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## Naval operations procedure

Phasing player performs all operations first in each naval phase.

TF maximum size is 28 ships; each MS/AP/SF counts as 2 ships.

Either player may use up to (operating TF/2, round up) dummy TFs.

Dummy TFs are never used in port, only at sea.

Naval moves are sequential, not simultaneous.

Subrons may search for enemy TFs that enter their search radius.

All other naval moves are completed without enemy opposition.

1st Naval phase only, Non-phasing player may roll for Reaction.

Reaction is only possible if phasing TFs end within 200 mp.

Reaction determines non-phasing TF movement allowances by naval phase.

TFs that operated in the same weekly turn have limited reaction max.

TFs not in a friendly port have limited reaction max.

If no reaction, non phasing TFs may not move. AP may still operate.

Air Search conducted in 1st Naval phase after all Reaction movement.

Each operating base may search; roll 2D6 for effective search distance.

Each TF within 1 Naval Phase distance is spotted immediately.

Each TF within 2 Naval Phase distance is spotted for 2nd Naval Phase.

Spotted dummy TFs are removed immediately.

Other spotted TFs report CV, AP, and 1-5, 6-10, 11-20, 21+ ship count.

After all spotting and reports, declare strikes phasing player first.

Each AP may perform one mission - search, strike, CAP - each phase.

Air missions are voluntary; AP assigned to ASW may not perform.

AP aborted any time during the player turn may not operate again.

Ranged CAP to normal range is allowed but suffers attenuation DRM.

Strike phases occur in 1st and 2nd naval phases only.

No strike in 2nd naval phase vs a night engagement hex.

See separate strike procedure to resolve strikes.

Surface combat if any occurs at end of 2nd naval phase.

See separate surface combat procedure for surface combat.

Bombardment then landing operations occur after 2nd naval phase.

Landing phase is the only time non-port hexes can load or unload.

Port/BF hexes may also load/unload in 1st, 3rd naval phases for 30 mp.

No combat operations after 3rd naval phase; usually return to port.

Reacting TFs must return to a friendly port in 3rd reaction phase.

Reacting TFs that exceed 3rd reaction mp allowance must Refit.

