

Naval Battles - Sequence of Play

Reorganize Step:

- Discard Retreat and Prepare cards from prior turn
- Rearrange ships (up to 3 rows, plus subs)
 - 1st row (Ships with secondary batteries and torpedo mounts)
 - 2nd row (Ships with main batteries)
 - 3rd row (Aircraft Carriers)
 - Subs - Active (red) or Passive (blue)
- Play Reorganize cards: (Retreat in front of fleet)
- Reinforcement (new ships)
- Retreat (remove 3 damage cards - no attacks)

Prepare Step:

- Play Prepare cards in front of fleet:
 - Planning (+1 to die rolls)
 - Near Miss (block a Main Salvo)
 - Armor Plating (block a Secondary Salvo)
 - Escort Ship (move an attack - same row)

Attack Step:

- Declare all attacks (against all defenders)
- Each **weapon** may only attack once
- Don't forget aircraft carrier attacks!
- Defense (defenders play cards if possible)
- Resolve attacks (die rolls, damage determined)
- Collect any sunk ships (**1st to 25 pts wins!**)

Discard:

May discard any in hand face-up to Discard pile

Draw:

Back up to 7 cards

Action Card Information:

What step(s) the card can be played, as indicated by Green dot(s). Note that Defense is in response to the Attack step.



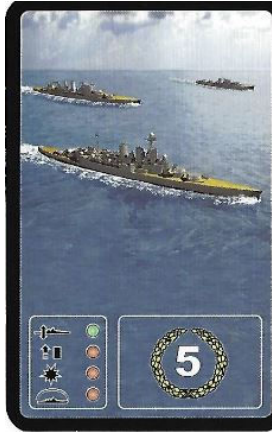
Reorganize
Prepare
Attack
Defense

Each card will show legal attacks. Green attackers can only attack green defenders.



Defending Fleet
Attacking Fleet

Amount of damage card inflicts on target ships hull.



Reinforcements: (7)

Reorganize Step - Player takes specified number of Victory Points worth of ships from his reserve and adds them to his fleet.

More than one card may be played in order to purchase more expensive ships. Unused points are lost.



Retreat: (3)

Reorganize Step - Player places this card in front of their fleet and removes (3) Damage cards from their ships.

Attack step must be skipped this turn, and player's fleet cannot be attacked while this card is in play.



Planning: (3)

Prepare Step - Placed in front of player's fleet for one round.

Add +1 to **one** die roll during player's turn, and also during each other player's turns.

Must declare use before roll. Multiple cards can be used on a single die roll.



Land-Based Air: (6)

Attack Step - Allows player to make 1, 2 or 3 air attacks (depending on card) against any ships in an enemy fleet.

Place dice on each of the intended targets (showing the to hit number that is indicated for 1st, 2nd, and 3rd rows or submarines) **before** resolving any air attacks.

If the defending fleet has Aircraft Carriers, they can use their Air Cover to try to stop an air attack. If the number or greater is rolled, then the air attack is stopped.



If the defending ship has Anti-aircraft defense, then this number is subtracted from the air attack dice roll.



If the modified air attack result (including Planning) equals or exceeds the to hit number, the target is sunk.

Aircraft Carrier Attacks:

No associated Action card, but each aircraft carrier may attack once per turn, using the LBA rules above, except that they cannot attack submarines..



Surprise Attack: (3)

Attack Step - The attacked player must discard all of their Reorganize and Prepare cards currently in play.

Good for removing Retreat, Planning, Near Miss, Armor Plating and Escort Ship cards from in front of other player's fleets.

Note: Numbers in parentheses for Action Cards indicate their quantity in the deck.

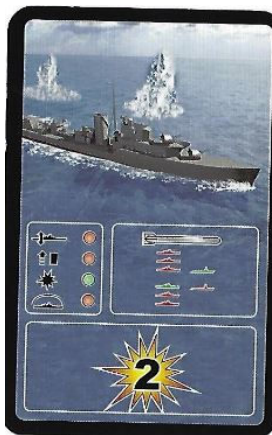


Torpedo Spread: (8)

Attack Step -
Surface ships: Attack from 1st row to 1st row only for ships with torpedo mount.

Active subs (red): Can attack all 3 rows, but not other subs.

If number or greater is rolled, including mount modifier, target is sunk.



Depth Charge: (4)

Attack Step - Attack from 1st row to subs only for ships with torpedo mount.

If defending sub is passive (blue), defender can stop the attack by rolling the "Run Silent" number or higher.



Escort: (4)

Prepare Step - Place in front of player's fleet for one round.

Redirect one attack from **each** player to another ship in the same row.

Defense Step - Redirect a single attack to another ship in the same row.



Main Salvo: (26)

Attack Step - Attack from 1st two rows to 1st two rows for ships with main battery:

- 14-15-16-18 inch (15)
- 11-12-13 inch (11)



Near Miss: (4)

Prepare Step - Place in front of player's fleet for one round.

Stops one Main Salvo attack from **each** player.

Defense Step - Stops a single Main Salvo attack.



Small Target: (4)

Defense Step - Stops an attack against a ship with an undamaged Hull Value of 4 or less.



Secondary Salvo: (23)

Attack Step - Attack from 1st row to 1st row only for ships with secondary battery:

- 4-5 inch single (9)
- 4-5 inch double (3)
- 6-8 inch single (10)
- 6-8 inch double (1)

Note: Double Secondary Salvo cards **must** be fired by 2 different ships together.



Armor Plating: (4)

Prepare Step - Place in front of player's fleet for one round.

Stops one Secondary Salvo attack from **each** player.

Defense Step - Stops a single Secondary Salvo attack.



Evasive Action: (3)

Defense Step - Stops **any** one Attack targeting the fleet.

Note: Numbers in parentheses for Action Cards indicate their quantity in the deck.