

War at Sea

Rules Clarifications

April 19, 2007



Miniatures Game Rules

Setting Up

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

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

How to Win

Victory is determined only at the end of the turn, not at the instant when a player reaches 150 victory points.

Sequence of Play

C. Air Mission Phase

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

- First player places **one** Aircraft unit.
- Second player places **one** Aircraft unit.
- Continue alternating placement until both players have assigned all their air missions.
- Aircraft can be placed in any sector on the battle map or on the land airbase. Once an air mission is assigned to the land airbase, however, all of that player's remaining air missions are automatically sent to the land airbase. The land airbase stacking limit of five Aircraft still applies. Aircraft cannot remain on or be assigned to Carriers.
- Aircraft that are placed on the land airbase as their air mission do not receive rearming counters and are available for missions on the next turn.

H. Air Return Phase

When Aircraft return to a Carrier, place them in the same sector as the Carrier and either on the Carrier model or touching it. Also place a card matching each Aircraft unit beneath that Carrier's card. Those cards remain stacked with the Carrier's card until the Air Return phase of the next turn, when they can be rearranged by returning Aircraft to different Carriers or to the land airbase. If a Carrier is destroyed, one Aircraft unit matching each card stacked with that Carrier may also be destroyed; see Destroyed Carriers, below. During the Air Return Phase, Aircraft based on Carriers can exceed the normal sector stacking limit of four Aircraft but must comply with the Carriers' basing limits.

Movement and Position

Stacking

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

Battle Map Features

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

Attack and Defense

Line of Sight

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

Aircraft and Airbases

Carriers

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

Effects of Damage

Aborted

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

Crippled

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

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

Special Abilities

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

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

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

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