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SEARCH MODIFIERS	SEARCH RESULTS
+0S: A night Turn.	3X+: Exact information. Surface contact (option 16a).
+3S: A day Turn.	2X+: Exact number of ships. Surface contact (option 16a).
+2S: Per additional movement factor expended.	Exceed: 1/2 (round up) to double, ship player's choice.
+3S/+6S: In a hex with land/base.	Tie or Less: No information.
All modifiers apply to the side doing the searching.	

SEARCHBOARD SCREEN



The Avalon Hill Game Company

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COMPLETE SEQUENCE OF PLAY
<p>THE ACTION PHASE: Use competitive die rolls to determine Sides A and B for the Turn. Record the sides on the TIME RECORD TRACKS. Side B performs a step or phase, then Side A does so. Perform these steps in this order:</p> <p>Assembly Step: Messages are received and sent (option 17c). Create new scout air units (option 15c). Then, "take off" all air units that are to "fly" (3a and option 12b).</p> <p>Ready Step: Shift air units from a ship's "Arming" to its "Ready" boxes or vice-versa on the Operations Cards (3b). "Staging" (option 12c2) is performed.</p> <p>Sea Movement Step: Ship units may be scuttled (see option 11c3). Then, secretly move task force markers on the Searchboards (3c and option 12a).</p> <p>Air Movement and Search Step: All "flying" air units are moved on the Searchboards, and all searches (including sea searches) are conducted (3d3, 3d5, and options 15a and 15b).</p>
<p>THE COMBAT PHASE: Individual battles are conducted in any order determined by side A. The combats in an individual battle are resolved on the Battleboard, in the following order:</p> <ul style="list-style-type: none"> • Air Strike Setup: If there is an air strike(s) in a battle hex, setup the defending base and/or ship units (4a1, 4a2, and option 11f), then, setup the bomber air units (4a3). • Air Combats: (option 14) If there are fighter units for both sides, setup the escort fighter units, then setup the CAP fighter units. <ul style="list-style-type: none"> a) Resolve the fighter-to-fighter air combats, with the escort units attacking first, then the CAP units. b) Resolve all fighter-to-bomber breakthrough air combats, with the fighter units attacking first, then the bomber units. • Anti-Aircraft Combats: Resolve all anti-aircraft combats. • Bombing Combats: Resolve all bombing combats. • Surface Combats: (option 16) If there is a surface action, setup the ship units, with side B setting up first, then Side A. During <i>each</i> Surface Turn, use the following sequence: <ul style="list-style-type: none"> Sides: Roll dice to determine Surface Sides A and B. Surface Movement: Move the Surface Side B ships units, then move the Surface Side A ship units. Indicate Torpedo Fire: Place Surface Side B torpedo markers, then place Surface Side A torpedo markers. Gunnery Combats: Make gunnery combat attacks with the Surface Side B ship units, then make gunnery combat attacks with the Surface Side A ship units. Torpedo Combats: Make torpedo attacks with the Surface Side B ship units, then make torpedo attacks with the Surface Side A ship units. Breakoffs: Surface Side B designates any breakoff groups, then Surface Side A does so. Then, starting with the Side B breakoff attempts, followed by the Side A breakoff attempts, resolve the attempt by each "group". Remove all ship units that successfully breakoff contact. Base Bombardment: Resolve <i>after</i> any ship unit combats in the same hex. The base unit attacks first, then the ship units by letter ratings. End Turn: Advance the Surface Turn markers. • Aircraft Hits: For all base and ship units holding air units that took any damage during the Combat Phase, check for damage to these air units (option 11b).
<p>THE AIR RETURN PHASE: Air units are returned to a base or task force for "landing" (5) and/or flipped to their "PATROL" side (option 12d). Then submarine attacks are resolved (option 11e).</p>
<p>THE TURN RECORD PHASE: Advance the Turn markers (6). Make repairs (option 11d). At the end of a game, count the victory points to determine a winner instead of advancing the Turn markers (7a3).</p>

SUBMARINE ATTACK MODIFIERS (option 11e)
ATTACKER MODIFIERS
+3: Attacking at night.
-1: Attacking a destroyer ("DD") ship unit.
+4: Attacking a "dead in the water" ship unit.
DEFENDER MODIFIER
+1: Per individual destroyer in the task force.

CAUSING AND MARKING LOSSES AND THEIR EFFECTS (4b4 and 4b5)

COMBAT RESOLUTION: Compare the combat numbers to resolve the combat and find the results, as follows:

Defender is Equal or More: If the defender's combat number equals or exceeds the attacker's combat number, no there is no damage. A "miss"!

Attacker Is More: If the attacker's combat number exceeds the defender's combat number, but is not two times as much, one hit is scored.

Attacker Is Two Times As Much (2X+): If the attacker's combat number exceeds the defender's combat number by two times, but not by three times, the defending unit is flipped over.

Attacker Is Three Times As Much (3X+): If the attacker's combat number exceeds the defender's combat number by three times or more, the defending unit is eliminated.

RECORDING AND EFFECTS OF DAMAGE: Any damage to a unit is recorded and applied *immediately*. Record damage to units as follows:

- **1 Hit:** If one hit is scored on a unit, stack a 1 hit marker on the unit. If there is already a 1 hit marker with the unit, flip the marker over so that the 2 hits marker side shows. If there is already a 2 hits marker, the unit is flipped over, with the effects covered under "flipped" and "eliminated", below. A flipped ship unit that also has a 2 hit marker is "dead in the water" (option 11c). Otherwise, any unit stacked with a hit marker (either side up) has *all* of its face up factors except for its movement factor reduced by "-1".
- **Flipped:** When a unit with its front side showing is flipped over, adjust it so that its back, or reduced strength, side is up and remove any hit marker. The factors on the unit's back side are now the ones that apply. If the back side of the unit says "ELIM", the unit is eliminated. When a unit with its back side already showing must be flipped over, it is eliminated instead.
- **Eliminated:** An eliminated unit is considered to be destroyed and is removed from play. If a base or ship unit is eliminated, all air units in the unit's "Ready" and/or "Arming" boxes are *also* eliminated.

VICTORY POINTS CHART (7a3)

+2*:	Per Combat Air Unit Eliminated.
+25/+10:	Per CV (Aircraft Carrier) Eliminated/Flipped.
+20/+5:	Per BB (Battleship) Eliminated/Flipped.
+15/+5:	Per CVL (Light Aircraft Carrier) Eliminated/Flipped.
+10/+4:	Per AV (Seaplane Tender) Eliminated/Flipped.
+10/+3:	Per CA (Heavy Cruiser) Eliminated/Flipped.
+7/+2:	Per CL (Light Cruiser) Eliminated/Flipped.
+16*/+8:	Per AP (Transport) Eliminated/Flipped.
+14*/+7:	Per DD (Destroyer) Eliminated/Flipped.

*: Half points if the unit is eliminated and started the game already flipped to its back side or has "Elim" on its back side.