



Errata

Observation Aircraft: Observation Aircraft are no longer represented on the tabletop during games, unless being used in an ASW capacity, and do not affect combat or Initiative. The Aircraft Special Trait may not be eliminated when a ship becomes Crippled (it is assumed that the ship has its planes in the air at the start of the battle).

Observation Aircraft do not affect the launching/owning ship's Attack Dice and do not provide an Initiative bonus. They may be outfitted for Anti Submarine Warfare as detailed on page 16. For further uses of Observation Aircraft see the Hunting the Beast chapter, page 29.

Shore Batteries

Example Batteries

Open 6" Coastal Defence Battery
Armour: 4+ Target: 5+ Damage: 20

Patrol

Weapon	Range	AD	DD	Special
8x 6" Guns	26	4	1	—

Hardened 15" Coastal Battery with 4 Guns
Armour: 6+ Target: 5+ Damage: 24

Battle

Weapon	Range	AD	DD	Special
Gun #1 (15")	30	1	2	AP
Gun #2 (15")	30	1	2	AP
Gun #3 (15")	30	1	2	AP
Gun #4 (15")	30	1	2	AP

New Rules

Minesweeping

Generic Minesweeper

Patrol

Speed: 4" **Armour:** 2+ **Special Traits:** Agile, Minesweeper
Turning: 3 **Damage:** 3/1 **In Service:** 1939
Target: 6+ **Crew:** 4/2

Weapon	Range	AD	DD	Special
AA	5	1	—	—

Length: 150 ft. **Displacement:** 750 tons **Speed:** 20 kts. **Crew:** 100



Advanced Air Operations

Night Operations

No carrier may launch or recover aircraft at night, except for Royal Navy Albacore and Swordfish flights in games set in 1942 or later, or Hellcat flights off the Independence-class light carriers in games set in 1944 or later..

Anti-Submarine Warfare

Some aircraft could detect and attack submarines with aerial depth charges. Aircraft listed as ASW under Type (see page 19) are considered to be long-range maritime patrol craft. Their Bomb scores are treated as depth charges.

An ASW aircraft can be moved into contact with a submerged enemy submersible and attempt detection in preparation to attack.

If attempting to detect a submarine that has fired torpedoes this turn, the detection roll is 4+. If the submarine has not fired torpedoes yet the detection roll is 6+. Submarines that have surfaced will be automatically detected as normal. Attacking aircraft can make a single attack using the Attack Dice and Damage Dice listed below.

Aircraft	AD	DD
Observation	1	3
Non-ASW	2	3

United States Navy Air Groups

Year	Fighter	Torpedo-Bomber	Dive-Bomber
1940	Wildcat	Devastator	Dauntless, Vindicator
1941	Wildcat	Devastator	Dauntless, Vindicator
1942	Wildcat	Devastator	Dauntless, Vindicator
1943	Wildcat, Hellcat	Avenger	Dauntless, Helldiver
1944	Wildcat, Hellcat, Corsair	Avenger	Dauntless, Helldiver
1945	Wildcat, Hellcat, Corsair	Avenger	Helldiver

US Navy Master Aircraft Roster

Aircraft	PL/Flights	In							Bomb	Bomb	Bomb	Torp.	Torp.	Torp.
		Service	Type	Speed	Target	Dodge	Defence	Dogfight	AD	DD	Traits	AD	DD	Traits
Boeing B-17	Skirmish/2	1938	Level Bomber	20	3+	5+	4+	+1	12	4	AP	—	—	—
Lockheed Hudson	Skirmish/4	1939	Level Bomber	17	3+	5+	4+	+1	6	3	AP	6	3	AP

Kriegsmarine Master Aircraft Roster

Aircraft	PL/Flights	In							Bomb	Bomb	Bomb	Torp.	Torp.	Torp.
		Service	Type	Speed	Target	Dodge	Defence	Dogfight	AD	DD	Traits	AD	DD	Traits
Messerschmitt Me-110	Patrol/3	1937	Fighter	23	4+	4+	6+	+2	1	3	AP	—	—	—

Italian Navy Master Aircraft Roster

Aircraft	PL/Flights	In							Bomb	Bomb	Bomb	Torp.	Torp.	Torp.
		Service	Type	Speed	Target	Dodge	Defence	Dogfight	AD	DD	Traits	AD	DD	Traits
Reggiane Re 2001 Falco II	Patrol/2	1941	Fighter	22	5+	3+	—	+3	3	3	AP	—	—	—
Sparviero SM.79	Skirmish/3	1936	Attack	18	3+	5+	5+	0	6	3	AP	3	3	AP



Russian Navy Master Aircraft Roster

Aircraft	PL/Flights	In Service	Type	Speed	Target	Dodge	Defence	Dogfight	Bomb AD	Bomb DD	Bomb Traits	Torp. AD	Torp. DD	Torp. Traits
Ilyshuin Il-4	Skirmish/2	1942	Level Bomber	17	3+	5+	6+	0	10	3	—	3	3	AP

Scenarios

Bait

Fleets: The Japanese force consists of two cruisers (*Kitikami*-class cruisers *Kitikami* and *Oi*), Destroyer Division 24 (the *Shiratsuyu*-class destroyers *Umikaze*, *Yamakaze*, *Kawakaze*, *Suzukaze*), and the battleship *Fuso*. Problems with the unfamiliar radar systems and heavy fog have cut these ships off from their fleet. The United States player has the *Portland*-class Cruiser *Indianapolis*, the *Northampton*-class cruiser *Louisville*, the *Brooklyn*-class cruisers *Honolulu*, *Nashville*, and *St. Louis*. U.S destroyers are the *Mahan*-class ship *Case* (treat as a *Fletcher*-class) and the *Clemson*-class ships *Sands*, *Kane*, and *Humphreys*.

Hunting the Beast

Allied Naval Forces and Convoys

US Task Group 1.3 (RAdm Giffen) Starts at Reykjavik (F22)	RN Home Fleet (Admiral Tovey) Starts at Scapa Flow (K30)
<i>Idaho</i> (BB) <i>New Mexico</i> -class	<i>King George V</i> (BB) <i>King George V</i> -class
<i>Mississippi</i> (BB) <i>New Mexico</i> -class	<i>Victorious</i> (CV) <i>Illustrious</i> -class
<i>Tuscaloosa</i> (CA) <i>New Orleans</i> -class	<i>Norfolk</i> (CA) <i>Norfolk</i> -class
<i>Wichita</i> (CA) use <i>Portland</i> -class	<i>Berwick</i> (CA) <i>Kent</i> -class
<i>Gwin</i> (DD) <i>Fletcher</i> -class	<i>Nigeria</i> (CL) <i>Fiji</i> -class
<i>Meredith</i> (DD) <i>Fletcher</i> -class	<i>Sheffield</i> (CL) <i>Southampton</i> -class
<i>Monssen</i> (DD) <i>Fletcher</i> -class	<i>Cossack</i> (DD) <i>Tribal</i> -class
	<i>Zulu</i> (DD) <i>Tribal</i> -class
	<i>Sikh</i> (DD) <i>Tribal</i> -class
	<i>Piorun</i> (DD) <i>Tribal</i> -class

Allied Convoys

Convoy HX 158 Starts at hex V2	Convoy SC53 Starts at hex R8
40 transports	35 transports
Escort Group EG 4.14.4 (RCN)	Escort Group TU 4.1.8 (USN)
<i>Ottawa</i> (DD) <i>JKN</i> -class	<i>Greer</i> (DD) <i>Fletcher</i> -class
<i>Dauphin</i> (DE) <i>Flower</i> -class	<i>Ludlow</i> (DD) <i>Clemson</i> -class
<i>Arvida</i> (DE) <i>Flower</i> -class	<i>McCormick</i> (DD) <i>Clemson</i> -class
<i>Algoma</i> (DE) <i>Flower</i> -class	<i>Buck</i> (DD) <i>Clemson</i> -class
Support Group (RN)	<i>Woolsey</i> (DD) <i>Clemson</i> -class
<i>Burnham</i> (DD) <i>JKN</i> -class	<i>Wilkes</i> (DD) <i>Clemson</i> -class
<i>Chambley</i> (DE) <i>Flower</i> -class	
<i>Matapedia</i> (DD) <i>JKN</i> -class	
<i>Napanee</i> (DE) <i>Flower</i> -class	



New Rules





Detection

Convoys

The convoys are being observed by U boats and Condor aircraft. Every turn roll a d6 for each convoy. The allied player must reveal the location of the convoy on a score of 4+. If the weather is bad subtract 1 from the die roll.

Warship Searches

Each player now declares whether they are searching. Surface ships can search the hex they are in. Ships with operable observation aircraft can search as many adjacent hexes as they have observation aircraft. Carrier aircraft can search 6 additional hexes per flight committed to the search and can search up to two hexes away. Players must declare which hexes they are searching in (but need not declare what is searching). Thus searching reveals some information on the likely locations of enemy forces. The ability to use aircraft depends on the time of day and weather:

Type	Carrier Aircraft	Seaplane
Daylight	Yes (out to 2 hexes)	Yes (out to 1 hex)
Twilight	Yes (out to 1 hex)	No
Night, Bad Weather	No	No

Finally, roll a single d6 for each observation aircraft used for searching. On a roll of a 1, the aircraft has been lost (either due to a crash, mechanical failure or simply disappearing) and is unavailable for the remainder of the operation.

Land Based Air Searches and Attacks

Both sides are assumed to have regular air patrols in sea areas along their coast. If enemy shipping appears in these hexes they are automatically detected (whether during the day or night, or in bad weather) and their presence is immediately declared. If the ships are detected during either daylight or twilight and the weather is good they may be attacked by land based aircraft. This is the only condition in which land based air strikes take part in the game. Allied air attacks take place anywhere within the perimeter of hexes marked "B", "I" or "U" on the map (flying from Britain, Iceland or the USA respectively). Luftwaffe attacks take place anywhere within the perimeter marked G. Both Allied and German aircraft can attack in hexes marked "BG".

Has one side achieved Surprise?

Each player rolls a d6, adding 2 if they have active radar, +2 if they have radar, and +2 if they have observation or carrier borne aircraft in the hex. If one side's score exceeds the enemy score by 6 or more then they have achieved surprise.

Desire for Action?

Determine if either side wants an action. If neither does, both forces remain in the same hex but no combat occurs. If both sides wish to engage, set up in their respective formations at the limit of visibility at the longest maximum range of any ship in either force, or extreme radar range (whichever is longer). If the action is in bad weather or at night set up at the maximum spotting and engagement distances as in the rules (30" in bad weather, 20" at night). If one side wishes to disengage it may do so automatically if its speed exceeds that of the fastest enemy vessel. It may begin shadowing if desired.

Avoided Contact

If a force avoids contact because it managed to disengage (as described on the previous page) it must vacate the hex in the next turn. However that force may not do so across any hex sides through which enemy warships intend to exit. The enemy player announces which hex sides are deemed "closed", it is not possible to split a force so that all hex sides are closed, at least one hex side must remain "open".

U-Boat attacks

Every turn that a convoy location is declared roll a d10. On a score of 10 a ship has been torpedoed and sunk. If there are enemy heavy units (cruisers or larger) in the same hex roll a d6 - on a 5+ the ship torpedoed is a warship. Choose which heavy unit is hit randomly and resolve the attack normally. Assume that the heavy unit has been attacked by a Type VII U-boat with its forward torpedoes, attacking the target's beam. However, if a 1 is rolled, a submarine has been attacked and sunk. Subtract 1 from the observation roll for that convoy the following turn, and do not make a d10 roll. Convoy detection and the d10 roll then return to normal on subsequent turns.

