

Surface Torpedo attack		NIGHT					1	2	3	4	5	6
Subs							1	1	2	3		
ASW / Sub Torpedo		DAY				1	2	3	4	6	8	10
ASW / Sub Torpedo		NIGHT					1	2	3	4	6	8
Shore guns: Home Country Port		D/N								SB		
Shore guns: Overseas Port		D/N					SB					
Mines \$		D/N								M		
Guns vs AC, PC, TRS, CON		DRM										
Weather		DRM	Weather (not used for mines) -2 DRM									
Torpedo		DRM	+5 if attacking naval B, AC, TRS									
At least 1 DD Sweeper vs Mines		DRM	"-2"									
		-4										
		-3										
		-2										
4 Avoid combat ( 2 if your slowest ship is faster than all the non screened enemy)		-1										
4 Choose Target Ship Type		0										
4 + 2 DRM to any one roll (cross T)		1										
4 -2 DRM to any one Enemy Roll (smoke)		2										
4 Rejoin Scouts to Screen		3										
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										
4 Claim Control of Sea Zone (3 to 1 Moral)		5										A
4 Choose Night/Day (Default is Day)		6									A	A
		7								A	A	A
		8						A	A	A	A	D
		9						A	A	A	D	D
		10				A	A	A	A	D	D	D
		11				A	A	D	D	D	D	DA
		12	A	A	A	A	A	D	D	D	DA	X
		13	A	A	A	D	D	D	D	DA	X	X
		14	A	A	A	D	D	DA	DA	X	X	XA
		15	D	D	D	D	D	X	X	X	XA	XD
		16	D	D	D	DA	DA	X	X	XA	XD	X2D
		17	D	D	D	X	X	XA	XA	XD	X2D	2X
		18	DA	DA	DA	X	X	XD	XD	X2D	2X	2X
		19	X	X	X	XA	XA	X2D	X2D	2X	2X	2X

**Spending Surprise Points**

4 Avoid combat ( 2 if your slowest ship is faster than all the non screened enemy)

4 Choose Target Ship Type

4 + 2 DRM to any one roll (cross T)

4 -2 DRM to any one Enemy Roll (smoke)

4 Rejoin Scouts to Screen

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 Moral)

4 Choose Night/Day (Default is Day)

**SUB vs Ship Attacks and ASW**

Fire Subs using Sub/CONV row after all surface combat

ASW= +2 for each DDs + 1 for each 3 convoy factors

**Station Raids/Minor Raiding**

One ship per sea zone, flip, Morale Points = Fire power X Sea box number

These are the roles to "Hit": You still have to do the defense rolls to take into account the armor.

20	X	X	X	XD	XD	2X	2X	2X	2X	2X
21	XA	XA	XA	X2D	X2D	2X	2X	2X	2X	2X1D
22	XD	XD	XD	2X	2X	2X	2X	2X	2X1D	2X2D
23	X2D	X2D	X2D	2X	2X	2X	2X	2X1D	2X2D	3X
24	2X	2X	2X	2X	2X	2X1D	2X1D	2X2D	3X	3X

\* 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.

\$ MINES Every 4 (DriF) ships (2 SCS) must roll. -1 dmr for every ship less than 4

**Fire control applies to BB's , BC's, only, not B's**

**&& Use Day even in night for Radar Control: BB. CA in US**



2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	20
2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	21
3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	22
3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	5X	23
3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	5X	5X	24

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