

FATAL ALLIANCES

2D10 Naval CRT

Roll once per...	Air Naval Combat 11.4.8			Surface Combat 11.4.7			Submarine Combat 11.4.9 (7b)		Mines \$ 11.3.2.5a	ShoreGuns 11.5.2&3
	Dive Bombing 6 Air to Sea Factors	Torpedo Bombing 6 Air to Sea Factors	Level Bombing 6 Air to Sea Factors	Main Guns 12 Factors (BB,B,BC)	Screen Guns 12 Factors (AC,PC,DD, AUX) *, #	Surf. Torpedo 12 Factors (AC,PC)	Sub Torpedo 4 Sub Factors	ASW 6 Factors (AC,PC,DD, 3 Convoys, Nav Air)		
2D10										
-4										
-3										
-2										
-1										
0										
1										
2										
3				A		A				
4				A		A				
5		A		A		A				
6	A	A		D		D				
7	A	A		D		D	A	A		
8	A	D		D	A	D	A	A		
9	D	D		DA	A	DA	A	A		
10	D	D	A	X	A	X	D	D	A	A
11	D	DA	A	X	D	X	D	D	A	A
12	DA	X	A	XA	D	XA	D	D	A	A
13	X	X	D	XD	D	XD	DA	DA	D	D
14	X	XA	D	X2D	DA	X2D	X	X	D	D
15	XA	XD	D	2X	X	2X	X	X	D	D
16	XD	X2D	DA	2X	X	2X	XA	XA	DA	DA
17	X2D	2X	X	2X	XA	2X	XD	XD	X	X
18	2X	2X	X	2X	XD	2X	X2D	X2D	X	X
19	2X	2X	XA	2X1D	X2D	2X1D	2X	2X	XA	XA
20	2X	2X	XD	2X2D	2X	2X2D	2X	2X	XD	XD
21	2X	2X1D	X2D	3X	2X	3X	2X	2X	X2D	X2D
22	2X1D	2X2D	2X	3X	2X	3X	2X	2X	2X	2X
23	2X2D	3X	2X	3X1D	2X	3X1D	2X1D	2X1D	2X	2X
24	3X	3X	2X	3X2D	2X1D	3X2D	2X2D	2X2D	2X	2X

Die Roll Modifiers

Weather

Rain	-2
Snow	-2
Storm	-4
Blizzard	-6

Attacking Units **

Air/Nav	for every n <6	-0.5
Surface	for every n <12	-0.5
Sub	for every n <4	-1
Mines	for every n >1	(+1)
ShoreG	Major Port	

** round down

Result Modifier

BB, B,BC fire or AC,PC, Aux *	D->X
Torpedo fore o B, AC, Aux *	D->X

* not TRS or CON

Night

-1

Technology

Older fire control (B), (AC)	-2
Radar	negate night

\$ Mines

Every 4 (Drif) ships (2 SCS) must roll.
-1 dmr for every ship less than 4,
-1 if DD is in same naval move

* Fire from AC, PC, CI, DD, in Screen and +1 factor additional Screen fire only for each undamaged BB, B, BC (secondary guns)"

If Screen box is empty of enemy screen, then screen ships can move to battle line and attack with battle line with a Torpedo Attack (only) or stay in the Screen line.

Sequence

- 1: Main guns Note and sum all results
- 2: Damage Rolls.
- 3: Screen Guns Note and sum all results
- 4: Damage Rolls.

Spending Surprise Points (Choose once each only)

- 4 Avoid combat (2 if your slowest ship is faster than all the non screened enemy)
- 4 Choose Combat Type
- 4 Choose Target Ship Type
- 4 + 2 DRM to any one roll (cross T)
- 4 -2 DRM to any one Enemy Roll (smoke)
- 4 Re-join Scouts to Screen (Scouts 11.4.4D are available to fight in the 1st round)
- 4 Screen ships (AC, PC, DD) deliver night torpedo attack on enemy line of choice (separate attack +4 DRM) perform after battle line fire but before Screen line fire.
- 4 Claim Control of Sea Zone (3 to 1 Morale)
- 4 Choose Night/Day (Default is Day)

SUB vs Ship Attacks and ASW

Fire Subs using Sub

ASW= +1 for each DD/PC, +0.5 each other type (round Down) + 1 for each 3 Convoy Points