

Schiffskrieg

Charts & Tables

Ship & LBA Basing (§1)

Basing Limits (§1.1):

- No more than two LBAs in a Port or City hex.
- No more than four light ships in a Port hex with Limited Stacking unless it contains a Major Port or Servron marker.
- Unlimited number and types of ships in all other Port hexes.



Major Port
Symbol

Suitable Bases (§1.2):

- A hex in an active friendly Country that does not contain an enemy ground unit, Detachment, or Logistics marker.
- A hex that contains a supplied friendly ground unit, Detachment, or Logistics marker.
- A hex that contains a Reserve Fleet marker of the same nationality.

Task Forces (§3)

Air Force, Bomber, or Interceptor unit (§3.1.1):

- At least one and no more than two LBAs.
- A Bomber Task Force must contain a heavy LBA.
- An Interceptor Task Force cannot contain a heavy LBA.

Surface Fleet, CV Fleet, or CV Strike unit (§3.1.2):

- At least two ships. *Exception:* Ten-Go Plan marker (§9.12).
- Max number limited by Intelligence Roll with +6 DRM.
- A CV Fleet or CV Strike Task Force must contain a carrier.
- Cannot have more carriers than surface ships.
- Cannot have more than six heavy ships.
- Cannot have any CD ships.
- May include *one* LBA and *one* “X”-boat.

Scratch Defense Fleet unit (§3.1.3):

- Max number limited by Intelligence Roll with +6 DRM.
- May include *one* LBA and *one* “X”-boat.

Sub Fleet unit (§3.1.4):

- *One* “X”-boat only.

Nationality Restrictions (§3.2):

- *One* ship, LBA, or “X”-boat of another nationality allowed.
- A TAC or PAC cannot participate.
- Ships in a Scratch Defense Fleet must be same nationality.

Ship Building (§6.1)

Ship Building occurs in a new segment at the end of each faction’s Seasonal Phase: the Ship Building Segment.

Variable SBPs (§6.1.1.1)

Germany:

- During European Pre-War, 1 SBP on a roll of 1.

Japan:

- During Pacific Pre-War or Pacific Limited War, 1 SBP on a roll of 3 or less.

SBP Costs (§6.1.2)

- A heavy ship (BB or CV) costs 1 SBP.
- A light ship (CA or CVL) costs 1/2 SBP.

Ship Building Delay DRMs (§7.2)

Only these cumulative DRMs apply to ships in the Shipyard Delay Box; do not apply any other Delay DRMs.

- +9 if ship belongs to Germany or Japan.
- +2 if ship is a BB.
- +1 if ship is a CA.

Axis Commerce Raids (§5.1)

Before starting the Commerce Raid procedure, the Axis faction must remove any Raid marker (§9.7) in a Strategic Warfare Box and return it to its Force Pool.

Procedure (§5.1.1)

Step 1: The Axis faction may form a Raid Task Force by selecting up to two ships from *one* port as follows:

- In *TK*, the ships must be German, and the port must border the North Sea or North Atlantic Naval Zones.
- In *DS*, the ships must be Japanese, and the port must border the Bay of Bengal or West Indian Ocean Naval Zones.

No support unit is necessary. The Axis faction must make a Speed Check for each ship selected. If successful, place the ship in the On Station Box of the North Atlantic Naval Zone (*TK*) or the West Indian Ocean Naval Zone (*DS*).

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

Step 3: After the Western faction has finished all Interception attempts, 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 an undamaged raider in an On Station Box or the Line of Battle Box at this time, the Axis faction may select one option listed under *Successful Commerce Raids*.

Step 5: Damaged ships are placed in the Naval Warfare Delay Box damaged 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.

Successful Commerce Raids (§5.1.2)

The Axis faction may do one of the following:

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



Interception Table

1. Interception
2. Off Station
3. Speed?
4. Speed?
5. Speed?
6. Failure

DRM:

-1 attempting interception from an Off-Map Box.

Interception: Place all ships in the intercepting group in the Line of Battle Box on the Battle Board.

Off Station: All ships in the group stay in their current Port or Off-Map Box. They remains available for use later in the turn.

Speed?: If the modified roll is less than or equal to the lowest Speed Factor in the intercepting group, treat this result as *Off Station*. If the modified roll is greater than the lowest Speed Factor in the group, treat this result as *Failure*.

Failure: Place all ships in the group in the *Delay Box* (not the Naval Warfare Delay Box).