

**Fixing I3M:
Rules Errata, Modifications, and Additions**
ver. 2/14/10

Rules

All rules in the I3M rule book apply unless changed or modified by the following.

2.3 Spaceships

Non-Warships

AT (Attack Transport, FTL): This troop carrier may only carry Jump Troops and Infantry units.

2.4 Other Units.

World: These represent civilization, population, and industrial centers in primary systems. World markers are considered to have a defense value of 2 for all forms of combat (except for the home world of Sol and the provincial capital of Gashidda: each of which has a defense value of 3). For surface battle, world markers have a combat factor of 4 (except for the home world of Sol and the provincial capital of Gashidda: each of which has a combat factor of 6). A world marker that receives a step loss due to planetary bombardment or surface combat is destroyed and replaced by an outpost belonging to the same player.

Outpost: These represent the (sometimes extensive) establishments to exploit and hold secondary systems. Outposts may be manufactured and held in reserve until needed; at such time, each must be transported to the correct planetary box. An outpost does not become operational until all enemy forces in the planetary box are eliminated. Only one operational outpost may be in a planetary box. Outpost markers are considered to have a defense value of 1 for all forms of combat. For surface battle, outpost markers have a combat factor of 2. An outpost in a primary planetary box (white border) is unaffected by any step losses received due to planetary bombardment. An outpost in a primary planetary box (white border) that receives one or more step losses due to surface battle is destroyed and replaced by an outpost belonging to the opposing player. An outpost in a secondary planetary box (dashed red border) is destroyed by any step loss received and not replaced by any counter.

3.2 The Maps

Space Battle Display

The Space Battle Display is a 2-D hexagonal grid where each hex is 1.5 million kilometers across.

6.2 Appeals

The Imperial player cannot make an appeal if the current Glory Index is less than 2.

Add one to the die roll for either kind of appeal if there are any capital ships in Terran fleets. Results greater than 12 are counted as 12.

If an appeal for forces only grants permissions to build ships that the Imperial player already has permissions to build then decrease the number rolled by one and check again. If it still only covers classes that permission have already been granted for there is no effect.

7.3 Connections.

Fleets composed entirely of Non-Warships and Scouts do not block a connection.

7.5 Under Siege.

Worlds and/or Outposts in a system are “under siege” if there is an enemy fleet with Capital or Light Warships (other than Scouts) in their system and there are no friendly warships (other than Fighters) in the system. Worlds and Outposts under siege are “unconnected” and spaceship reinforcements may not be placed there. World and Outposts which are under siege do not block the opposing player’s path of systems for purposes of connection.

8.0 Reinforcements

Players may freely combine and split fleets in each system during the Reinforcements step and load and/or unload transports from friendly planets.

9.0 Construction

Monitor production is same as CL.

Terran Restrictions

The Terran player may not produce Heavy Cruisers (CA) until one Terran cruiser of some other type has been destroyed in combat. The Terran player may not produce Battleships (B) until one Terran Heavy Cruiser (CA) has been destroyed in combat. The Terran player may not produce Super Dreadnoughts (BB) until one Terran Battleship (B) has been destroyed in combat.

10.0 Action Segments

When a system is activated, the activating player may first combine, divide, and reorganize any fleets in the system. Then each fleet may undertake one, and only one, of the following activities:

- Move (includes loading and unloading of fighters to and from Carriers and Terran Superdreadnoughts at beginning and/or end of any move)
- Attack an enemy-occupied planet in the system
- Load and/or unload transports

Once a ship has engaged in one of these three activities in an action segment, it may not engage in any other activity during the same action segment (exception: movement out of a Space Battle as per the Space Battle rules).

Fleets may be combined, divided, or reorganized any number of times during any action segment at the end of combat, when their system is activated, or at the end an activation in the system(s) which were the movement destination(s) of activated fleets. If a fleet combines ships from a fleet already activated in the current action segment with non-activated ships, then the whole fleet, including non-activated ships, is considered to have been activated.

12.0 Space Battle

Use the original I3M rules except as noted below. References to “areas” in the original rules should be read as “hexes” when using these rules.

The scale for Space Battles is based on Classic Traveller’s Mayday and High Guard rules. One hex is 1.5 million kilometers across. This is equivalent to five Mayday hexes. A distance of one hex is equivalent to High Guard’s short range, and distance of two to three hexes is equivalent to High Guard’s long range. One round of combat is 300 minutes long (the equivalent of three Mayday turns).

12.1 The Space Battle Display

The Space Battle Display is nine hex diameter hex-grid. The center hex generally represents the system’s planet. Ships may enter this hex without penalty.

If combat is taking place in a Blue Giant system without a planet (Sirius or Altair), there is no planet in the center hex of the Space Battle Display. The star itself is considered to be off-map and has no effect on space combat.

12.2 Setting Up for Battle

The non-moving player places his ships in any hex adjacent to the center hex, a planetary hex in any system other than one with a Blue Giant. If the non-moving player has more than one fleet, each fleet must be placed in a different hex. If the non-moving player has fighters stationed on uncontested planets in the system, he may start with them in the center hex, or leave them on the planet and out of the Space Battle. Monitors may be placed in the center hex or any hex adjacent to the center hex.

When the non-moving player is finished, the moving player rolls one die for each fleet. This determines the board edge on which each fleet will enter the display. The ships of a fleet may be placed on any board edge hex with the conditions that there may be no empty hexes between hexes with ships and there may be no more than 12 ships per hex.

12.3 Resolution

Space battles are fought by conducting the following sequence, in the exact order shown:

Initiative Phase - Players determine who has initiative.

First Combat Phase

1. The initiative player moves any or all of his ships, then launch or land up to two fighters per carrier.
2. The non-initiative player moves any or all of his ships, then launch or land up to two fighters per carrier.
3. Both players conduct Beam attacks with all their ships.
 - a. Individual ship Beam attacks
 - b. Suicide Beam attacks
4. Both players conduct Torpedo attacks with all their ships.
 - a. Individual ship Torpedo attacks
 - b. Time-on-target Torpedo attacks
5. The initiative player may retreat FTL-capable ships from the battle.
6. The non-initiative player may retreat FTL-capable ships from the battle.

Second Combat Phase

1. The initiative player moves any or all of his ships with a speed of 2 or 3, then launch or land up to two fighters per carrier.
2. The non-initiative player moves any or all of his ships with a speed of 2 or 3, then launch or land up to two fighters per carrier.
3. Both players conduct Beam attacks with all their ships.
 - a. Individual ship Beam attacks
 - b. Suicide Beam attacks
4. Both players conduct Torpedo attacks with all their ships.
 - a. Individual ship Torpedo attacks
 - b. Time-on-target Torpedo attacks
5. The initiative player may retreat FTL-capable ships from the battle.
6. The non-initiative player may retreat FTL-capable ships from the battle.

Third Combat Phase

1. The initiative player moves any or all of his ships with a speed of 3, then launch or land up to two fighters per carrier.
2. The non-initiative player moves any or all of his ships with a speed of 3, then launch or land up to two fighters per carrier.
3. Both players conduct Beam attacks with all their ships.
 - a. Individual ship Beam attacks
 - b. Suicide Beam attacks
4. Both players conduct Torpedo attacks with all their ships.

- a. Individual ship Torpedo attacks
 - b. Time-on-target Torpedo attacks
5. The initiative player may retreat FTL-capable ships from the battle.
 6. The non-initiative player may retreat FTL-capable ships from the battle.
- End Phase** - If both sides still have ships in the battle, this sequence should be repeated, starting at the Initiative Phase; however, do not run through the sequence more than 3 times in a single activation.

12.5 Battle Movement

Exiting the Display

FTL-capable ships may retreat from battle (exit the Space Battle Display) at the end of any combat round (see above).

FTL-capable ships in battle around a planet must be in one of the outermost hexes, which is also not occupied by enemy ships, to be far enough away from the planet to safely jump. FTL-capable ships may not fire beam weapons during the Combat Phase when they retreat from battle. Damaged FTL-capable ships must roll one die when attempting to jump out of battle. On a die roll of 5 or 6, the jump fails and the damaged ship remains in its hex. It may try to jump again later in the Space Battle. Non-FTL-capable ships cannot exit the Display in this manner unless they are fighters aboard a carrier or transport.

Fighters may exit the Display during any movement step by landing on a planet with a friendly Outpost or World. Fighters which have landed may not be further attacked during the current Space Battle.

Fighters that stay on a planet, or retreat there during or after a Space Battle, cannot engage in further Space Battles until enemy ships have left their system, but they can engage in Planetary Battle.

12.6 Beam Fire

Target Selection

Each ship resolves its beam fire alone and is not combined with other ships. If a target is damaged by one ship's beam fire then the next ship that fires at it is matched up against the target's damaged screen value, but the target will still respond with a full strength attack.

Suicide Beam Fire

Ships can fire at double their beam factor when at one hex range during the Suicide Beam portion of the Beam Attack segment. Suicide Beam attacks take place after normal Beam attacks, and ships which make normal Beam attacks may not make Suicide Beam attacks.

12.7 Torpedo Fire

Target Selection

Each ship resolves its Torpedo fire alone and is not combined with other ships. If a target is damaged by one ship's Torpedo fire then the next ship that fires at it is matched up against the target's damaged screen value and damaged CM value, but the target will still respond with a full strength attack.

Time-on-Target Torpedo Attacks

Ships occupying the same hex may combine their torpedo factors when firing during the Time-on-Target (TOT) Torpedo attack portion of the Torpedo attack segment. TOT Torpedo attacks take place after normal Torpedo attacks, and ships which make normal Torpedo attacks may not make TOT Torpedo attacks.

Beam and Torpedo Fire Table

	0 hex	1 hex	2 hexes	3 hexes
Non-capital beam	4-6	6	-	-
Capital beam	4-6	6	6	-
Torpedo	5-6	5-6	6	6

12.9 Carriers and Fighters

Carriers and Terran Superdreadnoughts may launch or land fighters in any step during which they are eligible to move.

12.10 Blue Giants

Because of limits on refueling in the Blue Giant systems of Sirius and Altair, certain rules regarding the end of Space Battles and exiting space battles are changed. In general, the moving player may not retreat from a battle in a Blue Giant system, and battles in these systems continue until all the ships of one side or another are destroyed, or until the non-moving player has retreated his ships from the system.

Ending a Space Battle

Space Battles in Blue Giant systems do not end after the third round. They only end when the ships of only one side are left on the display.

Exiting the Display

The non-moving player's FTL-capable ships may exit the display by jumping from any hex which is not occupied by enemy ships. The moving player may not exit the Display.

12.11 Screening

The following ship types are capable of screening: CA, CR, CS, CL, and DD. Any ship type may be screened. One ship may be screened by one or more ships capable of screening. A screened ship may not attack nor may it be attacked (exception: screened ships can be attack at 0-hex range). Attacks may be declared against a screened ship, but these can only be executed if all screening ships are attacked and destroyed during the Beam or Torpedo attack segment of the current Combat Phase.

12.12 PDS in Space Battles

13.0 Planetary Surface/Space Interaction

When a player activates a fleet in a system with an enemy World or Outpost, he may attack the planet. This constitutes an entire action; a fleet may not move to another system and attack a planet there all in the same activation. A fleet may attack two planets orbiting the same planet, but each unit in the fleet may only participate in one of the two attacks (the owning player divides his forces between the two worlds as desired).

When attacking a planet, the attacking player may do one or more of the following:

- Engage in planetary bombardment
- Invade an enemy planet
- Reinforce a disputed planet
- Initiate surface combat

13.1 Planetary Surface/Space Preparation

If a planet contains only enemy units and/or markers, then the attacking player must invade the planet to engage in surface combat. If a planet is disputed, the attacking player lands his forces as reinforcements.

If the attacking player will invade an enemy planet, check the Planetary Size Table. If the defending player a number of units on the planet equal to or greater than the number of the hexes on the planet, then the attacking player is limited with his invasion forces. In this case, only Jump Troops on Attack Transports and Fighters on Carriers may act as Invaders and participate in Surface Battle. If this is not the case, then Jump Troops, Infantry, and Fighters may act as Invaders, and can get there on Attack Transports, regular Transports, or Carriers.

13.2 Planetary Surface/Space Setup

Once the attacker has determined which of his units may land on the planet, he places them on the table. Jump Troops carried by Attack Transports and Fighters from Carriers are placed by themselves, while Jump Troops carried by regular Transports, and Infantry and Fighters carried by Attack Transports and regular Transports are stacked under the Transports carrying them.

In addition, the attack may place other ships from the attacking fleet(s) on the table. Attack Transports which have deployed Jump Troops and Carriers which have launched Fighters may be placed on the table at this time. These are the Planetary Bombardment Force. The attack may deploy a Planetary Bombardment Force even if he has no units which can land on the planet. In other words, planetary bombardment can occur even if there is no invasion or surface combat planned or possible during the current activation.

The defender then places all of his units occupying the planet on the table. Combat then begins.

13.3 Planetary Surface/Space Combat

1. The PDS (if any) attacks the Planetary Bombardment Force first. Each PDS may attack each Planet Bombardment Force ship. Select a Planetary Bombardment Force ship, and roll one die for each combat factor of all firing PDS. Each result of 5 or 6 (4 as well if the PDS is on a World) yields one hit. Roll for countermeasures as in a Space Battle (12.7), and apply damage from remaining hits (12.8). Repeat this procedure for each Planetary Bombardment Force ship.

2. Next, the defending Fighters (if any) fire at the Planetary Bombardment Force. Each Fighter must choose one enemy target as in Space Battle. Roll one die for each torpedo factor on the Fighters, and each result of 5 or 6 yields one hit. Roll for countermeasures and resolve damage as above. Note that Fighter hits are not added to PDS hits from step 1, and they do half damage to heavy cruisers (CS, CR, and CA) or capital ships (total the number of hits scored by Fighters against such a single target and round any fraction up).

3. Next, the attacking player adds up the torpedo factors of all his surviving Planetary Bombardment Force ships and divides by three (rounding down) to determine how many dice to roll. Potential targets for planetary bombardment are defending PDS, defending fighters, enemy World markets, enemy Outpost markers on secondary planet boxes (dashed red border) and Infantry and Jump Troops with a defense of two (Infantry and Jump Troops with a defense of one may not be attacked by planetary bombardment. The attacker must decide how many dice he will roll against each potential target before rolling for any hits. Each result of 6 yields one hit. The defending units roll countermeasures and take damage from remaining hits normally

There are additional rules for the planetary bombardment of World and Outpost markers. Neither World nor Outpost markers may be targets for planetary bombardment if there is a PDS on the planet. A World marker that receives a step loss due to planetary bombardment is destroyed and replaced by an Outpost belonging to the same player. An

Outpost in a primary planetary box (white border) is unaffected by any step losses received due to planetary bombardment. An Outpost in a secondary planetary box (dashed red border) is destroyed by any step loss received and not replaced by any counter.

4. The attacker now removes his Planetary Bombardment Force from the table and returns them to their fleet boxes, leaving only those units attempting to invade the planet. The defender then fires at the landing units with any remaining Fighters or PDS. The die roll needed to hit depends on whether the firing unit is a Fighter, a PDS on an Outpost, or a PDS on a World and whether the landing unit is a Jump Troop, a Fighter, or a regular Transport or Attack Transport loaded with cargo (see the table below). Each Fighter or PDS may only attack one target, and targets must be predesignated before any die are rolled. Fighters attack with their current torpedo strength, and PDS attack with their current strength. Roll countermeasures and apply damage normally. For this form of combat only, Jump Troops have a CM value of 2. If a Transport or Attack Transport is eliminated, any units stacked with it are eliminated. If any Attack Transport is flipped to its damaged side, any troop unit it is carrying also gets flipped (or eliminated if it's already half-strength).

Target Unit	Fighter or PDS on Outpost die needed to hit	PDS on World die needed to hit
Invading Jump Troop	6	5-6
Invading Fighter	5-6	4-6
Invading regular or Attack Transport	4-6	3-6

13.4 Surface Battle

If activated surface units are in the same planetary box as enemy surface units, then surface combat may occur. Surface combat consists of a single combat round, being an exchange of fire between enemy surface units in the same planetary box. The player who owns the activated units is the attacker; his opponent is the defender. The following units and markers are all surface units for the purpose of the surface combat: Jump Troops, Infantry, Fighters, PDS, Worlds, and Outposts.

Preparation

Each player temporarily removes his surface units from the specific planetary box to some clear area of the map or table. The defender moves forward one Jump Troop, Infantry, or Fighter unit. The attacker responds by matching this unit with one of his Infantry, Jump Troop, or Fighter unit. This procedure continues until either the defender or the attacker has no more Infantry, Jump Troop, or Fighter units available.

If the attacker has fewer Jump Troops, Infantry, and Fighters than the defender, the defender may commit his excess units against attacking units, doubling or tripling up (or more) for maximum effect. If the defender has fewer Jump Troop, Infantry, and Fighters

than the attacker, the defender must now move forward PDS units, or World or Outpost markers, each to be matched by an attacking unit.

All defending units and markers not involved in this preparation are now screened, and do not participate in surface combat at any time during this Action Phase. Set them aside. Thus, a planetary box cannot be conquered in one Action Phase if the number of attacking units is less than the number of defending units.

Combat

Once units have been allocated (roughly in pairs), the attacking and defending units are each allowed one attack. Note that only Jump Troops, Infantry, and Fighters may initiate attacks, but any unit or marker may counterattack units that are attacking it.

Jump Troops, Infantry, Fighters, and PDS units are each printed with the combat factor with which they attack and defend.

Outpost markers have a combat factor of 2. World markers have a combat factor of 4 (except for the home world of Sol and the provincial capital of Gashidda: each of which has a combat factor of 6). World markers are considered to have a defense value of 2 (except for the home world of Sol and the provincial capital of Gashidda: each of which has a defense value of 3); Outpost markers have a defense value of 1.

Each counter may fire at one of the counters matched against it. To fire at an enemy counter roll one die for each combat factor of your counter. Each 6 rolled scores one hit on the target. Firing units may add together the hits they score in order to determine the damage to a target.

If a target receives a number of hits equal to or greater than its defense value it suffers a step loss: if undamaged it is flipped over to its damaged side; if it has no reverse side or is already damaged then it is destroyed. However, if any target receives a number of hits equal to or greater than three times its defense value it is immediately destroyed – even if it is on its undamaged side.

A World marker that receives a step loss due to surface combat is destroyed and replaced by an Outpost belonging to the opposing player. An Outpost in a primary planetary box (white border) that receives one or more step losses is destroyed and replaced by an Outpost belonging to the opposing player. An Outpost in a secondary planetary box (dashed red border) is destroyed by any step loss received.

Jump Troops, Infantry, World markers, and Outpost markers can only be eliminated by attacks including enemy Jump Troops or Infantry. Damage from any attacker will flip a two-sided Infantry or Jump Troop unit to its half-strength side. However, only damage from attacks including enemy Infantry or Jump Troop units will eliminate a half-strength or one-sided Infantry or Jump Strength unit, or destroy a World or Outpost marker.

13.5 Disputed Planets

If surface units of both sides are left on a planet after surface combat, the planet is disputed. Neither side may leave the planet during the current activation. On later activations or during a Reinforcements step, any player may load Infantry, Jump Troop, or Fighter units from a disputed planet onto Transports and Attack Transports that are with fleets in the same system as the disputed planet. PDS units may never load or unload on a disputed planet.

Units on a disputed planet provide a secure beachhead for friendly units wishing to land on the planet or leave it. Infantry, Jump Troops, and Fighters may leave it without being attacked, as long as the requisite Transports/Attack Transports are there to load them. New Infantry, Jump Troops, and Fighters may land without provoking Planetary Space/Surface Combat. Fighters may also come and go from disputed planets unmolested as long a friendly Carrier is present to launch/receive them.

Any player may activate forces on the surface of a disputed planet. This starts a new round of Surface Combat, with the player who activated his forces as the attacker.

14.0 Maintenance and Repair

Players may freely combine and split fleets in each system during the Maintenance and Repair step and load and/or unload transports from friendly planets.

Civilized Maintenance

This relies on local maintenance Resources or Resources allocated from the central stockpile and can be used for all units at a friendly World (whether connected or not) or at a connected friendly Outpost, or in a connected fleet containing a repair ship (AR). The owning player pays Resources equal to the maintenance number for each unit to keep it operating effectively. Friendly worlds provide 20 Resources' worth of maintenance for ships in the same system, and friendly Outposts 6 Resources' worth. If these are not sufficient to maintain the ships in the system, the owning player may expand Resources from his stockpile. If he chooses not to pay or is unable to pay this cost, then the unit must perform Frontier maintenance (described below).

Frontier Maintenance

The owning player must roll one die for each unit, and add one to the result if the unit occupies a friendly World, Outpost, or repair ship (type AR) (repair ships do not modify the die roll for ground unit maintenance). If the modified roll is less than or equal to the ship's maintenance number, the ship is damaged (destroyed, if it is already damaged).

Terran Torpedo Boats

These units cannot perform Frontier Maintenance. If unable (or unwilling) to perform Civilized Maintenance, they are automatically damaged (destroyed, if it is already damaged).

15.0 Glory

Replacement Table

Glory Gained/Lost	Event
-1	Appeal to Emperor
-1	Major Terran victory
-1	Imperial outpost destroyed
-2	Imperial world destroyed
+1	Major Imperial victory
+1	Terran outpost destroyed
+2	Terran world destroyed

16.0 Inter-War Turns

If a war ends in a draw, then both sides are considered to have lost for the purposes of the inter-war period.

The peace lasts until war breaks out again. At the start of each Administrative Segment, the Terran player rolls two dice, and if the total is less than the number of turns of peace then the next war starts. So the peace will always last at least 2 turns and war can only break out on the third turn on a roll of 2.

Territorial Exchange

World markers on disputed planets are only removed if the non-owning player has more factors of Infantry and Jump Troops on the planet than the owning player has factors of Infantry, Jump Troops, and PDS.

Going Home

Only forces not in systems with friendly Worlds or Outposts go home. This is determined after the removal of unconnected Outposts, and Outposts and Worlds on disputed planets.

Peacetime Turns

Peacetime turns use a simplified sequence of play as follows:

Administrative Segment

A. Production.

B. Maintenance and Repair.

C. Reinforcements.

D. Construction.

Action Segment

Determine initiative normally, but reroll ties. Each player has 10 activations during a peacetime action segment. A fleet may be activated any number of times during a peacetime action segment.

New Turn

17. Optional Rules

Use all except 17.2 and 17.3, note additions/changes to 17.3

17.3 Terraforming

Add these to existing rules:

“The Terran player receives 10 resources for Earth, not “Sol” as the rules read. Any resources for Mars are in addition to those 10.

Decrease Glory by two when a planet is terraformed by the Terran player; increase it by one in the unlikely event that a planet is terraformed by the Imperial player. If the planet changes status during peace, make the change to Glory at the start of the next war.

The terraforming costs given in the game are remarkably low, given the enormous cost of transforming an entire planet. Increase the cost to 12 resources per turn, with 30 turns required to transform an N1-type planet and 45 turns for an N2-type.”

17.5 Courier Service.

Scouts are also used as couriers to carry messages and orders between the fleets. When reorganizing a fleet a player may remove scouts from a fleet and place them on a friendly planetary box in the system for courier duty, join a scout on courier duty in that system to the fleet, or create a new fleet from scouts on courier duty in a system.

If a player has scouts on courier duty in five or more connected friendly systems, then he gets a plus one to all action segment activation rolls. For example, a roll of six would yield seven activations.

Scouts on courier duty do not move normally or block connections, and they do not force hostile contact on moving fleets, but when engaged they can retreat normally to assume courier duty in the system they retreat to or join a fleet in that system.

Tables

- **Frontier Crisis**

Non-FTL ships, Scouts, and Non-Warships may not be removed to provide reinforcements for the other frontier province.

- **Imperial Visit**

Ignore this result if an Imperial Visit is already in progress, because there is after all only one Emperor. An Imperial Visit ends and the accompanying forces are withdrawn if an Imperial Succession event is rolled.

- **Recentralization.**

The Emperor revokes permission to build only the most expensive ship class that permission has been granted for and cancels only the production of ships of this class if they are capital ships. If no ship building permissions were outstanding then the Emperor reduces the provincial budget by one if it is currently greater than ten.

- **Mandated Offensive.**

If multiple Mandated Offensives or an Imperial Visit are in progress then all of these ships are removed the first turn that the glory total is not increased over the level at the end of the previous turn. The glory total is reduced for the missing ships and the debt to the Emperor for missing or damaged ships is noted. This glory loss for missing ships is not tripled for an Imperial Visit because the visit is already over at that point. During the first war ignore any capital ships in any Mandated Offensive or Imperial Visit.

Scenarios

Mars gets a Terran outpost in scenarios six and seven.

Ship Unit Sizes

Each warship unit is a squadron, aka “-Ron.”

Capital Ships – BatRon of six capital ships

Carriers – CarRon of four carriers

Cruisers – CruRon of twelve cruisers

Destroyers – DesRon of twelve destroyers

Torpedo Boats – TorpRon of eighteen torpedo boats