16.0 OPTIONAL RULES

These rules may be introduced to add variety to your games.

16.1 Linked Games

This rule links several battles to determine the overall winner.

Set-up and play each battle as normal. Stop each battle immediately if a player has sunk 25 or more points of enemy forces. Record the points scored by each player and start a new game. Continue setting-up and playing new games until a player has scored 75 or more points. The first player who sinks 75 or more Victory Points of enemy ships and submarines immediately wins.

Players are free to choose new fleets between each battle.

16.2 Team Games

These games allow a player to team up with one or two other players.

In team games a player is not allowed to launch Attacks against his team-mates, but he can play Defense cards to help them.

If you are playing with 2 player teams, the first team to score a total of 50 victory points wins. If you are playing with 3 player teams, the first team to score 75 points immediately wins.

CREDITS

NAVAL BATTLES

WWII on the High Seas
by Dan Verssen

CONTENTS

1.0 INTRODUCTION

Naval Battles is a fast and furious game of naval combat in World War II for 2 to 6 players. Each player commands a fleet of World War II ships. The goal of each player is to launch attacks from his ships and sink the ships of the opposing players. The game includes surface vessels and submarines of six different nations - France, Germany, Great Britain, Italy, Japan, and the United States.

Naval Battles contains two types of cards: Action cards and Ship cards. At the start of the game a player chooses a fleet of ship cards. These ship cards are used to launch attacks. In addition, a player receives action cards to play out of hand.

2.0 COMPONENTS

Each copy of *Naval Battles* contains:
• 180 cards (78 ship cards, 102 action cards)
• 6 dice
• 1 rules booklet

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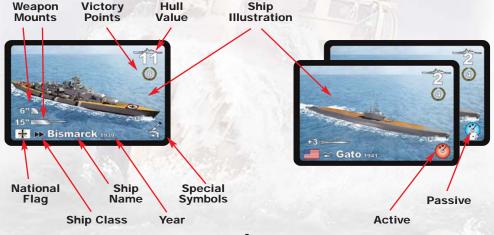1380 AA Weesp
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2.1 The Cards
Naval Battles contains two different types of cards - ship cards and action cards.

2.1.1 Ship Cards
Ships are used to launch attacks against enemy naval vessels. Ships are also the targets of enemy attacks. The term 'Ship card' refers to both surface-ship cards and submarine cards.

• **National Flag:** The country the ship belongs to. All the ships and submarines in a fleet must belong to the same country.
• **Victory Points:** The number of points a player gains when he sinks the ship. The first player to sink 25 victory points worth of ships wins.

Weapon Mounts · Victory Points · Hull Value · Ship Illustration

National Flag · Ship Name · Special Symbols · Ship Class · Year · Active · Passive

• **Active/Passive:** The two sides of a submarine card. 'Active' submarines can attack; 'Passive' submarines are harder to hit.
• **Hull Value:** If the ship suffers this many Damage Points it is sunk.
• **Ship Illustration:** A drawing of the ship.
• **Name:** The ship's name.
• **Ship's Class:**

▶▶ Battleship   ▷▷ Battlecruiser   ≋ Submarine

●●●▷ Aircraft Carrier   ●●▷ Light Aircraft Carrier   ●▷ Escort Aircraft Carrier

▬▬ Destroyer   ⬭ Patrol   ▶ Heavy Cruiser

▷ Light Cruiser

• **Year:** The year the ship entered service.
• **Weapon Mounts:** The types of weapons carried by the ship. These weapons are used to launch attacks with the appropriate action cards against enemy fleets. To make an attack, a player's ship must have an action card that matches its Weapon Mounts: ⌐━ Main Battery, ⌐ Secondary Battery, ▭━ Torpedo Mount.
• **Special Symbols:** Some ships have special symbols that relate to their offensive or defensive capabilities.

2.1.2 Action Cards
There are four types of action cards: ⌐━ Reorganize, ◗▮ Prepare, ✳ Attack, and ⌒ Defense. These types tell a player something about the card and they also determine the step in the Sequence of Play (see 4.0) that the card can be played in.
Example: Attack cards can only be played during an Attack step. A green button next to a Sequence of Play symbol indicates that the card can be played during that step. Some cards can be played in more than one step.

Except for Defense cards, a player can only play action cards during his turn. Defense cards are played when a different player attacks a player´s fleet.

All action cards are placed in the discard pile after their effects have been resolved.

Reorganize   Prepare   Attack   Defense

3.0 STARTING PLAY

First, each player selects one of the six national fleets to play: 🇫🇷 France, ✠ Germany, 🇬🇧 Great Britain, 🇮🇪 Italy, 🇯🇵 Japan, or the 🇺🇸 United States.

After the players have taken the ships of their nationality, they each secretly and simultaneously select ships and submarines totaling 25 Victory Points (see the Victory Point value on the ship card). These are the players starting fleets. Each player places his remaining ships and submarines in a stack next to him to form his Reinforcement pile.

The first player is determined by rolling a die. The highest roller becomes first player.

Starting with the first player and continuing in clockwise order, the players place their ship cards on the table to form the starting fleets. Ship cards are placed in rows in front of the owning player. A player can have one, two, or three rows in his fleet. In order to have a second row, a fleet must have a first row. Likewise, in order to have a third row, a fleet must have a second row. A row may consist of one or more ships. A player's submarine cards are placed to the side of his fleet. Submarines are never part of a row.

1st Row Ships

2nd Row Ships

3rd Row Ships

Submarine (Not in a Row)

Each player now gets seven action cards, face-down. They form a player's hand. The remaining action cards are placed face-down on the table to form the Draw deck.

The first player conducts his player turn. Once he has finished his turn, the player on his left takes the next turn. The game continues with each player taking his turn in clockwise order until there is a winner. The first player to sink 25 victory points worth of enemy shipping is the winner.

Example of a 3 Player Game

Discards

Draw Deck

Reinforcement Ship cards for each player

Sequence of Play Indicator

4.0 SEQUENCE OF PLAY

During his turn a player performs the following steps in this order:
1. Reorganize Fleet
2. Prepare
3. Attack
    A. Declare all attacks
    B. Defense (other players play defense cards)
    C. Resolve attacks
4. Discard
5. Draw

5.0 REORGANIZE FLEET

During this step, a player can freely move his ship cards into different rows. There must be at least one ship in a row in order to have a row behind it. A player can also freely flip his submarine cards from Active to Passive status or vice versa. A player may also play any Reorganize Cards he has in hand.

6.0 PREPARE

When a player plays a Prepare card from his hand, he declares which of his ships or Active submarines is being assigned to "play the card". Any ship or *active* submarine can be used to play a Prepare card. That ship or submarine cannot play any other Prepare or Attack cards during the turn. Prepare cards are placed in front of the player's fleet. They remain in play until the start of the player's next turn, at which point they are discarded. A player can use each Prepare card once during each of the other players´ turns.

7.0 ATTACK

During this step a player plays Attack cards from his hand and declares Air Raids from his Aircraft Carriers.

The Attack step is divided into three parts.
• First, all attacks are declared.
• Second, attacked players declare and use defenses.
• Third, any attacks not stopped are resolved and take effect.

8.0 DISCARDS

A player may discard any of the cards in his hand. They are placed face up on the discard pile in the center of the table.

9.0 DRAW NEW CARDS

A player draws new cards from the draw deck until he has seven cards in hand. If the draw deck is emptied, the discard pile is shuffled and forms a new draw deck.

10.0 HOW TO ATTACK

The Attack step is divided into three parts: Declare, Defense, and Resolve.

10.1 Declare

A player plays all the Attack cards he wants to play from his hand. As each card is played, it is declared which ship's Weapon Mount is being used to launch the attack. Each Weapon Mount can only be used once during a turn.

To play an Attack card, a ship must have a Weapon Mount that matches the attack card. **Example:** A Main Salvo card that lists 14", 15", 16", 18" can only be played from a ship with a 14", 15", 16", or 18" Weapon Mount.

Some attack cards specify which Rows the attacking and target ships must be in.

14" Weapon Mount

Requires a 14", 15", 16", or 18" Weapon Mount

The attacking player's fleet is shown on the bottom, the target player's fleet on top. The green ship symbols show which rows the attacking ship must be in, and which rows the target ship must be in.

There are a few special Attack cards that require more than one Weapon Mount to use. To play this card, for example, a player must use a 4" or 5" Weapon Mount from 2 different 1st Row ships.

The player places each of his attack cards next to the ship they are targeted against.

10.2 Defense

The enemy players get a chance to defend their fleets from your attacks. They do this by declaring the use of their previously played Prepare cards, playing Defense cards from their hands or rolling dice as appropriate.

Some ships have the symbol for Anti-Aircraft Guns. If one of these ships is targeted by enemy air raids from either a Land-Based Air Raid card or an aircraft carrier's Air Raid capability, subtract the Anti-Aircraft Guns rating from the attack die rolls. **Example:** If an air raid would normally succeed on a roll of 4 or higher, it would need to roll a 5 or higher when attacking a ship with an Anti-Aircraft rating of -1.

Anti-Aircraft Guns Symbol

The defending players declare and resolve their defenses one defense at a time in clockwise order from the attacking player.

Cards played during the Prepare step stay in play until the owning player's next turn. Cards played during the Defense step are discarded after their effect is resolved.

10.3 Resolve

Any attacks that were not stopped, hit their targets. Some attacks, like Air Raids and Torpedo Spreads, require a successful die roll to hit their targets. The attacking player rolls those dice during this step.

Damage Card

Ship Card

If your attack does not score enough Damage Points against a target to sink it, place the attack cards under the target so that their Damage values are visible. All attacks are assumed to take place simultaneously, regardless of the order they are resolved in.

10.4 Sinking a Ship

An enemy ship is sunk when it has suffered Damage Points that equal or exceed its Hull value. **Example:** The Bismarck sinks when it has suffered 11 Damage points.

If a player sinks a ship, he claims the ship card and places it face-up in a pile next to his Reinforcements. Ignore any other attacks that may have been declared against the sunken ship. Opposing players are free to examine each player's pile of sunken ships.

After all attacks are resolved, if the last ship in a row is sunk, move the rows behind it forward to fill the gap (e.g., ships in the 3rd row become the new 2nd row). During an attack, a ship is always treated as being in the row it was in at the start of all attacks.

11.0 DESCRIPTION OF ACTION CARDS

11.1 Main Salvo
This card may be played during the Attack step.

There are two types of Main Salvo cards. The first type can be fired from a ship with an 11", 12", or 13" Main Battery. The second type can be fired from a ship with a 14", 15", 16", or 18" Main Battery. The Main Battery gun calibers that can be used to play each Main Salvo card are listed on the action card.

The firing ship must be in the first or second row. Any ship in an enemy first or second row may be the target. This is shown by the small green and red ships (aligned in rows) on the action cards. A player may fire from any green row to any enemy green row. These cards score the indicated number of Damage Points against their targets.

11.2 Secondary Salvo
This card may be played during the Attack step.

There are four types of Secondary Salvo cards. The first type can be fired from a ship with a 4" or 5" Secondary Battery. The second type can be fired from a ship with a 6" or 8" Secondary Battery. The third type can be fired from two 1st Row ships that each have a 4" or 5" Weapon Mount. The fourth type can be fired from two 1st Row ships that each have a 6" or 8" Weapon Mount.

The Secondary Battery gun calibers that can be used to play each Secondary Salvo card are listed on the action card.

These cards are played just like Main Salvo cards, except a firing ship must be in the first row and only an enemy ship in a first row may be the target.

11.3 Torpedo Spread
This card may be played during the Attack step.

To play one of these cards a ship or submarine must have a Torpedo Weapon Mount. A surface ship must be in the first row to play a Torpedo Spread. It can target any ship in an enemy first row.

A submarine must be Active to play a Torpedo Spread. It can target an enemy ship in any row. Submarines cannot target enemy submarines.

After enemy Defenses are resolved, resolve a Torpedo Spread attack by rolling a die and adding

Torpedo Guidance Rating

your firing ship card's Guidance rating to the die roll. If your total is 5 or higher, the attack is successful and scores the indicated number of Damage Points on the target.

11.4 Depth Charges
This card may be played during the Attack step.

To play a Depth Charges card a ship must be in the first row and have a Torpedo Weapon Mount. A ship can target any enemy submarine.

A Depth Charges card will score the indicated number of Damage Points on the enemy submarine.

11.5 Land-Based Air Raids
This card may be played during the Attack step.

There are several types of Air Raid cards that can be played against enemy ships or submarines. Some of these cards can launch two, or even three attacks, as indicated by the "x1", "x2", or "x3" notation on each card.

A player chooses the ship cards he is going to attack. The row the target ship is in determines the number on a die to be rolled. The player places dice on targeted ships as markers. Each die is placed so that its top face shows the die roll the player needs to succeed. **Example:** If an attack will succeed on a roll of 5+, place the die with the '5' side up on the target ship.

If the die roll is equal to or greater than the roll needed, the enemy ship is sunk and claimed by the attacking player.

When making several attacks, a player can make more than one attack on the same target. He may also choose any combination of ships and submarines as targets.

11.6 Near Miss
This card may be played during either the Prepare or Defense step.

When played during the Prepare step, a player may use it once during each of the enemy player turns to stop any one Main Salvo card targeting his fleet. It is discarded at the start of the player's next turn.

A Near Miss card may also be played from a player's hand during the Defense step of an enemy player's turn. Each card stops one enemy Main Salvo hitting the fleet.

11.7 Armor Plating

This card may be played during either the Prepare or Defense step.

An Armor Plating card works like a Near Miss card except that it stops Secondary Salvo hits.

11.8 Escort Ship

This card may be played during either the Prepare or Defense step.

When played during the Prepare step, a player may use this card once during each of the enemy player turns to redirect any one attack played against one of his ships to a different ship in the same row of his fleet. It is discarded at the start of the player's next turn.

Escort Ship cards can also be played from the defending player's hand during the Defense step of an enemy player's turn. These cards will move any one attack played against one of the defending player's ships to a different ship in the same row of his fleet.

Escort Ship cards cannot be played to affect attacks targeting a player's submarines. In addition, these cards cannot be used to redirect an attack to a submarine.

11.9 Small Target

This card may be played during the Defense step.

Small Target stops one enemy attack targeting a ship or submarine with an undamaged Hull Value of 4 or less.

11.10 Evasive Action

This card may be played during the Defense step.

Evasive Action stops any one Attack targeting the fleet.

11.11 Retreat

This card may be played during the Reorganize step.

The Retreat card is placed in front of the fleet and the player can immediately discard up to 3 Damage cards from his ship cards. The player,

however, must skip his Attack step this turn. Also, his fleet cannot be attacked while this card is in play. The Retreat card is discarded at the start of the player's next turn.

11.12 Reinforcements

This card may be played during the Reorganize step.

The player takes the specified number of Victory Points of ships and/or submarines from his reinforcement cards (the cards not selected for the starting fleet) and adds them to his fleet. A player may play more than one Reinforcement card at the same time and combine their points. Unused points are lost. **Example:** A player's Reinforcement card is worth 3 points. He takes a ship for 2 points. The unused point is lost.

A player may reorganize the cards in his fleet (moving them to other rows or adding/removing a row), and flip submarines between active and passive, after placing the new ships.

11.13 Surprise Attack

This card may be played during the Attack step.

Surprise Attack is played against an enemy player. That player must discard all the Reorganize and Prepare cards he has in play.

11.14 Planning

This card may be played during the Prepare step.

Planning is placed in front of the player's fleet. The player gets to add +1 to one of his die rolls during his turn. The player also gets to add +1 to one of his die rolls during each of the other player's turns. The player must declare the use of Planning before rolling a die. It is discarded at the start of the player's next turn.

If a player has more than one Planning card in play, he can use them to modify the same or different die rolls.

12.0 AIR ATTACKS

Players can launch Air Attacks from their aircraft carriers and Land-Based Air Raid action cards. These attacks have a chance of sinking enemy ships. Players can use Air Cover to defend their fleets against Air Attacks.

Die rolls needed to sink 1st, 2nd, and 3rd, Row Ships

Die roll needed to sink Submarines

12.1 Carrier Air Raids and Air Cover

A player's aircraft carriers are able to launch air attacks and provide his fleet with air cover against enemy air attacks. There are three types of aircraft carriers: aircraft carriers, light aircraft carriers, and escort aircraft carriers.

Aircraft Carrier

Light Aircraft Carrier

Escort Aircraft Carrier

12.2 Air Raids

Each of a player's aircraft carriers can launch one Air Raid during his Attack step. Air Raids do not require cards; this is a built-in capability of the ship. The chance of success against a ship in each enemy row is noted on a carrier's card.

The player chooses the ship he is going to attack and places a die on it as a marker. If an attack will succeed on a roll of 7 or higher, use two dice to indicate the die roll needed. **Example:** If the attack succeeds on a roll of 6+, the die is placed with the '6' side up.

If the die roll is equal to or greater than the roll marked on the card, the enemy ship is sunk and claimed by the attacking player.

12.3 Air Cover

Aircraft carriers also have an inherent capability to defend a fleet against air raids from Land-Based Air Raid cards and enemy aircraft carrier Air Raids.

Air Cover Rating

A player declares the use of Air Cover during the Defense step. Each Air Cover symbol can attempt to stop one Air Raid during each player turn. A player declares which Air Raid he wants to stop before rolling for each Air

Cover symbol. To stop the Air Raid, a player must roll the carrier's Air Cover rating or higher.

If a player has more than one Air Cover die roll, he can attempt to stop different Air Raids or the same Air Raid more than once. The player can see the result of one Air Cover attempt before declaring the next.

13.0 SUBMARINES

Submarine cards have two sides, an Active side and a Passive side. A player decides which side of the card he wants face-up during each of his Reorganize steps.

In order to launch an attack, or be used to play a Prepare card, a submarine must have its Active side face-up.

If a submarine is not going to launch an attack during a turn, put its Passive side face-up to improve its defenses. A Passive submarine has a "Run Silent" special ability symbol on its card. Each time a Passive submarine is attacked, the owning player rolls once against its Run Silent capability during the Defense step. If he rolls the Run Silent rating or higher the attack is stopped.

'Active' Symbol

'Passive' Symbol and Run Silent Rating

14.0 WINNING THE GAME

The first player who sinks 25 or more Victory Points of enemy ships and submarines immediately wins.

15.0 EXAMPLE OF A PLAYER TURN

Alan, Dan, and Michael have started a three player game. Alan has the German fleet, Dan the Italian fleet, and Michael the Japanese fleet. Michael starts his first turn.

He has two ships in his first row: Mikuma and Kashii, two ships in his second row: Yamato and Kagero, one ship in his third row: Shoho, and one submarine: I-174 (Passive). He has seven action cards in his hand: 5" Secondary Salvo (1 Hit), 12" Main Salvo (2 Hits), 18" Main Salvo (4 Hits), Torpedo Spread (4 Hits), Land Based Air Raid x2, Near Miss, and Reinforcements (3 Points).

Michael starts his turn with his Reorganize step. He moves the Kagero

from his second row to the first row, and flips his I-174 from Passive to Active. He also plays his Reinforcement card and adds the Shimakaze to his second row. The ship has a Victory Points value of 2, his Reinforcement gave him 3 points and since his fleet does not have any 1 Victory Point ships, the last point is lost. Michael then discards the Reinforcement card.

Michael then moves on to his Prepare step. He announces that the Shimakaze will be used to play the Near Miss card for his fleet, and he places that action card in front of his fleet, face-up. The Near Miss will remain in effect in front of Michael's fleet until the start of Michael's next turn.

It is now Michael's Attack step. He places his attack cards on the ships that will be firing them so everyone can see that he is using his Weapon Mounts properly. He places the 5" Secondary Salvo card on the Kagero, the 12" Main Salvo on the Mikuma, the 18" Main Salvo on the Yamato, and the Torpedo Spread on the I-174. He also places the Land Based Air Raid on the table by his fleet.

Michael then starts designating the targets of his attacks. He places the 5" Salvo on Dan's first row Capitani Romani, the 12" on Alan's first row Schnellboot, the 18" on Alan's second row Bismarck, and the Torpedo Spread on Dan's third row Littorio. He then declares the two attacks from the Land Based Air Raid. He places a die with the '3' side up on Dan's first row Aliseo, and a die with the '5' side up on Alan's Bismarck. The Bismarck is in the second row which would normally give the Land Based Air Raid a '4' or higher to hit, but the Bismarck has 'Anti-Aircraft Guns -1', so Michael must roll a '5' or higher to sink it. Michael also declares an Air Raid from his Shoho against Alan's T13 in the second row. He needs to roll a 6 or higher, so he places a die with the '6' side up on the T13.

Alan and Dan then get a chance to play their Defense cards. Dan plays an Armor Plating card to stop the 5" Salvo and both cards are discarded. Dan cannot stop the Torpedo Spread and leaves it by his Littorio. Alan tries to stop the Air Raid against the Bismarck with his Graf Zeppelin's Air Cover. Alan needs to roll a '5' or higher, and rolls a '3', which fails. He then plays an Evasive Action card to stop the Land Based Air Raid against the Bismarck and removes the die. Alan plays an Escort Ship to move the 18" attack from his Bismarck to his T13, another ship in his second row. He then plays a Small Target for the T13 to stop and discard the 18" attack.

The 12" attack scores enough hits to sink Alan's Schnellboot. Michael places the Schnellboot in his Sunk pile and the 12" attack card is discarded.

Micheal rolls a die for his Torpedo Spread against Dan's Littorio. He would normally need to roll a '5' or higher, but his I-174 gives him +3 on its Torpedo die rolls. Michael rolls a '4', plus 3 from his Guidance modifier, and the Torpedo Spread succeeds. The card is placed under the Littorio to indicate that it has suffered 4 Hits.

He then rolls a die for the Land Based Air Raid on the Aliseo. He needs to roll a '3' or higher to succeed, and he rolls a '5'. The Aliseo is sunk and placed in Michael's Sunk pile. Michael rolls a die for his carrier's Air Raid against the T13. He needs to roll a 6, but only rolls a 4 and fails. This ends Michael's Attack step.

He does not have any cards remaining in his hand, so he cannot discard. Michael finally draws seven cards to fill his hand.