

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/types of ships in all other Port hexes.



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.

Russian Basing Restrictions (§1.4):

- A ship with a *black* Sea Stripe must trace a Fleet Unit Path to a Home Country Port in the Black Sea Naval Zone.
- A ship with a *blue* Sea Stripe must trace a Fleet Unit Path to a Home Country Port in the Baltic Sea Naval Zone.
- A ship with a *red* Sea Stripe must trace a Fleet Unit Path to a Home Country Port in the Sea of Japan or the Sea of Okhotsk Naval Zones.

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)

© Russia (combined game):

- During European Pre-War, 1 SBP on a roll of 1.
- During European Limited War, 1 SBP on a roll of 1 *if Russia is a PAC*.

*Russia (standalone TK):

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

*Russia (standalone DS):

- No variable SBPs received at any time.

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 Russia.
- +2 if ship is a BB.
- +1 if ship is a CA.

Naval Purges (§9.5)

- If this marker is in the Strategic Warfare Box, the Soviet faction must forfeit 1 SBP to remove it.



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.



Schiffskrieg

Charts & Tables

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