf was a series of multiple support unit placements involving different Task Forces that fought their own distinct

actions. *SK*'s Intelligence Roll mechanism, which took much trial and error to refine, helps keep the size of each battle both manageable and unpredictable—the non-phasing player won't know which enemy ships might fall their Speed Check rolls or how many ships he'll be allowed to place in his Task Force when deciding whether to contest an enemy support unit with a Fleet.

Once we had a system to handle ship and LBA deployments and battles in place, we then needed to fill in the blanks around it. Scratch Defense Fleets were an early addition—the Western Scratch Defense Fleet allows Germany to possess a Surface Fleet without changing the Sealion-related support unit calculus. More generally, Defense Fleets make it more difficult to conduct ahistorical amphibious invasions of Britain, Japan, and Germany.

Then we looked at Commerce Raids, Base Attacks, Sub Patrols, reinforcements and ship construction, transfers between theaters, Reserve Fleets, the Pearl Harbor and Doolittle Raids, the fate of French ships after Vichy is created... many moving parts are required to fit a detailed air/naval system to a historical storyboard. I'd like to think we've handled these aspects of *SK* elegantly, with just the right balance between chrome and playability. Certainly some of them, particularly Sub Patrols and Base Attacks, went through many iterations before we fully liked how they interact with the core system.

I'd like to single out two playtesters for their devotion above and beyond the call of duty. Davide Gallorini not only played *SK* extensively in its earlier incarnations but also contributed counter artwork and the names for the LBAs now in the game. And Alex Aminoff put *SK* through its paces more than anyone, always chiming in with good suggestions and productive feedback.

In the end, I don't think *SK* will be to everyone's tastes—which is perfectly fine. I don't always use *SK* when playing *AE* myself. But I'm satisfied that *SK* does what I wanted to when I designed it, and that it adds a satisfying richness to the *AE* air/naval experience. Have I told you about my game in which every British carrier but one was in the Med, plotting a strike on the Italian navy at Gibraltar, when a U-boat on patrol off Scapa Flow found HMS *Courageous* and sank her, rendering the British CV Fleet temporarily inoperable in the North Sea and thereby tilting the support unit balance just enough in Germany's favor to let Operation Sealion succeed? That's the kind of story I hope *SK* will tell over and over again, and I hope you'll appreciate those stories whether they help or hinder your efforts to win when playing *AE*.



DESIGN CREDITS

Schiffskrieg Design and Development:

Darren Kilfara and Thomas Prowell

Counters: Chris Dickey, Davide Gallorini, and Thomas Prowell

Cards and Rules Layout: Richard Aguirre

Playtest MVPs: Alexander Aminoff and Davide Gallorini

Additional Playtesters: Dave Coble, Scott de Brestian, Mick Essex, Bob Goddard, Paul McGuane, Jim Moir, Justin Neddo, John Gibbins, Tom Kassel, and many others

Background Image: Dreamstime.com

Front Cover Image: Don't Slow Up the Ship, by Jon Whitcomb



© 2023 Decision Games, Inc.
All Rights Reserved.
Version 5

WWW.DECISIONGAMES.COM



WWW.DECISIONGAMES.COM

