

E) The winner of the Campaign can be determined by comparing the point totals of each side. Divide the point total of Side One by the total of Side Two to determine a ratio, and consult the table on the following page: (Note this is identical to the Tactical Victory Table)

<u>Ratio</u>	<u>Win/Loss Level</u>
<= 0.33	Player Two: Decisive Victory
0.34-0.67	Player Two: Substantial Victory
0.67-0.8	Player Two: Moderate Victory
0.81-0.9	Player Two: Slight Victory
0.91-1.1	DRAW
1.11-1.23	Player One: Slight Victory
1.24-1.5	Player One: Moderate Victory
1.51-2.99	Player One: Substantial Victory
3.0 +	Player One: Decisive Victory

Ship Types for ship “purchase” limitations are:

- a) DD
- b) CL
- c) CA/FR
- d) BC/BB
- e) CV/CVE/Squadrons

SHIP		REPAIR			CHART	
Repair Rate						
<i>Ship</i>	<i>Nation</i>					
<u>Class</u>	<u>US</u>	<u>UK</u>	<u>GE</u>	<u>IT</u>	<u>FR</u>	<u>JP</u>
DD	1	1	2	2	2	2
CL	2	2	2	2	3	3
CA	2	3	3	3	3	3
BB	3	3	3	3	3	4
CVE	2	2	2	2	2	3
CV	3	3	3	3	3	4
<p>The indexed value is time in weeks to repair Level 1 damage. Level 2 damage requires 2.5 times this value to fully repair. Level 3 damage requires 6 times this value fully repair. Both Structure and Floatation damage levels are repaired simultaneously.</p>						
Repair Time Variation:						
<i>2d6 Roll</i>						
<u>2</u>	<u>3-4</u>	<u>5-8</u>	<u>7-9</u>	<u>10</u>	<u>11</u>	<u>12</u>
x0.25	x0.4	x0.7	x1	x1.3	x1.6	x2

Carrier Operations

In the campaign game, all carrier divisions are “off map”, i.e. they are placed beside the map. It is assumed that the carrier force has prepared for the battle, so players may arm their squadrons before the scenario starts. Each side with carrier forces can make their first air strike on game turn (1d6/2) +1 (turn 2 to 4). A single subsequent strike can be made on turn (1d6+ 7), if the battle has not yet ended. Carriers may send out aircraft to spot both divisions on the map and any enemy off map carrier divisions, use Step 4 from the Basic Rules turn sequence in the Strategic Game to determine if enemy forces are spotted – an enemy force *must* be spotted to be attacked, either by surface units on the tactical map or by aircraft. Only one spotting attempt at the beginning of the game can be made via aircraft. An off map carrier division may attempt to disengage, starting 6 turns after its last air strike: roll 1d6 each turn, a roll of a 1 or 2 disengages the carrier division.