Update and Clarifications
August 31, 2021

Miniatures Game Rules

Setting Up
Step 1: Neutral units can be included in any fleet unless historical restrictions are in play; in that case, neutral units can't be used by any fleet.

Step 4: The first player selects either side of the map on which to deploy his fleet. Ignore the Player 1 and Player 2 setup area designations on the battle zone diagrams on pages 5 and 6.

If Aircraft are set up in the same sector as a Carrier, place them either on the Carrier model or touching it to indicate that they are based on that Carrier. The basing capacity of the Carrier must be observed. Also place a card matching each Aircraft unit beneath that Carrier's card. These cards remain stacked with the Carrier's card until the Air Return phase; see Air Return Phase, below.

If your fleet contains more ships than can legally stack in your deployment area, you can "overstack" sectors. Ships must be spread as evenly as possible; no sector can contain three ships until every sector contains at least two, no sector can contain four until all contain at least three, and so on. By the end of your first Sea Movement phase, all of your ships must be positioned legally according to the stacking rules.

Initiative Phase
Use your entire initiative bonus from flagships and special abilities when resolving ties.

Sequence of Play

E. Air Attack Phase
An aircraft can attack only once per turn (unless a special ability states otherwise).

I. End of Turn
Change "If your opponent has no Ships remaining in play other than Torpedo Boats" to "If your opponent has no Ships remaining in play other than Ships with No Sea Control." 2

Attack and Defense
Ships: If a ship has more than one attack, you can attack different targets with each.

Resolving Torpedo Attacks
Certain conditions (crippled status, ASW threat) can reduce a unit's torpedo attack value. If a unit's torpedo attack value is reduced to 0 or less after all bonuses and penalties are totaled, then the unit is still allowed to attack with a value of 1.

Scenarios

Winning the Major Engagement Scenario: In a major engagement scenario, you get points equal to the value of an objective marker when the enemy has no ships remaining.

Advanced Rules

ASW Threat
The ASW Threat penalty reduces the submarine's number of torpedo attack dice; it is not a penalty applied to each die.

Small Ship Evasion
Torpedo attacks can't hit Torpedo Boats.

Darkness
Air Mission Phase: A6M2-N "Rufe" squadrons and aircraft squadrons that are brought into play temporarily by special abilities such as Seaplane Detachments and Fly-off Strike make search checks as "all other aircraft" (search succeeds on 5+).

Surface Attack Phase: Ships that have the Night Fighter special ability also ignore the penalty for making gunnery attacks at range 1, 2, or 3.

Air Return Phase: Units with the Sea Basing special ability don't need to make recovery checks when returning to base. Chitose's Sea Plane Detachments do need to make recovery checks.

Random Determination (optional): If you and your opponent want a little more uncertainty in your game, you may determine the time of day randomly. Roll a die after you select the battle zone: 1-3=Daylight; 4=Twilight; 5-6=Night.

Long-Distance Battles
Rearming Aboard Carriers: The special abilities of aircraft rearming aboard carriers don't apply during the turn of rearming. 3

Special Abilities
One Additional Movement per Turn: The limit applies to all additional movement, regardless of whether the special ability is on the moving unit's card or another unit's card. It also applies to movement which occurs after deployment but before the first turn.

Airfield Strike: The special abilities of enemy aircraft at the land airbase don't apply during the attack.

ASW Pinpointer: The bonus does not apply to ASW attacks made by this unit.

Close Escort: This special ability lets you place one more ship in the sector than the number allowed by the stacking limit of the scenario.

Disguise: The presence of any other ship in the same sector, even another ship with this special ability, triggers the end of this benefit.

Fighter Director: Aircraft are redirected at the end of the Air Defense phase. Only a non-aborted Fighter can be redirected. If both players have Aircraft that can benefit from Fighter Director, they alternate their placements and attacks, with the First Player acting first. Each redirected Aircraft is repositioned and attacks before the next Aircraft is repositioned.

Fly-off Strike, Scoutplane Attack, Seaplane Detachments: You do not need to declare the aircraft unit's type when it is placed during the Air Mission phase, but the unit can use only one attack type per

turn. It cannot use or be affected by special abilities that list a specific unit type. The air unit is lost if its parent ship is destroyed.

Great Agility, Nimble: The correct wording should be, "... when an enemy Fighter rolls successes exactly equal to this unit's Vital Armor and would destroy it ..." Use the adjusted Vital Armor value if it is reduced by strafing or another condition.

Guard Ship: If the unit is set up outside your ship deployment area, it must still be in your submarine deployment area.

Harass from a Distance: When this unit makes a range-1 attack, it can't benefit from the Expert Torpedoes or Scout Planes special abilities.

Hi-Level Bomber: Whenever this unit makes a Bomb attack, it scores successes on 6s only. This unit can't attack Destroyers or Torpedo Boats with Bomb attacks.

High-Speed Run: This special ability prohibits only the ship that is using High-Speed Run from claiming an objective that turn. Other ships in the player's fleet can claim objectives.

Kamikaze Attack: The 10-dice Bomb attack is a Range 0 attack.

Mines: Torpedo Defense and Torpedo Protection both work against this damage.

Mission Selection: The unit's role for the turn limits the type of attack it can use that turn. As a fighter, it can use only its Anti-air attack; as a torpedo bomber, it can use only its Torpedo or ASW attack; and as a dive bomber, it can use only its Bomb attack. The unit's role must be chosen when it's placed during the Air Mission phase.

Night Fighter: A reroll with this special ability is done before a target's concealment roll. This special ability negates the range penalty for surface attacks when the Darkness rules are in play but does not allow attacks beyond range 3.

Opening Salvo 1: The bonus die can be used once per game, not once per attack type.

Pinpointer, Shadowing: These special abilities can't be used while the aircraft is aborted.

Poor Facilities: Aircraft that are rearming aboard an aircraft carrier are lost automatically if that carrier is sunk.

Radar Solution: The bonus applies to the first Main Gunnery attack of the ship with the special ability. The correct wording should be, "The first time this unit makes a Main Gunnery attack ..."

Rescue Operations: This ability can be used in any sector where a friendly ship was destroyed. It can be used if a local ship has a face-down Destroyed counter.

Rugged: The correct wording should be, "… when an enemy unit rolls successes exactly equal to this unit's Vital Armor with an Antiair attack and would destroy it …" Use the adjusted Vital Armor value if it is reduced by strafing or another condition.

Scout Planes: The bonus applies to all torpedo attacks from friendly units.

Secret Cargo, Tokyo Express: Both the island or coast and the unit with this special ability must be on your opponent's side of the map for you to score the 4 victory points.

Sneak Attack: The dice must total 10 or higher before adding initiative modifiers.

Split Fire: The restriction applies only to the ship using the special ability. The correct wording should be, "This unit can't make any other Gunnery attacks during the turn you use this ability."

Stuka Operations: This special ability overrides the Land Based special ability of the named Aircraft. Graf Zeppelin can base both the Ju87b Stuka and Ju87 R2 Picchiatelli.

Sub Hunter: The shift occurs at the end of the second player's Sea Movement step. The sector must be legally stacked after this unit shifts position.

Surprise Raid: The dice must total 10 or higher before adding initiative modifiers.

Veteran Pilot: When using this special ability, refer to the AA value printed on the target unit's card without any situational modifiers.

Wildcat Operations: This special ability applies regardless of whether the unit is in an Allies or Axis fleet.

Card Errata

A65M "Zeke": This unit's name should be A6M5 "Zeke." Great Agility is triggered when an enemy attack rolls successes exactly equal to the unit's vital armor, not 8. This unit should use the Aircraft main gunnery icon, not the Ship main gunnery icon.

F6F Hellcat: This unit's Vital Armor should be 9, not 10.

HMAS Canberra: The year should be 1939.

Italian Roundels: Some Italian stat cards have incorrect roundels. The correct arrangement of colors, inside-to-out, is red-white-green. Those showing green-white-red are also Italian units.

Martlet Mk. II: Rugged is triggered when an enemy attack rolls successes exactly equal to the unit's vital armor, not 8. This unit should use the Aircraft main gunnery icon, not the Ship main gunnery icon.

U-66: This unit's speed should be 1, not 2.

USS Hoel, USS John C. Butler, Milan, T27, Shigure: These units' Lay Smoke Screen ability should read as follows:
> **Lay Smoke Screen**—Instead of attacking during your Surface Attack step, this unit can make a local smoke screen. A sector containing a smoke screen blocks line of sight. A unit in a smoke screen has concealment. Remove the smoke screen at the end of the next turn.

Väinämöinen: Coastal Deployment allows the unit to deploy adjacent to an island or coast sector on your side of the map.

This ends the original WotC Update and Clarifications document.

Installation Clarifications

This is a compilation of clarifications pertaining to the unit type "Installation." Clarifications came from Wotc_Huscarl right after Set VI was released, and directly from the game designer – Rich Baker – several years later in a Q & A private mail exchange with mnnorthstars.

Quick summary of important clarifications for Installations:
1) Installations attack during the Surface Attack phase - RB
2) Installations are Damaged and Crippled like Ships. - RB
3) In a single sector, each player may have one Installation. - Wotc_Huscarl
4) Installations placed in a sea sector (if one can't be placed in an island sector) don't affect line of sight into, out of, or through that sector. - Wotc_Huscarl
5) Installations can contest Objectives, but they cannot claim Objectives. (They essentially have the "No Sea Control" special ability.) - RB
6) Special Abilities that reference Ships (or any other specific unit type) do not apply to Installations. Installations are not Ships, they are a unique unit type. - RB

The following are the most important edits that would be made to the Rulebook after the "Installation" unit type was added to the game.

The definition of "Type" on page 13 of the Rulebook should now read as follows:

Type: The four basic types of units in the game are Ship, Submarine, Aircraft, and Installation. The unit type affects how the unit resists attacks and interacts with other units. Most units also have an additional subtype that provides more information on what exactly that unit is. The subtypes are:

Ship: Battleship, Aircraft Carrier, Cruiser, Destroyer, Torpedo Boat, and Auxiliary
Submarine: none
Aircraft: Patrol Bomber, Dive Bomber, Torpedo Bomber, and Fighter
Installation: none

Patrol Bomber, Dive Bomber, and Torpedo Bomber are Aircraft subtypes. For ease of use, when a rule refers to Bombers, it means these three subtypes of Aircraft.

Insert the following additions and edits to the Glossary of the Rulebook:
Add: Installation: A type of unit that consists of a single land base.

Amend:
Crippled: A Ship, Submarine, or Installation that has taken damage and has only 1 hull point remaining is crippled. Crippled Ships, Submarines, and Installations suffer a penalty of -
1 to armor, vital armor, and speed (to a minimum of 1). Those units also roll one less attack die when making Torpedo attacks, if they have one (minimum of 1). Crippled Ships, Submarines, and Installations get 1 on each attack die (although a 6 still counts as two hits) when making Gunnery, Antiair, or ASW attacks.

Damaged: A Ship, Submarine, or Installation that loses at least 1 hull point is damaged. A Ship or Submarine can become damaged in two ways. If a Gunnery, Bomb, or ASW attack rolls successes equal to or greater than the Ship or Submarine's armor rating, the unit suffers 1 point of hull damage. If a Torpedo attack successfully hits a Ship or Submarine, it suffers 2 points of hull damage per torpedo that hits. If a Gunnery or Bomb attack rolls successes equal to or greater than an Installation's armor rating, the unit suffers 1 point of hull damage.

Destroyed: A unit hit by an attack whose successes are equal to or higher than its vital armor rating is destroyed. A Ship, Submarine, or Installation that accumulates damage equal to its hull points is also d estroyed. When a unit is destroyed, remove it from the battle map at the end of the current phase and score Victory Points for the attacker equal to its cost (if your scenario uses standard scoring).

Type: A basic characteristic of a unit, indicating whether it is considered and Aircraft, Ship, Submarin e, or Installation. A unit's type determines what sort of attacks can be used against it: for example, Sub marines can usually only be attacked with an ASW attack, and ASW attacks don't do anything to units o ther than Submarines.

Unit: A Ship, Submarine, Aircraft squadron, or Installation represented by a single miniature.

Amend the Sequence of Play on the back cover of the Rulebook to read:
E. Air Attack phase
- First Player's ... - Second Player's ... Attack enemy Ships, Submarines or Installations with your Aircr aft squadrons, using ASW, Bomb, Gunnery, or Torpedo attacks.

F. Surface Attack phase
- First player's ... - Second player's ... Attack enemy Ships, Submarines or Installations with your Ships or Installations, using either ASW, Bomb, Gunnery, or Torpedo Attacks.

'I. End of Turn
Claim an Objective marker if you have a Ship in that sector and no enemy Ships or Installations are in or adjacent to that sector.

This ends the Installation clarifications from Rich Baker and Wotc_huscarl.