

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)

Britain (*No Variable SBPs in standalone DS):

- During European Pre-War, 1 SBP on a roll of 5 or less.
- During European Limited War, 1 SBP on a roll of 2 or less.

France (*No Variable SBPs in standalone DS):

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

United States (*No Variable SBPs in standalone TK):

- During European Pre-War, 1 SBP on a roll of 3 or less.
- During European Limited War, 1 SBP on a roll of 5 or less.

US Ship Building SBPs (§6.1.1.2)

- The US receives 3 SBPs if the US *Ship Building* marker (§9.10) in the Strategic Warfare Box.

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 Britain, France, or US (Pre-War or Limited War).
- +5 if ship belongs to US (Total War).
- +2 if ship is a BB.
- +1 if ship is a CA.

*Allied Withdrawals and Recalls (§6.3)

*TK Withdrawals and Recalls

European Limited War: When this occurs, the Western faction may recall up to four ships from the Pacific Holding Box.

European Total War: When this occurs, the Western faction must withdraw eight ships – including at least four BBs and one carrier – and place them in the Pacific Holding Box.

Pacific Commitment: See §10.8.

Operation Galvanic: If the Western faction reveals Card 37 *Operation Galvanic* as its Current Option Card, it may recall up to eight ships from the Pacific Holding Box.

Sunk Ships: Each time the Western faction withdraws a ship to the Pacific Holding Box, it first rolls one die and adds the current USCL to the result. If the modified result is 3 or less, the ship is immediately removed from play instead.

*DS Withdrawals and Recalls

Pacific Limited War: When this occurs, the Western faction must withdraw three ships and place them in the European Holding Box.

European Limited War: When this occurs, the Western faction must withdraw four ships and place them in the European Holding Box.

European Total War: When this occurs, the Western faction may recall up to eight ships from the European Holding Box.

European Commitment: See §10.5.

*Emergency Recall

Once per game, the Western faction may recall up to eight ships from a Holding Box and place the Ship Recall marker (§9.11) in the Strategic Warfare Box.

