

9. Capital Warships Taking Damage



Attack: -

Defense: -

Move: -

Cost: 3 per hit

Maximum on game board: -

Enter game from: Game start (*Early 1940*)

Aircraft Carriers and Battleships are Capital Warships.

These Capital Warship units can each take one damage hit. Carriers that have been damaged in battle have their flight operations suspended (explained later in this section). When damaged, place a damage marker underneath the unit.

a. **Damaged Carriers can not attack.**

A Carrier that is attacking and then taking one damage hit can still attack in this *Combat phase* – after this attack is over the Carrier cannot attack until repairs have been made. On the other hand they can defend while damaged.

b. **Carriers being repaired:**

When a Carrier is damaged place a damage marker underneath. To repair a Carrier the owner must pay 3 IPC – in the *Purchase & Repair Units* phase.

c. **Suspended Flight Operations:**

When Carriers are damaged in battle all flight operations are suspended. This means that returning aircraft after the battle must be able to land on another undamaged Carrier or friendly land territory in accordance with the original G40 rulebook.

If a Carrier is defending when it is damaged, its aircraft is considered to be in the air defending.

When a defending Carrier is damaged it has its flight operations suspended – after battle all returning aircraft must be able to land on another friendly undamaged Aircraft Carrier or friendly territory/island in this SZ – or be lost at sea.

d. **Carriers are Primary Targets:**

When Carriers and Battleships are defending or are attacking together, the first damage hit to be taken must be by a Carrier.

This means, you choose your casualties as usual, but when a Capital Warship is to be chosen to take a hit, it must be by a Carrier first.

If there are multiple Carriers and Battleships engaged in battle the rule is, each Carrier is damaged before each Battleship.

Example:

2 Carriers and 2 Battleships are defending together. In the first round of combat the attacker scores 2 hits.

The defender chooses to take 1 hit at a Carrier and 1 hit at a Battleship.

In the second round of combat the attacker scores 1 hit.

The defender now has the option to take 1 hit on the second (undamaged) Carrier – or take 1 hit on the Carrier that was hit once in the first round of combat (which in that case would sink this Carrier).

In this example the defender chooses to take 1 hit on the second Carrier.

Now, the defender has 2 damaged Carriers and 1 damaged Battleship and 1 Battleship that is undamaged.

In the third round of combat the attacker scores 2 hits. The defender chooses to take 1 hit at the undamaged Battleship and then chooses the second hit on one of the Carriers which will sink that Carrier after the defender has fired.

The attacker then chooses to withdraw.

e. **Protecting Carriers while repairs are being made:**

If a damaged Carrier is in port (a port is a sea zone that contains a friendly territory that has an (undamaged) industrial complex/underground factory in it) you may allocate up to two fighters for each Carrier to protect it (when a Carrier is considered in port it is still in the SZ that is adjacent to the factory).

Note 1:

These fighters cannot be Aircraft Carrier Based Fighters. Fighter Planes that are on land but at the same industrial complex that the carrier is adjacent to can be allocated to protect it.

Follow this procedure:

Fighters that have not been given any other assignment this turn can be put onboard this Carrier in the *Non-Combat Movement* phase.

This shows that the Carrier is protected by one or two air units.

In reality the air units are not really on board this Carrier, but coming from bases nearby.

In the event of an enemy attack the air units can defend with the Carrier as usual.

To remove air units from protecting this Carrier, move the air units to the land territory with the industrial complex that the Carrier is adjacent to during *Non-Combat Movement* phase on the next game turn.

On the players following turn, you can send the air units on a different mission.

If the Carrier will be repaired in the *Purchase & Repair Units* phase of this players turn, you might choose to keep the air units on board and move out of port with this Carrier during this turn.

It is not possible to allocate fighters from an friendly nation to protect a damaged Carrier – the fighters must belong to the owner of the Carrier.

f. **Battleships taking damage:**

Like a Carrier, a Battleship can take one damage hit – place one *Damage Hit* marker underneath the Battleship to show that it has been damaged.

As with Carriers a second hit will sink the Battleship according with the original G40 rulebook.

Battleships cannot attack when they are damaged but may still defend – same rules as for Carriers apply.



g. **Battleships being repaired:**

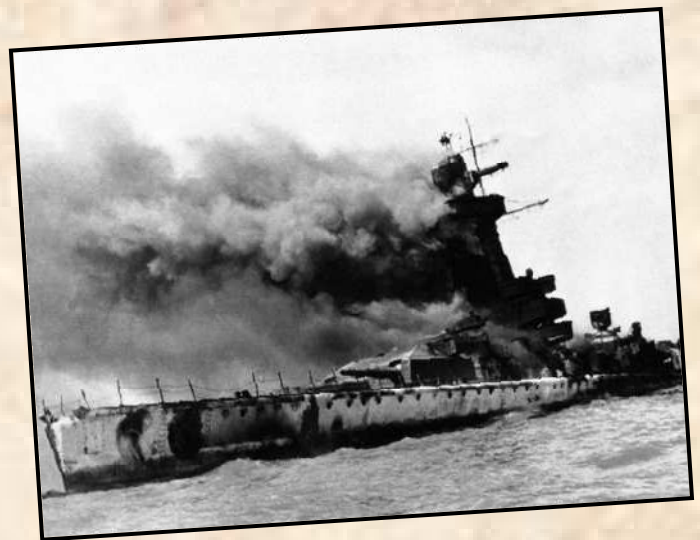
See rules for Carriers – the same applies to Battleships.

Exception:

You cannot allocate air units to protect a damaged Battleship.

Note 2:

This rule concerning *Capital Warships Taking Damage* eliminates the damage rules from the original G40 rulebook.



10. Super Heavy Battleship



Germany, Japan and USA made revolutionary designs in battleship productions. The most famous of these battleships are the *Bismarck*, *Tirpitz*, *Yamato*, *Musashi*, *Missouri* and *Iowa*.

Attack: 5 (2 dice)

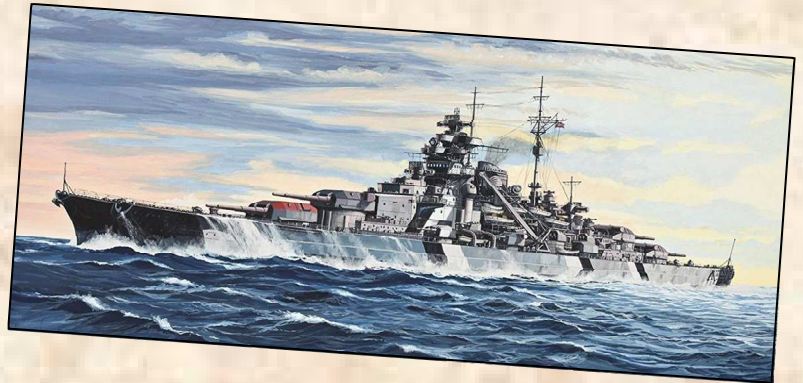
Defense: 5 (2 dice)

Move: 2

Cost: 20

Maximum on game board: see below

Enter game from: Game start (Early 1940)



During the game these three nations can produce Super Heavy Battleship units (SHB) at a cost of 20 IPC per unit: the maximum numbers of production of these SHB are:

- Germany: 1
- Japan: 2
- USA: 2

SHB attack and defend at “5” using 2 dice and can support up to 2 infantry units in an amphibious assault by using 2 dice in offshore bombardment.

If only 1 land unit is part of an amphibious assault the SHB can use only 1 dice in offshore bombardment.

A SHB takes 3 hits to destroy – the third hit will sink the SHB.

Repairs can be made – same rules as for Battleship units apply.

SHB operate under rules for Battleships.

Note:

The price is 3 IPC per damage hit to repair a SHB.

Units lost in combat can be reproduced

