Alterative Naval Battle System

Naval Combat

This system uses a 2*D10 Combat Results Table (CRT).

The table uses Die Role Modifiers (DRM) for surprise points, odds, fire control technology and weather.

The CRT is used with the battle board to regulate the battle so naval warfare is modeled but kept simple.

The Battle Sequence is on the CRT.

Allied Powers	Central Powers	Allied Powers	Central Powers
Scouts (Place PC, AC and BC here only if providing Search bonus)	Scouts (Place PC, AC and BC here only if providing Search bonus)	Scouting Squadrons (min 4 DiF ships, 2 FA ships) provide -2 DRM on Searching (max -4). Scouts join the battle in the second round. Unscreened Lights ships in the Screen can fire on the battle line. If DD's are present, deliver Torpedo attacks	
Screened Ships and Convoys	Screened Ships and Convoys	**Abort** Test and move to Repair pool if failure otherwise return to line	**Abort** Test and move to Repair pool if failure otherwise return to line
Screening Ships (PC, AC, DD)	Screening Ships (PC, AC, DD)	**Damaged** Test and move to Repair pool if failure otherwise Abort	**Damaged** Test and move to Repair pool if failure otherwise Abort
Battle Line (BB, B, BC)	Battle Line (BB, B, BC)	**Sunk** Test and move to this turns sunk pile if failure, otherwise Damaged	**Sunk** Test and move to this turns sunk pile if failure, otherwise Damaged

<u>Surface/Sub/ ASW (not Air to Sea)</u>

1: Search: Searching (Each extra Squadron (≥4 ships) of PC, AC or BC gives a -2 DRM to the search roll. (note that initiating battle still requires that you flip one unit. (note, Spending 4 Surprise points can rejoin the Scouts with the Screen)

2: Place ships on Battle Board in one of; (a) Scouts (Ships used for extra searched DRM's), (b) Screened equals (any ship but most likely transports or CV's), (c) Screen (AC, PC, DD only), and (d) Battle Line (BB, B and BC only).

3: Battle Lines preferentially exchange fire. An uncontested Battle Line may fire on the opponents Screen. The Screen cannot fire back (out of range). Conduct Defense rolls

4: Screens and undamaged Battle Line Secondary guns (1 factor per Battle line ship) preferentially exchange fire.   An uncontested Screen may fire on the opponents Battle Line instead. Conduct Defense rolls

5: If you spend 4 Surprise points: Light ships (AC, PC, DD) can deliver night torpedo attack on the battle line. Use the Sub and ASW line and add only AC, PC and DD's

6: Optional abort or possible second round.

7: If next Round (by a new search roll), Scouts may enter Screen and Screens can enter Battle Line if no enemy Screens remain.

8: Repeat steps 1 to 5.

9: Screened ships can only be fired upon if the screen and line zones are all aborted or sunk.

10: End combat.

Note: Ships damaged on the world map must come back to a world map port when repaired (Make a note for these isolated cases)

Note: ASW Rolls.

Only DD and PC fire upon Subs (use ASW line of Table)