

Interception. Players roll 2d6. Interception occurs on a die roll of 3 or less for Coastal Bombardment, Commerce Raiding, or Re-basing missions.

DRMs:

-1 DRM for each that apply:

- a) Intercepting side is at Air Level 4 or 5
- b) All units in intercepting fleet have higher contact ratings than lowest in fleet being intercepted.

+1 DRM for each that apply:

- a) Side being intercepted is at Air Level 5
- b) All units in fleet being intercepted have higher contact ratings than lowest in fleet intercepting.
- c) Side being intercepted is SS units only.

NAVAL CONTACT TABLE

Attacker's contact rating minus defender's contact rating.

Die roll	-2(-)	-1	0	+1	+2	+3(+)
1	N	N	N	N	N	N
2	N	D	D	D	D	C
3	D	D	C	C	C	A
4	D	C	C	C	A	A
5	D	C	C	A	A	A
6	C	A	A	A	A	A

Column shifts (cumulative):

- 2R Attacking fleet contains all German naval units
- 1R Attacking fleet contains all British and/or US naval units
- 1R Defender in port/coastal/small island hex
- 1R Attacker at Air Doctrine Level 4 or higher (owing to seaplanes)
- 1L Defender at Air Doctrine Level 4 or higher (owing to seaplanes)
- 1L Defending fleet contains all British, German and/or US naval units

Results:

- N: No contact**-No combat occurs.
- C: Contact**-Resolve combat simultaneously.
- D: Defender Advantage**-Defender may either refuse combat or fire first on the naval CRT.
- A: Attacker Advantage**-Attacker may either refuse combat or fire first on the naval CRT

NAVAL COMBAT TABLE

(total firing player's combat strength)

Die Roll	1-5	6-15	16-30	31-50	51-75	76-99	100+
1	0	0	2	2	4	4	4
2	0	1	4	4	6	8	8
3	1	2	4	6	8	12	12
4	2	4	6	8	12	12	16
5	2	4	8	12	12	16	20
6	4	6	12	12	16	20	24

Results: # = Target Protection Factors eliminated.

Refusing Combat:

- 1) If a side refuses combat, then no combat occurs.
- 2) All units in the refusing/withdrawing force must move to a friendly naval base adjacent to the Sea Area in question or if Re-basing, by moving to the nearest naval base or port symbol in the Sea Area previous to the Sea Area where interception occurred.
- 3) Following the withdrawal, the other side may complete its mission if the mission was Coastal Bombardment, Commerce Raiding, and Re-basing. If the mission was General Engagement or Interception then it returns to a friendly naval base adjacent to the Sea Area. If the mission was General Engagement or Interception of a General Engagement, then the Sea Area is now dominated by the remaining side.

BOMBARDMENT TABLE

Total number of Battleship/Battlecruiser/Pre-Dreadnought Squadrons (not factors!) firing

Die Roll	1	2	3	4	5	6	7	8	9	10
1	_*	_*	_*	_*	_*	_*	_*	_*	_*	_*
2	-	-	-	-	B	B	B	B	B	B
3	-	-	B	B	B	B	B	X	X	X
4	-	B	B	B	B	B	X	X	X	X
5	B	B	B	B	B	X	X	X	X	XX
6	B	B	B	B	X	X	X	X	XX	XX

Results:

- : No effect
- _*: Eliminate one attacking naval unit (attacker's choice) if an enemy fortification is in the hex. Otherwise, "no effect"
- Naval bombardment (of coastal city)
- B: Eliminate any fortress in hex
- X: Eliminate any fortress in hex; if a city in the hex, -1 enemy Morale*.
- XX: Eliminate fortress, devastate any city in hex, +2 enemy morale**.
- * Due to "show of force."
- **Outrage over civilian casualties.

COMMERCE RAIDING TABLE

(total Central Power's naval COMBAT strength minus total CONTACT strength of Allied convoys in Commerce Reading Zone)

Die Roll	1(-)	2	3	4	5	6	7	8	9	10-11	12-15	16-20	21-30	31+
1	0+D	0+D	0+D	0+D	1+D	1+D	1+D	2+D	2+D	2+D	3+D	3+D	4+D	5+D
2	0	0	0	1	1	1	2	2	2	2	3	4	5	6
3	0	0	1	1	1	2	2	2	3	3	3	4	5	7
4	0	1	1	1	2	2	2	3	3	4	4	5	6	8
5	1	1	2	2	2	3	3	3	4	4	5	6	7	9
6	1+A	2+A	2+A	3+A	3+A	3+A	4+A	4+A	4+A	5+A	5+A	6+A	8+A	10+A

Results:

#: Number of Merchant ship points eliminated. DOUBLE this number if Unrestricted Submarine Warfare is in effect.

+D: Eliminate one attacking naval unit if Convoy Tactic is in effect and there are any Convoy naval units in the Commerce Raiding box. Additionally, eliminate one Central powers transport flotilla if in the Commerce Reading area.

+A: Eliminate one Allied convoying naval unit.

MERCHANT SHIPPING OUTCOME TABLE

Current Allied Merchant Shipping Level					
Die Roll	0-20	21-40	41-60	61-80	81-100+
1	-	-	-	-	-
2	S	-	-	-	-
3	S	S	S	-	-
4	SS/I	S	S	-	-
5	SS/I	S/I	S	S	-
6	SS/I	SS/I	S/I	S	-

Results:

-: No effect

S: Reduce Allied Morale 5 Points

SS: Reduce Allied Morale 10 Points

/I: Industrial Collapse: British may use only 50 percent of their industrial capacity on the British Isles this quarter for industrial points.

CONTESTED SEA ZONE MOBILIZATION POINT LOSS TABLE

Die roll	Total CA, ESC & SUB combat strength of side maintaining LoC/S minus that of the enemy				
	no defenders	less than -3	-3 to +3	more than +3	no attackers
1	5	2 + GE	1 + GE	0	0
2	5	3	2	1	0
3	5	3	2	2	0
4	5	4	3	2	0
5	5	4	3	2	0
6	5	5	4 + GE	3 + GE	0

Results:

#: Number of Mobilization Points lost by transporting player

+GE: Conduct a General Engagement using the CA, ESC and SUB units (up to a maximum of 10) each.

SUPPLY ATTRITION TABLE

Each land unit subject to attrition

Eliminated on a die roll of . . .		
Terrain	in winter	in other seasons
Desert or Mountain	1 – 3	1 – 2
Other	1 – 2	1

Each naval unit subject to attrition
Eliminate on a roll of 1 – 2 in all seasons

During the Supply & Attrition Phase:

- Land units that can trace a LOC never make attrition checks.
- Neutral units, guerrillas, fortifications and headquarters, whether on-map or off, never make attrition checks.
- Other units that are in naval bases, industrial cities, fortified zones, ports, and cities never make attrition checks.
- Land units in an off-map area don't make supply attrition checks under the following circumstances.
 - o If the area is a colony or part of the unit's home country and it contains a mobilization symbol. For example, Russian units in Siberia and British units in India are in supply. Headquarters are not necessary.
 - o If they're being transported by naval transport units.
 - o If they're "Uprising" markers.
- Japanese units never suffer supply attrition while in Japan, China, Siberia or Pacific Ocean off-map zones.