WAR AT SEA

WAR AT SEA IS AVALON HILL'S TRADEMARK NAME FOR ITS WWII STRATEGIC NAVAL BATTLE GAME

HAMILTON '75

INTRODUCTION—

WAR AT SEA is a simple simulation game of WWII naval combat bordering on the abstract. It is a "simulation" only in the broadest sense in that it is based loosely on certain historical facts and data. Yet, the scope of the game is such that it dismisses much attention to detail and, as such, is not as realistic as a normal simulation or wargame. The result is a highly playable, and easy to learn game which is fun to play.

This game has been added to the Avalon Hill line of simulation games as an Introductory wargame to introduce newcomers to the art of simulation wargaming. If you find the game too simple or unrealistic for your tastes, do not despair. It means you are ready to progress to a higher level of simulation wargaming and that you should try another Avalon Hill game of skill with a higher complexity rating. If you find this game *far* too simple for your taste you should try an "Intermediate" level game. If, on the other hand, you enjoyed this level of complexity you should proceed a bit more slowly and limit your next purchase to those games in the "Introductory" classification. We do not advise purchase of a "Tournament" level game until you've mastered play of an "Intermediate" rated game. A catalog rating all the Avalon Hill games of skill by complexity is enclosed for your convenience. We welcome you to the fascinating and fast growing hobby of simulation wargaming.

1. OBJECT—

WAR AT SEA is a two player game with one player controlling the Axis (German & Italian), and the other the Allied fleet. The object of *WAR AT SEA* is to control the seas as much as possible during the time frame of the game given each side's respective forces. The winner is the player with the most "Points of Control" (hereafter referred to as *POC*) after eight game turns.

The game simulates surface action between capital ships. In reality the Axis did not seriously challenge Allied control of the seas except with submarine warfare, but this game attempts to show what could have happened had the Axis surface fleet been more aggressive. The sea was relatively unimportant to the Axis but it was the English lifeline and this is why the Axis player is given more POC for most sea areas than the Allied player. For example, loss of control of the North Sea by England would have been a major setback to the Allies while such loss was routine for the Axis.

CONTROL of a sea area goes to the side which has one or more surface vessels remaining in that area at the end of the turn. Only one side may have surface vessels remaining in that area at the end of combat. The Allies do not control any sea area which contains a U-Boat at the end of combat.

2. THE MAPBOARD—

2.1 The mapboard is a diagramatic representation of the six major sea areas in which the European naval war was fought. Each sea area has a numerical value expressed in POC which is awarded to the player controlling that area at the end of every turn. The Axis (German–Italian) player receives that total specified after the word "AXIS"; the Allied value follows the word "ALLIES". Only one player can control a given area in any one turn.

2.2 The green sections of the mapboard are Allied *"ports"*. There are five Allied ports in the game: USA, Malta, England, Leningrad and Russia.

2.3 The red sections of the mapboard are Axis "ports". There are three Axis ports in the game: Italy, France, and Germany. Note that Norway is considered part of Germany for port purposes.

2.4 France does not become an active port until Turn 2. It ceases being an active port after Turn 6. Ships may not enter or leave an inactive port.
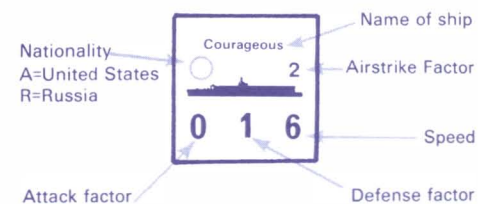
2.5 Leningrad and Russia do not become active ports until Turn 3.

2.6 The entire South American continent is considered a "Neutral Port".
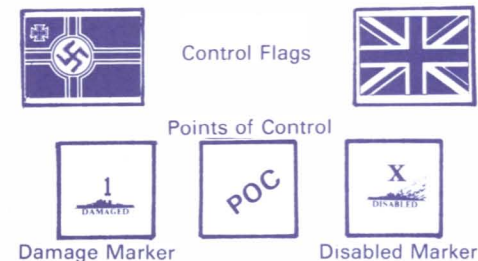
2.7 Although the US ships do not enter the game until Turn 4, the port and its repair facilities can be used immediately.

3. THE PLAYING PIECES—

3.1 Three different colored sets of playing pieces (henceforth known as ships) are supplied. Green units are Allied, dark blue are German, and light blue are Italian. The following diagram identifies the symbols found on the ships.

Name of ship

Nationality
A=United States
R=Russia

Courageous   2   Airstrike Factor

0 1 6   Speed

Attack factor   Defense factor

3.2 Smaller white counters are provided as playing aids to mark damaged or disabled ships.

Control Flags

Points of Control

1 DAMAGED   POC   X DISABLED

Damage Marker   Disabled Marker

4. PREPARE FOR PLAY—

4.1 Remove and sort the ship counters by nationality and place named reinforcements in the proper box of the TURN CHART printed at the

bottom of the mapboard. Ships designated as reinforcements are easily distinguishable by the line which underscores their name.

4.2 Place all other ships in their respective ports.

4.3 British ships may start the game in England or Malta, but British reinforcements must start in England.

4.4 Italian and German ships start from their respective home ports.

4.5 Russian ships must start in Leningrad, but not prior to Turn 3 *(See 15.1).*

4.6 American ships must start from the USA, but not prior to Turn 4 *(See 15.3).*

5. SEQUENCE OF PLAY—

5.1 Both players consult the TURN CHART and place any reinforcements in their respective ports.

5.2 The Allied player moves his ships and repairs those damaged ships which he has not moved.

5.3 The Axis player moves his ships, places U-boats, and repairs those damaged ships which he has not moved.

5.4 Any "Control" flags on the board from previous turns are removed at this time.

5.5 Both players simultaneously place their land-based Airstrike markers.

5.6 Both players resolve combat, one sea area at a time.

5.61 The Allied player conducts all ASW attacks; any surviving, non-*disabled* U-boats may then attack in return.

5.62 Both players pick their targets for all air attacks and resolve air combat.

5.63 The Allied player allocates and resolves the fire of his surface vessels to any opposing surface vessels in the same area. The Axis player then returns fire in a like manner with his own ships including those which may have been sunk or disabled by Allied fire that turn.

5.64 Surface combat rounds are repeated until all ships of one side are either sunk, disabled, or voluntarily withdrawn with no pursuit.

5.7 Place proper control flag in each sea area which was controlled by a given side, and return all ships to ports adjacent to sea areas. *EXCEPTION:* See instructions printed in each sea area for individual cases.

5.8 Award POC for convoys and for control of sea areas as listed on the gameboard; adjusting the POC counter up or down the POC chart as necessary.

5.9 Advance the TURN counter one square on the TURN CHART and repeat steps 5.1—5.9 till game end.

6. MOVEMENT—

Movement rules govern initial placement of ships at the beginning of a turn and have nothing to do with speed capabilities of individual ships. Speed is used to disengage or pursue and will be covered under 'Disengaging' (12.0).

6.1 Ships may always move into the sea area or areas that border directly upon their port of departure.

6.2 Ships may attempt to move through an adjacent area into another area only if the first area they move through was *NOT ENEMY*

CONTROLLED the previous turn. Therefore, on the first turn of the game all ships may *attempt* to move two areas.

6.3 All ships moving to an area adjacent to their port are placed first. Then ships which *attempt* to move two areas are placed. (For example: England to Barents Sea).

6.4 Each ship attempting to move two areas must roll a die and compare the results with the speed of the ship. If the die roll is equal to or greater than the ship's speed the attempt fails and the ship must immediately return to either its original port or a port bordering the second sea area. The ship may not remain at sea and misses the remainder of that turn. If the die roll is less than the ship's speed the move is successful and the ship may remain in the second sea area for the remainder of that turn.

6.5 The Axis player may place U-boats in any sea area regardless of distance, enemy ships, or control.

6.6 Only Russian and German ships may enter the Baltic Sea.

6.7 Ships may never enter an opposing or inactive port.

6.8 After combat resolution each ship returns to an adjacent port. See instructions printed on mapboard areas and 16.1 for exceptions.

6.9 Ships may not move from port to port without being in a sea area during the combat resolution phase of a turn except as outlined in 6.4 above.

7. COMBAT—

7.1 Combat resolution in *WAR AT SEA* is extremely simple. Each attacking unit is given a certain number of "shots equal to its *Attack factor* which is printed on the counter. Each "shot" entitles the attacker to one die roll.

7.2 A die roll of "5" *DISABLES* the target. A *disabled* counter is placed on the target and it must return to port at the conclusion of the current *round* of combat. (Exception: Disabled U-boats must return to Germany before returning fire) the *disabled* counter is automatically removed upon entering port.

7.3 A die roll of "6" is a *HIT*. The die must then be rerolled to determine the extent of damage. The number rolled is the amount of damage points assessed against the target. A damage counter of the appropriate strength is placed on the target vessel. Damage is cumulative.

7.4 If damage points exceed the *Defense factor* of the target ship, the target is sunk.

7.5 The *SPEED* of the target vessel is reduced by one per each point of damage, but speed is never reduced below 1.

7.6 If damage points equal the *Defense factor* of a ship, the *Attack factor* becomes one unless it originally had an attack factor of 0. Carriers which receive damage equal to their *Defense* factor lose their airstrike capability until repaired.

7.7 "6's" take precedence over "5's" regardless of the order in which the numbers are rolled. A ship which is both sunk and disabled is considered sunk. A ship which is damaged and disabled returns to port with damage. *(See 18— Examples of Play)*
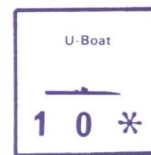
8. U-BOATS

8.1 The Germans begin the game with 3 U-boats and receive others in the form of reinforcements as noted on the TURN CHART. There may never be more than *seven* U-boats in play at any one time. Excess U-boats may not be accumulated for use in later turns if losses subsequently bring Axis U-boat strength below the maximum allotment.

8.2 U-boats alone cannot control a sea area but their presence in any area at the end of combat prevents the Allied player from controlling it regardless of the number of ships the Allied player may possess in that area.

8.3 U-boats are attacked *as a group* by all Allied ships in the same area. The Allied player rolls one die per ship, three dice per convoy, and three dice per carrier that are in the area. This represents his entire *ASW (Anti-Submarine Warfare)* strength for each area.

8.4 Each time the ASW die roll results in a "5" one U-boat is *disabled* and immediately returned to Germany before returning fire. Each "6" die roll eliminates (sinks) one U-boat.

8.5 All U-boats which survive the ASW attack may immediately attack any Allied ship or convoy in the area by rolling one die per surviving U-boat. U-boats may concentrate all their fire on one ship or convoy or divide it in any manner among ships in the same area. Such attacks must be predesignated however; the Axis player may *not* observe the results of one attack before deciding on the target for a second U-boat. Subsequent *hits* or *disables* have no effect on ships other than the specified target.

8.6 There is only one round of U-boat combat per sea area per turn. Survivors remain in the sea area for control determination purposes.

9. LAND BASED AIRSTRIKES—

9.1 Each player has one *AIRSTRIKE* marker representing land based aircraft with a strike value *(Airstrike factor)* of 3.

9.2 Both players are restricted as to the ports and sea areas in which they can use land based *Airstrike* markers. The Allied player can attack with them in Germany, Italy, France or the Mediterranean. The Axis player can attack with them only in the Barents, Baltic, Mediterranean, Malta or Leningrad. Red and white plane symbols are printed on the mapboard as ready reminders of the areas which are subject to land based air attack.

9.3 The land based *Airstrike* capability cannot be divided between more than one area or port per turn.

9.4 Ships which fail in a double area move attempt are returned to port *prior* to the combat phase and hence are subject to any air attacks launched on the port that turn.

9.5 Ships and U-boats *disabled* as a result of U-boat action and earlier airstrikes during that turn which return to port are *not* considered in the

port at the time of the airstrike and thus may not be attacked there.

10. AIRSTRIKES—

10.1 Airstrikes may only be made against enemy ships in the same area or port as the attacking force. For example: a carrier in the Baltic Sea could *not* launch airstrikes against Leningrad although Axis land based air could.

10.2 Each player totals the number of Airstrike factors he has in the area from both land based and carrier based planes. (The number of die rolls allowed for each carrier is equal to its Airstrike factor). He then attacks up to that number of enemy ships in the area by rolling one die per attack. Targets must be specifically stated before each die roll. No ship can be attacked more than once per turn from the air even if there is more Airstrike capability than target ships in the area.

10.3 Air combat is simultaneous so a carrier may launch its strikes even if sunk or disabled by an opposing airstrike during the same turn.

10.4 Airstrikes are not repeated in the same area during the same turn regardless of the number of surface combat rounds which may take place.

10.5 Airstrikes (either land or naval based) may not be launched against U-boats. The provisions of 8.3 reflect all ASW effects.

11. SURFACE COMBAT—

11.1 Surface combat is likely to occur whenever the Axis player places ships in an area containing Allied ships. If, after all U-boat and Airstrike combat has been resolved, opposing surface ships still occupy the same sea area surface combat must follow.

11.2 Individual ships cannot split their *Attack factor* between targets—all of a ship's *Attack factor* must be used against the same target. All surface fire must be predesignated; i.e., targets can't be switched during a combat round after seeing results of previous fire.

11.3 The Allied player lines up his ships in the area and places them adjacent to the enemy ships he wishes to attack. After he has fired, the Axis player rearranges his ships in much the same manner, to fire at the opposing ships of *his* choice. Axis ships sunk, damaged or disabled by Allied fire may return fire at their strength prior to the Allied attacks because combat in each round of surface combat is considered simultaneous. After Axis fire, all disabled and sunk ships are removed.

11.4 Whenever opposing surface vessels exist in the same area after a round of surface combat, additional rounds of surface combat may be fought until only one side has surface vessels in that area.

11.5 German ships which are undamaged at the beginning of any surface combat round may add one to the die roll of all shots taken against

enemy ships or convoys. Thus, "4's" would disable a target, and "5's" would become hits. A "6" die roll is still treated as a hit. The "plus one" additive to the die roll is *not* added to the damage die reroll after each hit.

11.6 Carriers may not be fired upon in surface combat unless all other surface vessels in the area have also been fired upon—OR—the carrier itself fires (or will fire) in surface combat during that round of combat. Therefore the British player should always inquire as to the *Graf Zeppelin's* intentions in any surface combat before designating his own fire.

12. DISENGAGING—

12.1 At the end of each round of surface combat either side can attempt to DISENGAGE his fleet as a whole or in groups at the speed of the slowest ship in the group.

12.2 Once a player disengages a ship he must withdraw *all* his ships in the sea area at that time. He cannot disengage only a portion of his force, although he may disengage in separate groups and at different speeds.

12.3 The opposing player can PURSUE and force into another round of surface combat any withdrawing group of ships that are moving at a speed equal to or less than his group of pursuing ships. *(See 18. Example of Play)*

12.4 If a player disengages he cannot claim POC for the area even if his opponent pursues him and is subsequently sunk or disabled. In this event, no POC could be claimed by either side.

12.5 Pursuing ships can break off the engagement *after* any surface combat round, even if getting beaten, and claim POC for the area or may continue pursuit into ensuing rounds of surface combat until one side is entirely sunk or disabled, or the speed of his pursuing ships is insufficient to maintain the pursuit.

12.6 A disengaging ship which is disabled during pursuit but survives that round of surface combat escapes to port despite pursuit.

12.7 The pursuing player has the option of letting the enemy disengage or pursuing with some or all of his ships. Ships that will pursue must do so immediately. They may not be held back and be committed to pursuit after another round of combat.

12.8 The pursuing player can elect to pursue one or more disengaging groups with 1 or more different groups of his own ships. However, any pursuing group can only engage one group of disengaging ships and must be at least as fast as the disengaging group.

12.9 Either player may ask that the decision whether or not to disengage be written and revealed simultaneously. If both sides disengage neither gets control of the area.

13. REPAIRS—

13.1 Damaged ships that have not moved, or attempted to move, during a turn can be repaired in friendly ports.

13.2 Each port contains a large white number which represents the repair facilities of that port. A port can repair up to that number of damage points each turn. Example: if two German ships each with 2 damage points spent an entire turn in France then one would be completely repaired and the "2" damage marker on the other would be replaced with a "1" damage marker.

13.3 Ships are free to sail while damaged. Damaged ships do not have to repair damage before sailing again.

14. CONVOYS—

14.1 Only one convoy is allowed in a given sea area at any one time. Convoys are treated as one ship for combat purposes.

14.2 All convoys start from the USA.

14.3 Unlike other ships, convoys may stay at sea at the end of a turn and may move freely into the Barents Sea on their second turn at sea. Convoys may *not* attempt to move through two sea areas in the same turn.

14.4 All convoys which survive one turn in the Barents Sea may move to Russia at the end of the turn. Each convoy (even if damaged) delivered to Russia earns 3 POC for the Allied player.

14.5 After one turn at sea (in the North Atlantic) a convoy may put into England and earn 1 POC.

14.6 A convoy can claim POC only once during a game. Once turned in for POC it is removed from the game.

14.7 Disabled convoys always return to USA automatically and may sail again in later turns.

14.8 During surface combat a convoy can only be fired at if all other surface ships in the area have been damaged or disabled at the time of fire. (The Axis could conceivably attack a convoy in the first round of combat, but the designated attacking ship(s) could fire only if every Allied ship in the sea area has been already damaged, disabled or sunk at the instant of attack).

15. MINOR NAVIES—

15.1 Russian ships start the game at Leningrad on Turn 3 and can only be used in the Baltic Sea. They are immue to land based air attack prior to Turn 3.

15.2 The Russian ships *may* sail during a turn only if a "5" or "6" is rolled that turn. Each ship must be rolled for separately each turn. The Allied player has the option to use Russian ships which roll a 5 or 6—he does not have to sail them just because they roll a 5 or 6.

15.3 U.S. ships are released individually into the game permanently on a die roll of "6". The Allied player may roll once per turn for individual ship beginning on Turn 4. On each succeeding turn the Allied player may deduct one from the release die roll such that on turn 5 only a 5 or 6 is needed to permanently release a U.S. ship; on turn 6 only a 4, 5 or 6 and so on.

15.4 US ships may not move outside the North Atlantic and USA.

15.5 Italian ships may not leave the Mediterranean except for the four cruisers (1-1-7's) which may move into the South Atlantic if the Mediterranean was not controlled by the Allies on the previous turn.

15.6 Once outside the Mediterranean on subsequent turns the Italian cruisers may attempt to venture into the North Atlantic, France, or the Neutral port.

15.7 *Unless* the Axis player controls the Mediterranean for any four consecutive turns, the Italian fleet is subject to *TAKEOVER* at the beginning of Turn 8. Roll one die for each Italian ship with the results determined as follows:

> 1,2 = Allied Control
> 3,4 = Scuttled
> 5,6 = German Control

Scuttled ships are removed from the game. Ships under Allied control are moved by and fight for the Allied player.

16. OILERS—

16.1 At the end of any turn up to and including Turn 3, German ships in the North or South Atlantic may try to stay at sea and refuel with oilers. If successful, they may be placed in *any* sea area the following turn. If unsuccessful, they are placed in the Neutral Port.

16.2 To successfully refuel at sea, the German player must roll one die per ship per turn. On Turn 1 a die roll of 1 to 5 is successful; on Turn 2 a die roll of 1 to 4; and on Turn 3 a die roll of 1 to 3 is necessary for success.

17. NEUTRAL PORT—

17.1 All ships disabled while in the South Atlantic must move to the Neutral port.

17.2 Ships in the Neutral port must leave the turn after arrival or pay 1 POC per ship per turn they stay.

19. PLAY BALANCE OPTIONAL RULES:

These rules may be omitted or used in any combination providing both players agree to their use prior to the start of the game.

19.1 Lessen the defense factor of the *Bismarck* and *Tirpitz* to 7.

19.2 Allow the Axis player to accumulate U-boat replacements even if he currently has all 7 U-boats in action.

19.3 Allow the British player to make his initial placement of ships face down, forcing the German to move his units without knowing the exact identity of the British forces in each sea area.

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18. EXAMPLE OF PLAY—

The scene is the Barents Sea. The German player is making an all out effort to sink the Allied convoy.
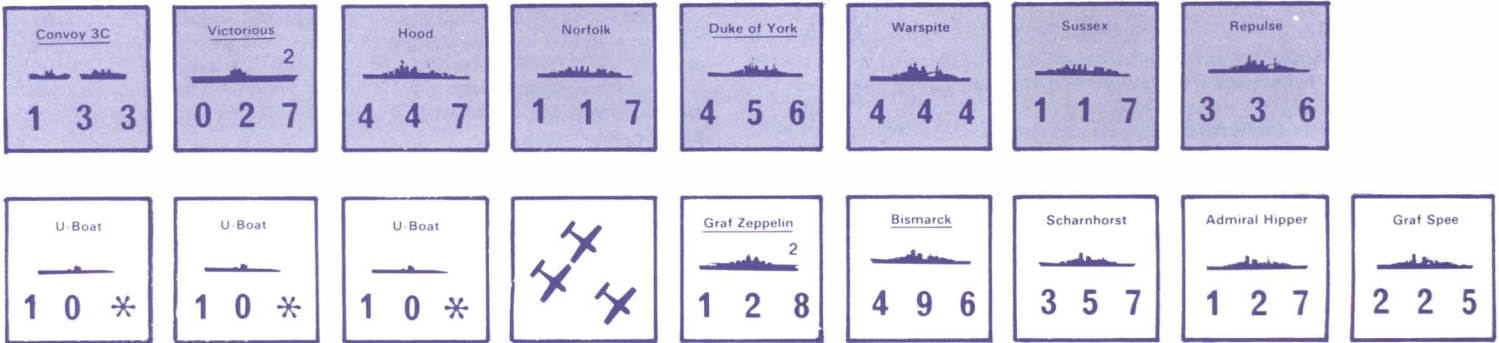
ASW & U-BOAT COMBAT: The Allied player has a convoy and carrier each worth 3 ASW die rolls plus six surface vessels for a total of 12 ASW die rolls to oppose the three German U-boats. The Allied player rolls seven misses, two "5's" and three "6's". The "6's" are counted first and the entire German submarine force is eliminated without return fire. Had there been seven U-boats involved, three would have been eliminated, two would have been disabled and returned immediately to Germany, and the other two would be able to remain in the Barents Sea and return fire. Let's assume instead that the Allied player rolled eleven misses and a "5". The two remaining subs will fire at the convoy. They roll a "1" and a "6". The "6" is rerolled to determine the total amount of damage with a subsequent die roll of "2". A "2" damage counter is placed on the convoy marker. The U-boat/ASW phase of the battle is over.
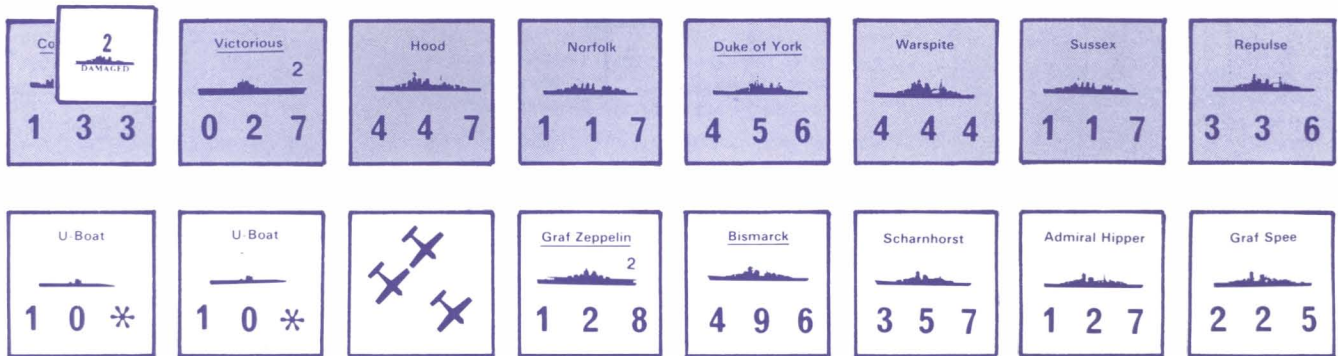
AIRSTRIKES: The British player has two Airstrike factors from the *Victorious* and allocates them against the largest German ships rolling a "5" against the *Bismarck* and a "6" on the *Scharnhorst*. The "6" is rerolled for a damage result of "3". The German player now allocates his five airstrikes (3 for land based air and two for the *Graf Zeppelin*) against the Convoy, *Victorious*, *Hood*, *Duke of York* and *Repulse* in that order with results of: "2,6,3,3, and 4". The hit on the *Victorious* is rerolled to determine damage and a "3" results thus sinking the *Victorious* which can absorb only two points of damage. Note that although the *Victorious* was sunk the effects of her airstrike remain the same because such combat is considered simultaneous even though the Allied player takes his "turn" first. Had the *Graf Zeppelin* been sunk by an Allied air attack the German player would still have had five airstrikes to use during the turn.
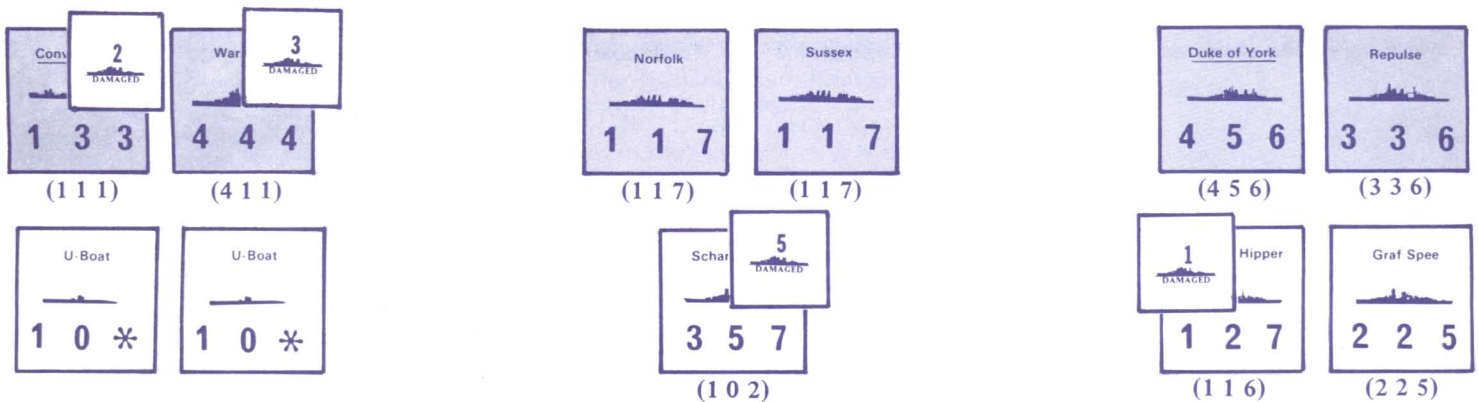
Top row counters:

Convoy	2 DAMAGED	Hood	Norfolk	Duke of York	Warspite	Sussex	Repulse
1 3 3		4 4 7	1 1 7	4 5 6	4 4 4	1 1 7	3 3 6

Second row counters:

U-Boat	U-Boat	Sc... 3 DAMAGED	Admiral Hipper	Graf Spee	Graf Zeppelin 2
1 0 ✳	1 0 ✳	3 5 7	1 2 7	2 2 5	1 2 8
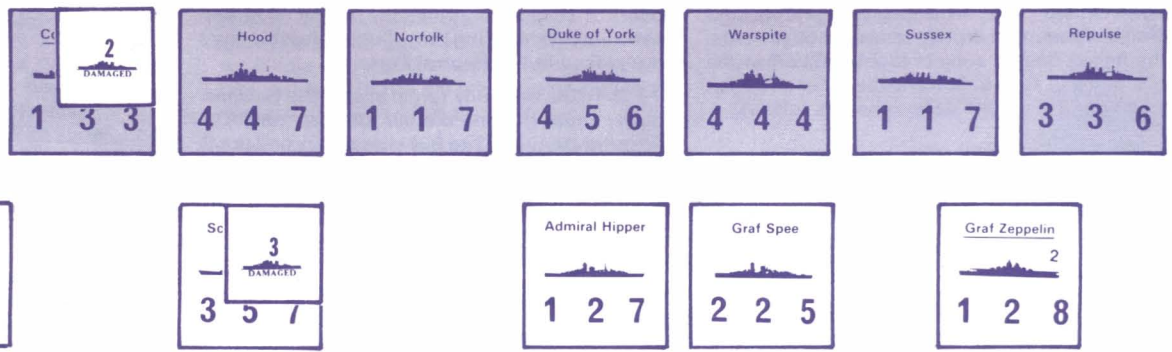
SURFACE COMBAT: The Allied player names targets and fires first. The Convoy, *Hood*, and *Norfolk* all fire at *Scharnhorst* for a total of six shots. He rolls: "1,3,6,2,4,2" for a total of 1 hit. The hit is rerolled and yields two additional points of damage—enough, when added to the already existing damage, to severely cripple but not sink the *Scharnhorst*.

Duke of York fires four times at *Admiral Hipper* and rolls: "1,1,6,3". He rerolls the hit for a total damage of 1 point. *Warspite* takes four shots at *Graf Spee* but misses with all four.

Because all the other German surface ships have been attacked, the Allied player may and does attack the German carrier. He allocates fire from both the *Sussex* and *Repulse* against the *Graf Zeppelin*. The *Repulse* rolls two "5's" and a "6". The "6" is rerolled and the resulting damage of "4" sinks the *Graf Zeppelin*. The *disabled* results are ignored and the *Sussex* is left with nothing to shoot at. Her fire capability for this turn is lost because targets can't be switched once allocated.

The German player now returns fire. The rules prohibit him from attacking the convoy until all the escorts have been damaged or disabled so the *Scharnhorst* fires at the *Hood* three times. Since *Scharnhorst* was damaged prior to this round of combat it may not add "1" to its die rolls. The die rolls are "1,3 and 5"; thus disabling the *Hood*. Graf Zeppelin takes one shot at the *Duke of York* and rolls a "3"; even with the +1 die roll adjustment for an undamaged German surface ship this is a miss. Admiral Hipper fires once at the *Warspite* and rolls a "5". This becomes a "6" with the +1 additive and the hit is rerolled for a damage count of "3". *Graf Spee* fires twice at *Repulse* with no effect, having rolled a "2" and "3". This ends the first round of surface combat.

Third section counters:

Convoy 2 DAMAGED	Warspite 3 DAMAGED		Norfolk	Sussex		Duke of York	Repulse
1 3 3	4 4 4		1 1 7	1 1 7		4 5 6	3 3 6
(1 1 1)	(4 1 1)		(1 1 7)	(1 1 7)		(4 5 6)	(3 3 6)

U-Boat	U-Boat		Scharnhorst 5 DAMAGED		Duke of York 1 DAMAGED	Hipper	Graf Spee
1 0 ✳	1 0 ✳		3 5 7		1 2 7		2 2 5
			(1 0 2)		(1 1 6)		(2 2 5)

DISENGAGING: Actual strength of all ships after the first round of surface combat is shown in parentheses beneath each ship. Finding himself outclassed in firepower, (14 Allied shots to 4 German shots) the German announces he is disengaging prior to the second round of surface combat. He withdraws the *Scharnhorst* separately at a speed of 2 and the *Admiral Hipper* and *Graf Spee* together at a speed of 5.

The Allied player decides to pursue but must leave the Convoy and *Warspite* behind due to their reduced speed which makes it impossible for them to catch even the crippled *Scharnhorst*. This move guarantees that the Convoy will reach Russia regardless of the outcome of further battles. The Barents Sea will not be controlled by either side due to the presence of German U-boats and the withdrawal of the German surface ships. The British player splits his pursuit into two groups; sending *Norfolk* and *Sussex* after *Scharnhorst*, and the *Duke of York* and *Repulse* pursue *Admiral Hipper* and *Graf Spee*. The second round of surface combat is now ready to begin.

Norfolk and *Sussex* fire at *Scharnhorst* and roll a "4" and "5", thus disabling the *Scharnhorst* and ensuring its escape. It returns fire—rolling a "4" at *Norfolk* with no effect. The *turn* is now over for the *Norfolk* and *Sussex*—they may not aid in further pursuit of other German vessels.

In the other pursuit, the *Duke of York* fires four times at the *Admiral Hipper* and the *Repulse* fires three times at the *Graf Spee*. All seven shots are misses. The *Admiral Hipper* fires once at the *Repulse* and rolls a "4" for no effect. The *Graf Spee* fires twice at the *Duke of York* and rolls "4 and 5". The *Graf Spee* started the round undamaged so she adds one to both die rolls obtaining a hit and a "disabled". The hit is rerolled and 4 damage points are assessed against the *Duke of York*. It returns to Russia with a "4" damage counter. The second round of surface combat is now over.
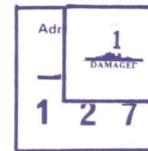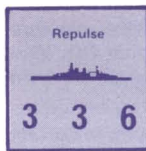
The British player now has second thoughts about continuing the pursuit. He no longer enjoys a numerical advantage in number of shots and has to receive fire from two enemy ships, one of which is undamaged and receives a +1 additive to its shots. The *Repulse* thus decides to break off pursuit *before* the third round of surface combat. The German, having been the first to disengage, may not follow. All combat for this turn is now completed.

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DESIGN DEPARTMENT

We will answer questions about the play of this game at no charge but only if you enclose a stamped, self-addressed envelope with your query. Before writing to us however, we suggest thoughtful reference to the rules which should answer any questions and save you time and postage. For a current replacement parts price list send a stamped, self-addressed envelope to: The Avalon Hill Co. / 4517 Harford Rd. / Baltimore MD 21214

CLARIFICATIONS:

1. The game does not end because either side obtains more than a 10 POC lead, unless a player willingly surrenders. Neither side can have more than a 10 POC lead at anytime during the game; POC in excess of 10 are lost.

2. As stated previously in 2.3 Germany and Norway are the *same* port. All ships stationed in the Germany-Norway port complex may freely move to either the Baltic, North, or Barents Sea every turn.

3. A convoy is not considered a "surface vessel" for purposes of rule 11.6.

4. DISENGAGING ships do *not* move to an adjacent sea area. If they escape pursuit they return to a port.

5. German ships may enter the Mediterranean.

6. Axis ships in the South Atlantic after combat resolution must return to the Neutral Port or use the Oiler rule (Germans only) if France is an inactive port.