

Damage Points: If the total equals or exceeds the target's Defense Factor, it is Sunk or Destroyed. If the total is less than the target's Defense Factor, but equals or exceeds its Damage Factor, the target is Damaged or Reduced.



Hit! Roll again to see how many Damage Points are inflicted. Base Attack rounds.



Disabled. Placed the target ship in the Disabled Box. LBAs cannot be Disabled. Disabled results are not applied until the conclusion of all


Combat Results

Night Action: Only Gunnery or Torpedo Factors attack.

Day Action: Only Airstrike and Torpedo Factors attack. An LBA, or a carrier targeting a ship, rolls a number of dice equal to its Airstrike Factor. A carrier targeting an LBA rolls one die for every three full Airstrike Factors it has.


Targeting

Sunk/Destroyed Box




At the end of the Combat Round, remove these ships from play, place LBAs in the Delay Box.

Damaged & Disabled Box




These go to the Naval Warfare Delay Box at the end of the Combat Round, Damaged side up.

Damaged/Reduced Box



These markers go to the Line of Battle Box, Damaged side up, at the end of the Combat Round.

Disabled Box




These ships go to the Naval Warfare Delay Box at the end of the Combat Round.

Schiffskrieg Battle Board

Line of Battle Box


Schiffskrieg Battle Board

Disabled Box




These ships go to the Naval Warfare Delay Box at the end of the Combat Round.

Damaged/Reduced Box



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Damaged & Disabled Box



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Sunk/Destroyed Box



At the end of the Combat Round, remove these ships from play, place LBAs in the Delay Box.

Air & Naval Combat Sequence

- Step 1:** Determine whether the Combat Round is Day Action or Night Action.
Step 2: Phasing faction resolves attacks.
Step 3: Non-phasing faction resolves attacks.
Step 4: Disabled, Damaged/Reduced, and Sunk/Destroyed results take effect.
Step 5: After first Combat Round, either faction may retreat (phasing faction first, then non-phasing). If neither does so, fight a second Combat Round. If two Combat Rounds have been fought, proceed to Step 6.
Step 6: Air & Naval Combat Resolution (Stalemate, Success, or Repulsion).

Day / Night Action Selection

Each faction rolls one die with these DRMs (non-phasing faction wins ties):

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

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- Each faction rolls one die with these DRMs (non-phasing faction wins ties):
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Day / Night Action Selection

- Step 6:** Air & Naval Combat Resolution (Stalemate, Success, or Repulsion).
 two Combat Rounds have been fought, proceed to Step 6.
Step 5: After first Combat Round, either faction may retreat (phasing faction first, then non-phasing). If neither does so, fight a second Combat Round. If two Combat Rounds have been fought, proceed to Step 6.
Step 4: Disabled, Damaged/Reduced, and Sunk/Destroyed results take effect.
Step 3: Non-phasing faction resolves attacks.
Step 2: Phasing faction resolves attacks.
Step 1: Determine whether the Combat Round is Day Action or Night Action.

Air & Naval Combat Sequence

These markers go to the Line of Battle Box, Damaged side up, at the end of the Combat Round.

Damaged/Reduced Box

These go to the Naval Warfare Delay Box at the end of the Combat Round, Damaged side up.

Targeting

Day Action: Only Airstrike and Torpedo Factors attack. An LBA, or a carrier targeting a ship, rolls a number of dice equal to its Airstrike Factor. A carrier targeting an LBA rolls one die for every three full Airstrike Factors it has.

Night Action: Only Gunnery or Torpedo Factors attack.

Combat Results



Disabled. Placed the target ship in the Disabled Box. LBAs cannot be Disabled. Disabled results are not applied until the conclusion of all Base Attack rounds.



Hit! Roll again to see how many Damage Points are inflicted.

Damage Points: If the total equals or exceeds the target's Defense Factor, it is Sunk or Destroyed. If the total is less than the target's Defense Factor, but equals or exceeds its Damage Factor, the target is Damaged or Reduced.