

# Europa Naval Rules Tables

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NAVAL UNIT TYPE CHART	5. Small Craft Category
<b>1. Carrier Category</b>	TB Torpedo Boat
V Fleet Carrier	FF Frigate
VE Escort Carrier	MW Mine Warfare
VL Light Carrier	MM Minelayer
VS Seaplane Carrier	MS Minesweeper
<b>2. Battleship Category</b>	RF River Flotilla *
B Obsolete Battleship	GB Gunboat *
BB Battleship	PT Patrol Torpedo Boat (or Motor Torpedo Boat) *
BC Battlecruiser	PC Patrol Craft or Submarine Chaser *
BD Coastal defense Battleship	<b>6. Transport Category</b>
BP Pocket Battleship	NT Naval Transport
<b>3. Cruiser Category</b>	TA Transport Attack
CA Heavy Cruiser	TR Transport General Purpose
CB Large Cruiser	TS Transport Supply
CC Coastal defense Cruiser	TO Transport Oiler
CD Heavy Destroyer	TT Troopship
CL Light Cruiser	TL Liner (Large Troopship)
CM Merchant Cruiser	AO Resupply Ship
<b>4. Destroyer Category</b>	<b>6.1 Landing Category</b>
DA Anti-aircraft Cruiser	LC Landing Craft *
DC Obsolete Light Cruiser	LB Landing Barge *
DD Destroyer	LS Landing Ship
DE Destroyer Escort	<b>X. Submarine Category</b>
DG Gunboat Destroyer	SC Coastal Submarine
DM Mine Warfare Destroyer	SS Sea-going Submarine
DP Patrol Destroyer	SO Ocean-going Submarine
DT Heavy Torpedo Boat	SA Resupply Submarine

\* denotes coastal craft

## Port Table

Port	Europa Standard Symbol	Total War Symbol	Port Capacity	Maximum number of hits
Great			24	26
Major			12	14
Standard			6	8
Minor			3	5
Marginal	Not applicable		1	3
Anchorage	Not applicable		0	None

-1 Minesweeping naval units (DM, MW, and MS)  
+1 Each mine point present above 1

## Mine Damage Table

8 or less	No damage
9	1 hit
10	2 hits
11 or more	3 hits

## Sea Weather

Naval Weather Chart																			
	Modified	Sep	Sep	Oct	Oct	Nov	Nov	Dec	Dec	Jan I to	Feb	Mar	Mar	Apr	Apr	May	May	Jun	Jul II
	Die	I	II	I	II	I	II	I	II	Feb I	II	I	II	I	II	I	II	I	to Aug II
Sea Conditions	1	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC	CC
	2	CF	CF	CF	CF	CF	R	R	R	R	R	R	CF	CF	CF	CF	CF	CF	CF
	3	CC	CC	CC	CC	R	R	R	R	R	R	R	CC	CC	CC	CC	CC	CC	CC
	4	CF	CF	CF	R	R	R	R	R	R	R	R	R	R	CF	CF	CF	CF	CF
	5	CC	CC	R	R	R	R	S	S	S	S	S	R	R	R	R	CC	CC	CC
	6	R	R	R	R	S	S	S	S	S	S	S	S	S	R	R	R	R	R
	7	R	R	S	S	S	S	S	S	S	S	S	S	S	S	R	R	R	R
	8	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S	S

+2 for Arctic and Atlantic

CC = Calm clear, CF = Calm fog, R = Rough, S = Stormy

## Naval Movement Cost Table

1*	Enter all sea hex
1*	Leave port to become at-sea
1*	Enter river/canal hexside
1½*	Evade and enter an all sea hex
2*	Enter coastal hex (not permitted while evading)
5	Lay 1 mine point
5	Load code C or F air unit on a carrier category naval unit
30	Embark or disembark cargo at a friendly port
30	Embark or disembark for a naval supply line mission
30	Replenish in port
30	At sea replenishment
30	Prepare for Naval Ground Support
30	Naval bombardment
30	Attempt submarine port penetration (once every six months)
45	Embark or disembark amphibious cargo at a friendly beach
45	Unopposed capture of an enemy port and disembark cargo during a surprise turn
60	Embark or disembark non-amphibious cargo at a friendly beach
60	Transfer cargo at-sea
60	Sweep 1 mine point (DM, MW or MS type naval units only)
90	Repair damaged radar in a friendly in-supply functioning port
90	Disembark cargo at enemy owned beach

\* doubled during naval combat maneuver and may incur 9 point penalty.

**Sea Interception Modifiers:**

- 1 If the naval group being intercepted is raiding or evading.
- 1 During rough sea conditions.
- 2 During stormy sea conditions.
- 1 For every 2 points of speed advantage the naval group being intercepted has over the intercepting naval group.
- +1 For every 2 points of speed advantage the intercepting naval group has over the naval group being intercepted.
- +2 If the naval group being intercepted is mixed or cargo, and intercepting naval group is combat.
- +2 If the naval group being intercepted has a coastal hex within its combat zone, but is not benefiting from friendly inshore waters.
- +2 if the naval group being intercepted has been subject to an air attack during this player turn.
- +1 for 2 naval units in the sea interception group
- +2 for 3 or 4 naval units in the sea interception group
- +3 for 5 or more naval units in the sea interception group

Interception Table	
Modified 2d6	Result
3 or Less	Fail
4 to 6	Miss
7 or more	Success

**Sea Patrol Interception Modifiers:**

- 1 If the naval group being intercepted is raiding or evading.
- 1 During rough sea conditions.
- 2 During stormy sea conditions.
- 1 Every 2 points of speed advantage the phasing naval group has over the patrolling naval group.
- +1 Every 2 points of speed advantage the patrolling naval group has over the phasing naval group.
- +1 If phasing naval group is combat on a transport mission.
- +2 If phasing naval group is mixed or cargo (even if empty).
- 2 If the phasing naval group is a TL naval unit alone. (This cancels out the cargo modifier)
- +1 For German ships on sea patrol (but not on raiding) with Code R radar. (Almost all German ships had radar, but would not use it during raiding for fear of detection).
- +1 For other ships with Code R radar.
- +2 If the non-phasing naval group has a coastal hex within its combat zone, but is not benefiting from friendly inshore waters.
- +2 if the phasing naval group has been subject to an air attack during the preceding 5 naval movement points.
- +1 for 2 naval units in the sea patrol interception group
- +2 for 3 or 4 naval units in the sea patrol interception group
- +3 for 5 or more naval units in the sea patrol interception group

**Submarine Port Penetration**

- 1 Enemy ASW units in the hex not in progress on other missions.

**Landing Craft Damage.**

- +3 During calm sea conditions.
- +1 During rough sea conditions.
- 1 Cargo disembarked into enemy-occupied hex.

**Enemy Reaction.**

No modifiers

Success Table	
Modified die roll (1D6)	Result
1 or less	*F
2	*F
3	F
4	F
5	S
6 or more	S

**Naval Transport Costs Table**

MP Rating of Ground Unit	Naval Movement Points Used						
	131	111	91	71	51	31	1
	to	to	to	to	to	to	to
150	130	110	90	70	50	30	30
1	1	1	1	1	1	1	1
2	2	2	2	2	1	1	1
3	3	3	2.2	2	2	1	1
4	4	4	3	3	2	2	1
5	5	5	4	3	3	2	1
6	6	6	5	4	3	2	2
7	7	7	6	5	4	3	2
8	8	7	6	5	4	3	2
9	9	8	7	6	5	3	2
10	10	9	8	6	5	4	2
R	40*	35*	30*	24*	19*	14*	8*
# = Movement Factors used during naval transport							
#* = Rail Movement Factors used during naval transport							

**Disruption of Cargo.**

- 3 For landing during rough seas.
- 3 If unit landing is not amphibious capable.
- 3 If unit landing has heavy equipment.
- 2 If unit landing is combat/motorized, artillery or cavalry. (This is in addition to the heavy equipment modifier.)
- 1 For landing in an enemy-occupied hex and/or in an enemy ZOC.
- 1 For landing in a non-clear terrain hex.
- 1 For each non-suppressed enemy coast defense level in the hex.

Disruption Table	
Modified Die Roll	Result
2 or more	No Effect
1 or 0	Disrupted
-1 or -2	Badly Disrupted
-3 or less	Eliminated

Battleships at 2 hex range have gunnery strength halved. Capital ships damaged half of protection rating have gunnery strength, AA strength, torpedo strength, and speed rating halved. Destroyers and small craft in storm conditions have their speed rating halved.

**For each gunfire attack**, roll 2 dice, and modify the result as follows:

- +1 Firing naval unit is code R (fire control radar)
- +1 German firing naval unit without code R (superior optics)
- +1 Target (except coastal defense) has speed rating of 5 or less
- -1 Target (except coastal defense) has speed rating of 9 or more
- -1 Rough or Stormy Seas

Double 1 firing (before modification) disables own radar.

Compare the adjusted dice roll to numbers on the Naval Gunnery Table:

- If equal to or greater than first number, then 1 hit
- If equal to or greater than second number, then 1 more hit, so inflicting 2 hits
- If equal to or greater than third number, then target is sunk

### Naval Gunnery Table

Gunnery Strength	Protection Rating													
	F	E	D	C	B	A	1	2	3	4	5	6	7	8
up to ¼	8/-/-	9/-/-	10/-/-	11/-/-	12/-/-	-	-	-	-	-	-	-	-	-
up to ½	7/11/14	8/11/-	9/11/-	9/11/-	10/12/-	11/-/-	12/-/-	-	-	-	-	-	-	-
up to ¾	7/10/13	7/11/14	8/11/-	9/11/-	9/11/-	10/12/-	11/-/-	12/-/-	-	-	-	-	-	-
up to 1	6/10/13	7/10/13	7/11/14	8/11/14	9/11/-	9/11/-	10/12/-	11/-/-	11/-/-	11/-/-	11/-/-	11/-/-	11/-/-	11/-/-
up to 2	6/10/12	6/10/13	7/10/13	7/11/14	8/10/14	8/11/-	9/11/-	10/12/-	10/-/-	10/-/-	10/-/-	10/-/-	10/-/-	10/-/-
up to 3	6/9/12	6/10/12	6/10/13	7/10/13	7/11/14	8/10/-	8/11/-	8/12/-	8/13/-	9/14/-	9/14/-	10/-/-	10/-/-	10/-/-
up to 5	5/9/12	6/9/12	6/10/12	6/10/13	7/10/13	8/10/14	8/10/-	8/11/-	8/12/-	9/12/-	9/12/-	9/13/-	10/-/-	10/-/-
up to 7	5/9/11	5/9/12	6/9/12	6/10/12	6/10/13	7/10/13	8/10/14	8/10/-	8/11/-	9/12/-	9/12/-	8/12/-	9/13/-	9/13/-
up to 9	5/8/11	5/9/11	5/9/12	6/9/12	6/10/12	6/10/13	7/10/13	8/10/14	8/11/-	9/11/-	9/12/-	9/12/-	8/12/-	9/12/-
up to 12	4/8/11	5/8/11	5/9/11	5/9/12	6/9/12	6/10/12	6/10/13	7/10/13	8/10/14	8/11/-	9/11/-	9/12/-	9/12/-	8/12/-
up to 16	4/8/10	4/8/11	5/8/11	5/9/11	5/9/12	6/9/12	6/10/12	6/10/13	7/10/13	8/10/-	8/11/-	9/11/-	9/12/-	9/12/-
up to 21	4/7/10	4/8/10	4/8/11	5/8/11	5/9/11	5/9/12	6/9/12	6/10/12	6/10/13	7/10/13	8/10/-	8/11/-	9/11/-	9/12/-
up to 27	3/7/10	4/7/10	4/8/10	4/8/11	5/8/11	5/9/11	5/9/12	6/9/12	6/10/12	6/10/13	8/10/14	8/10/-	8/11/-	9/11/-
up to 34	3/7/9	3/7/10	4/7/10	4/8/10	4/8/11	5/8/11	5/9/11	5/9/12	6/9/12	6/10/12	7/10/13	8/10/14	8/10/-	8/11/-
up to 42	3/6/9	3/7/9	3/7/10	4/7/10	4/8/10	4/8/11	5/8/11	5/9/11	5/9/12	6/9/12	6/10/13	8/10/13	8/10/14	8/10/-
up to 51	2/6/9	3/6/9	3/7/9	3/7/10	4/7/10	4/8/10	4/8/11	5/8/11	5/9/11	5/9/12	6/10/12	7/10/13	8/10/13	8/10/14
up to 61	2/6/8	2/6/9	3/6/9	3/7/9	3/7/10	4/7/10	4/8/10	4/8/11	5/8/11	5/9/11	6/9/12	6/10/13	7/10/12	8/10/13
up to 72	2/5/8	2/6/8	2/6/9	3/6/9	3/7/9	3/7/10	4/7/10	4/8/10	4/8/11	5/8/11	5/9/12	6/10/12	7/10/12	7/10/12
more than 72	2/5/8	2/5/8	2/6/8	2/6/9	3/6/9	3/7/9	3/7/10	4/7/10	4/8/10	4/8/11	5/9/11	6/9/12	7/9/12	7/10/12

If the modified roll equals or exceeds the next number after the first that sinks target, firer may attack another target in same or later category.

Naval units remaining in the combat (counting only units that were initially in the combat or that have maneuvered during the combat, but not counting those that have left the combat) that can either observe an identified enemy, or are observed and previously identified by an enemy, be that observing or by radar, are the combatants.

If some combatants on both sides can observe each other (visibility or radar), go on to the maneuver step.

If only combatants on one side observe the other, that side may decide to continue the combat with a maneuver step (next), or decide to leave the combat.

If neither side can observe the other, both must leave the combat.

For torpedo attack, roll 2 dice, and modify the result as follows:

- -1 During rough or stormy seas.
- -2 Torpedoes launched early.
- -1D6/2 Germans firing 1940 or earlier in weather zone A.
- -1D6 Americans firing 1942 or earlier.

Torpedo Strength	Target Speed					
	up to 3	up to 5	up to 6	up to 7	up to 8	more than 8
up to ¼	8/-/-	8/-/-	9/-/-	10/-/-	10/-/-	11/-/-
up to ½	7/-/-	7/-/-	8/-/-	9/-/-	9/-/-	10/-/-
up to 1	5/9/-	5/10/-	6/11/-	7/12/-	7/-/-	8/-/-
up to 2	4/8/10	4/9/11	6/10/12	6/11/-	6/12/-	7/12/-
up to 3	4/7/9	4/8/10	5/9/11	6/10/12	6/11/-	6/12/-
up to 4	4/6/8	4/7/9	4/8/10	5/9/11	5/10/12	6/11/-
up to 6	4/5/8	4/6/8	4/7/9	4/8/10	5/9/11	5/10/12
up to 8	3/5/7	4/5/8	4/6/8	4/7/9	4/8/10	5/9/11
more than 8	3/4/7	3/5/7	4/5/8	4/6/8	4/7/9	4/8/10

Compare the adjusted dice roll to numbers on Torpedo Attack Table

- If equal to or greater than first number, then 1 hit
- If equal to or greater than second number, 1 more hit, inflicting 2 hits
- If equal to or greater than third number, 1 more hit, inflicting 3 hits

### Maneuver Step.

All naval units within 5 hexes of any combatants may maneuver:

Speed is the speed factor of the slowest naval unit in the naval group.

The side with the speed advantage may maneuver all its naval groups that are faster than the fastest enemy naval group up to 3 naval movement points and those units will maneuver last in the maneuver step.

The side that does not have the speed advantage finds all its naval groups that are faster than the next fastest enemy naval group. All those naval groups may maneuver 2 naval movement points.

If both sides have naval groups of the same speed as the fastest naval group that does not have the speed advantage, all naval groups of that speed may maneuver 2 naval movement points.

All remaining naval groups may maneuver 1 hex.

The sequence of movement is from the slowest groups to the fastest.

If the speed advantage is tied the fastest naval groups on both sides may maneuver up to 3 naval movement points, while all other naval units maneuver up to 1 hex.

If enemy naval groups have the same speed, roll 2 dice each. The side with the higher dice must maneuver first. Re-roll ties.

### Anti-Submarine Warfare

The surface side has

**Main body:** All naval units without code A in the hex.

**Screen:** naval units with code A that screen the main body.

**Search:** naval units with code A that search for subs in the hex.

In the event that there are no ships for the main body, all the ASW naval units in the hex must search.

The submarine side has

- Submarines attacking the screen and the search
- Submarines attempting to penetrate screen to attack the main body
- Submarines in the hex not attacking this turn.

Each ASW attack roll of two dice, modify the roll as follows:

- -1 during rough or stormy seas
- -1 if attacker is Japanese or a minor nation
- +1 if the attacker is Allied from 1943 onwards

Tactical Bombing Factors	ASW Factors
less than 1	0
1 and up to 2	1
up to 4	2
up to 8	3
up to 16	4
more than 16	5

Modified Dice Roll	ASW Factors						
	1	up to 2	up to 4	up to 6	up to 10	up to 15	more than 15
12+	S2 T2	S2 T3	S3 T3	S4 T4	S5 T5	S6 T6	S7 T7
11	S2 T1	S2 T2	S2 T3	S3 T3	S4 T4	S5 T5	S6 T6
10	S1 T2	S2 T1	S2 T2	S2 T3	S3 T3	S4 T4	S5 T5
9	S1 T1	S1 T2	S2 T1	S2 T2	S2 T3	S3 T3	S4 T4
8	S1	S1 T1	S1 T2	S2 T1	S2 T2	S2 T3	S3 T3
7	T1	S1	S1 T1	S1 T2	S2 T1	S2 T2	S2 T3
6	-	T1	S1	S1 T1	S1 T2	S2 T1	S2 T2
5	-	-	T1	S1	S1 T1	S1 T2	S2 T1
4	-	-	-	T1	S1	S1 T1	S1 T2
3	-	-	-	-	T1	T1	S1 T2
2	-	-	-	-	-	-	T1
1 or less	-	-	-	-	-	-	-

T# = Turn back # sub flots (only passing screen). S# = Sink # sub flots (all).

1. Search vessels fire ASW on subs, attacking the screen and not attacking.
2. Remaining subs, attacking the screen and the search, fire their torpedoes.
3. Screen vessels fire ASW on subs attempting to penetrate the screen.
4. Subs which penetrated ASW screen may torpedo vessels in main body.
5. Optionally, submarines which penetrate the ASW screen may use their gunnery strengths to make gunfire attacks on naval units in the enemy main body and the screen. In that case, naval units in the main body and the screen (but not the search) may simultaneously make gunfire attacks on the submarines in return.