

## Base Attacks (§5.2)

### Base Attack Raids (§5.2.1)

During its Support Segment, the phasing faction may perform *one* Base Attack Raid on a map provided it has an Air Force, Bomber, or CV Strike support unit in its Force Pool.

**Step 1:** The phasing faction forms a Raid Task Force from ships or LBAs in *one* Port hex, City hex or Off-Map Box:

- The Raid Task Force may include either ships or one LBA, but not both. It cannot include any “X”-boats.
- If ships are used, the Intelligence Roll DRM is +1, not +6.
- Exception:* Operation Z (§10.7)
- If ships are used, the Raid Task Force must include a carrier.

**Step 2:** If ships comprise the Raid Task Force, place those ships in a Port hex that contains enemy ships or LBAs and is within a Naval Zone that meets Range Restrictions (§3.3.2), making Speed Checks as necessary. If an LBA comprises the Raid Task Force, place that LBA in a City or Port hex that contains enemy ships or LBAs and is within nine hexes of the LBA’s base, tracing an Air Unit Path.

**Step 3:** The phasing faction rolls on the Base Attack Table.

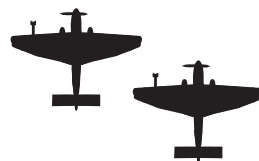
*Important:* An unmodified roll of 6 during *Operation Z* allows the Allied faction to make a Counterstrike (§10.7).

### Sustained Base Attacks (§5.2.2)

When a phasing faction “successfully places” (2.2.3) an Air Force, Bomber, or CV Strike support unit in a hex with enemy ships or LBAs, it may roll on the Base Attack Table.

### Base Attack Table

1. Air Raid: 2 Combat Rounds
2. Air Raid: 1 Combat Round
3. Overcast Skies: No Result
4. Target Away: No Result
5. Target Away: No Result
6. *Raiders Discovered* (§10.10)



### DRMs for Sustained Base Attacks (§5.2.2)

- 2** if the phasing faction “successfully placed” an Air Force or Bomber unit in the hex.
- 1** if the phasing faction “successfully placed” a CV Strike unit in the hex.

### DRMs for Operation Z (§10.7, see Important note in Step 3)

- 4** if the Harbor Attack Raid is the result of a Z Action and the target hex contains a Fleet Restricted marker.
- 2** if the Harbor Attack Raid is the result of a Z Action and the target hex does *not* contain a Fleet Restricted marker.

**Air Raid:** Phasing carriers and LBAs (only) may attack without response for the number of rounds specified. Combat Rounds are automatically Day Actions. The non-phasing faction cannot retire from combat. Do not apply Disabled results until the conclusion of all Air & Naval Combat.

## Air & Naval Combat Resolution (§4.6)

Success (for the phasing faction) or Repulsion (for the non-phasing faction) occurs if either condition 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 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 a **Major Victory**.

Otherwise, Stalemate occurs.

### Stalemate

*The battle is inconclusive.* Place “X”-boats and Damaged ships in the Naval Warfare Delay Box with their current side face up. Place undamaged ships in the Naval Zone Used Box. Place LBAs in the Used Asset Box. Place support units in the appropriate Delay Box.

### Success

*The attacker wins the battle.* Follow the Stalemate procedure for the non-phasing faction’s ships, LBAs, and “X”-boats. If the phasing faction won a Limited Victory, 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.

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.
- It may allow the phasing faction’s support unit to be successfully placed in the battle location. The ships and LBAs in the phasing faction’s Task Force are placed per Stalemate above.

### Repulsion

*The defender wins the battle.* Follow the Stalemate procedure for the phasing faction’s ships, LBAs, and “X”-boats. If the non-phasing faction won a Limited Victory, 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.

The non-phasing faction returns its support unit to its Force Pool. LBAs and undamaged ships in the non-phasing Task Force are immediately returned to base and 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.

## Sub Patrols (§5.3)

### Procedure:

- Select an “X”-boat from your Force Pool and place it in the On Station Box of any Naval Zone on the map.
- Roll on the Sub Patrol Table to see if an enemy ship is spotted in that Naval Zone. If no ship of a given type spotted, then no attack is allowed. (*Example:* If you roll a 1 and there are no carriers in the Naval Zone, then no attack occurs). If there is more than one potential target ship spotted, the attacker chooses his or her target from anywhere in the Naval Zone.
- After the “X”-boat conducts its attack (if any), place it in the Naval Warfare Delay Box.

### Sub Patrol Table

1. Carrier spotted: Attack *any* one carrier
2. Carrier spotted: Attack the carrier with lowest Speed Factor
3. Big ship spotted: Attack *any* one BB
4. Big ship spotted: Attack the BB with lowest Speed Factor
5. Small ship spotted: Attack *any* one CA or CD
6. Small ship spotted: Attack CA or CD with lowest Speed Factor

