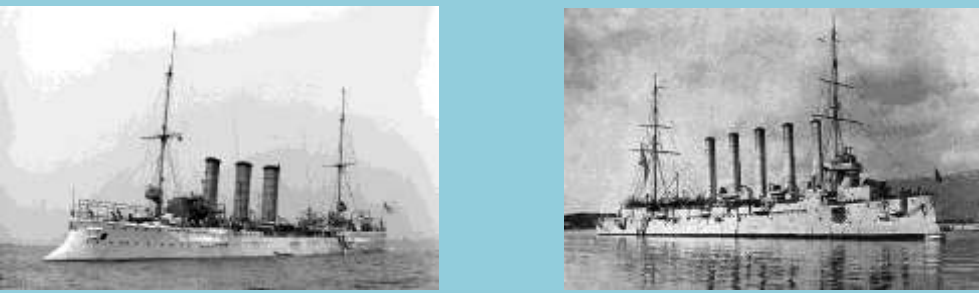| Allied Powers | Central Powers | Allied Powers | Central Powers |
|---|---|---|---|
| Scouts (Place PC, AC and BC here only if providing Search bonus)  | Scouts (Place PC, AC and BC here only if providing Search bonus)  | *Scouting Squadrons (min 4 DiF ships, 2 FA ships) provide -2 DRM on Searching (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* |
| Davy Jones Locker (all sunken ships in the game) | Davy Jones Locker (all sunken ships in the game) | Sunk this turn *Calculate Morale Loss* | Sunk this turn *Calculate Morale Loss* |

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 on Subs (use ASW line of Table)