COMBAT BOOTS UNDERWAY

RULES

In *Combat Boots Underway,* each player controls ships and aircraft.

Turn Sequence

- Players take turns moving their pieces.
- A player moves his pieces one at a time.
- The moving player is the active player.
- A piece can move & fire; or fire & move.
- Rotate a piece 90º to show it's moved.

COMPONENTS

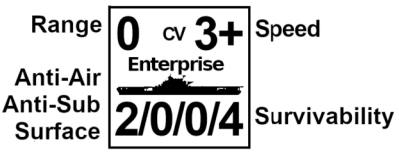
Board & Pieces

- The map board shows the strategic area over which the campaign takes place.
- The battleboard represents open ocean. Hexagons (hex) govern movement and range. Each hex is 10,000 yards across.
- A piece represents a ship, submarine, aircraft, or flight of aircraft. A flight of aircraft is approximately 10 aircraft.

Ship Ratings

- The range (top-left) is the maximum range in hexes that a ship can fire on a foe.
- The speed (top-right), is the ship's ability to outrun a foe.
- On the bottom row, the piece has firepower ratings for anti-aircraft (AA), anti-submarine (ASW), and anti-surface (SW).
- AA, ASW, and SW are the number of dice thrown when the piece attacks that type of target.
- Survivability appears on the right-hand side of the bottom row.
- Survivability is the number of dice thrown when the ship receives fire.

Ship Ratings Diagram



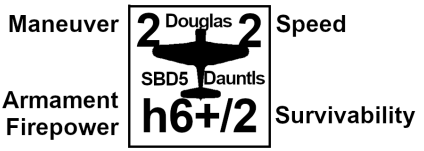
Ship Classes

The ship class appears at the top of the piece, between the range and speed.

- CV = Aircraft Carrier (Cruiser Voler)
- BB = Battleship
- BC = Battle Cruiser
- CA = Heavy Cruiser (Armored Cruiser)
- CL = Light Cruiser
- DD = Destroyer
- DE = Destroyer Escort
- FF = Frigate
- K/FS = Corvette
- PB = Patrol Boat

Aircraft Ratings Diagram

- Maneuver (top-left) is the aircraft's ability to turn and climb.
- Speed (top-right) is the aircraft's ability to outrun a foe.
- Armament (bottom-left) indicates whether the aircraft attacks ships or other aircraft.
- Firepower (bottom-middle) is the number of dice thrown while attacking a foe.
- Survivability (bottom-right) is the number of dice thrown when taking fire.



Aircraft Armament

- **h (High-Explosive):** Sinks ship on two high dice. Damages ship on one high die.
- **t (Torpedo):** Sinks ship on two high dice. Damages ship on one high die.
- **m (Machine Gun):** Destroys aircraft on two high dice. Damages aircraft on one.
- **(+/-) modifier:** When comparing opposing ratings of the same value, add one die for the piece with the net positive.

FIRE

- The firing player throws a number of dice equal to his piece's firepower.
- The target player rolls a number of dice equal to his piece's survivability.
- The shooter destroys his target if two of his dice each beat his target's high die.
- Remove destroyed pieces from play.
- The shooter damages/disrupts his target if one of his dice beats his target's high die.
- If both sides roll 6's, the shooter destroys his target with two more 6's than his target.
- The shooter damages/disrupts the target with one more 6 than his target.
- When a player rolls a 6, each +1 modifier the player has gives him one additional 6.
- A piece firing at a target in the same space (point-blank) rolls an additional die.

Damaged/Disrupted

• Place a damaged marker under a damaged ship. Return a damaged aircraft to its owner's force pool.

Opportunity Fire

• An inactive piece can fire on one target that moves into, out of, or within its range.

• The inactive piece fires until the moving piece stops or is disrupted/destroyed.

• Rotate the firing piece 90 degrees to indicate that it has taken opportunity fire.

SURFACE COMBAT

• Use the battleboard for ship combat.

• Place pieces on the board as directed.

• The active player moves his pieces one at a time, in no particular order.

• Each ship can move one hex.

• A ship can move & fire; or fire & move.

• A ship can only fire at one foe each turn.

• Targets must be within range.

• There can be up to six ships in a space.

• A ship leaving the board may not return.

• When a player has moved his pieces, the next player begins.

• In solitaire, enemy ships advance into range and fire on their strongest or closest foe. Damaged ships flee the board.

leeing A Battle

• A player's last ship can only leave by winning a speed roll. Both sides throw a number of dice equal to their fastest ship's speed rating. If the fleeing ship wins, the battle is over. If not, recenter the pieces and continue the battle.

Aircraft Carriers

• An aircraft carrier on the battleboard may spend its turn launching aircraft.

• The carrier can launch one aircraft piece per turn. It remains stationary for that turn.

• To launch, the player places one aircraft counter on top of the aircraft carrier.

• The carrier can only launch as many aircraft as it is allowed to carry.

• The following turn, the aircraft may attack any ship on the battleboard (air strikes).

• Aircraft recovery occurs automatically after the conclusion of the battle.

AIR-TO-AIR COMBAT

• Place aircraft on the board. Ignore hexes.

• Players alternate turns.

• A player moves his pieces one at a time.

• Aircraft are engaged or disengaged.

• Aircraft begin disengaged.

An aircraft can only attack a piece with an equal or lesser speed.

• A disengaged aircraft can conduct a firing run, or maneuver on a foe.

Firing Run

• The active aircraft fires on its target.

• The target of a firing run rolls one extra die for survivability. (Aircraft with a minus after survivability do not get this bonus.)

• Afterwards, both pieces are disengaged.

Maneuver

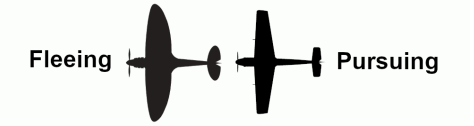
• Roll a number of dice equal to each piece's maneuver rating. The high die wins. On a tie, pieces turn against each other.

• Place the winning piece behind the loser.

• The winner pursues; the loser flees.

• The winner fires on the loser.

• Both pieces are engaged.



Turning

• Place turning pieces next to each other but facing in opposite directions.



Engaged

• Pieces remain engaged until one piece is destroyed or escapes.

• Each turn, engaged pieces maneuver against each other.

• A fighter simultaneously pursuing and being pursued can maneuver on either foe.

• Beginning at the battle of Midway, Americans can implement the “Thatch Weave.” A fleeing piece can make a firing run on another foe while being pursued.

Disengaged Pieces

• A disengaged piece can pursue a foe that is pursuing a friendly aircraft.

• Place the piece directly behind his foe.

• The pursuing piece fires on his foe.

Speed

● Engaged pieces with a greater speed rating can automatically disengage.

Bombers

● Bombers fly in a static formation. They do not move, attack, or maneuver.

● Bombers with rear gunners fire at their attackers first. They us a firepower of 1.

● After air combat is over, bombers make their bombing runs.

Duration

● Air encounters lasts two turns only.

AIR STRIKES

● Place the target ship on the battleboard.

● Put screening ships in the same space.

● A ship with a "-" AA rating cannot be used as a screening ship.

● The attacker places his bomber pieces on the ships they will attack.

● A bomber must survive AA from one screening ship and the target ship before conducting an air strike.

● When all bombers have completed their turn, the air strike is over.

● Air strikes have no same-space bonus.

SUBMARINE ATTACKS

● A sub attacks a ship in the same space.

● Only sub-hunters (DD, DE, FF, FS/K) in the same space can counterattack.

● A sub-hunter can counterattack one sub.

● After the submarine's attack and the sub-hunter's counterattack, remove the sub.

● If there is no counterattack, the sub can make one more attack before departing.

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