Attack Type	D/N						
Air to Sea: Dive Bombing	DAY					1	2
Air to Sea: Torpedo Bombing	DAY						1
Air to Sea: Level Bombing	DAY	1	2	3	4	6	10
CL's		2		2		3	6
BB's							
Surface Capital Main with Fire Control &&	DAY					1	2
Surface Capital Main with Fire Control &&	NIGHT			1	2	3	4
Surface Capital Main (B)	DAY	1	2	3	4	5	6
Surface Capital Main (B))	NIGHT	2	3	4	5	6	7
Surface Capital Secondary* and or Screen Guns #	DAY	1		2	3	4	8
Surface Capital Secondary* and or Screen Guns #	NIGHT	1	2	3	4	6	10
Surface Torpedo attack	DAY			1	2	3	4
Surface Torpedo attack	NIGHT					1	2
Subs						1	1
ASW	DAY				1	2	3
ASW	NIGHT					1	2
Shore guns: Home Country Port	D/N						
Shore guns: Overseas Port	D/N					Sbat	
Mines $	D/N						
Main BB,BC,B Guns vs AC, PC, TRS, CON	DRM						
Weather	DRM						We...
Torpedo	DRM						
At least 1 DD Sweeper vs Mines	DRM						

-4	
-3	
-2	
-1	

Spending Surprise Points

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

0						
1						
2						
3						
4						
5						
6						
7						
8						A
9						A
10				A	A	A
11				A	A	D
12	A	A	A	A	A	D
13	A	A	A	D	D	D
14	A	A	A	D	D	DA
15	D	D	D	D	D	X
16	D	D	D	DA	DA	X
17	D	D	D	X	X	XA
18	DA	DA	DA	X	X	XD
19	X	X	X	XA	XA	X2D
20	X	X	X	XD	XD	2X
21	XA	XA	XA	X2D	X2D	2X
22	XD	XD	XD	2X	2X	2X
23	X2D	X2D	X2D	2X	2X	2X
24	2X	2X	2X	2X	2X	2X1D

(Top right text, partially cut off:) These are the roles to "Hit": You... the defense rolls to take into acc...

* Fire from AC, PC, Cl, 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

$ 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 nig...**

unding down to low column. Add +1 DRM if you had to round down. If > Max. Roll Max AND additional as required.

3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
2	3	4	6	8	10	12	14	16	18	20	22	24	26	28
14	18	22	26	30	34	38	42	46	50	54	58	62	66	70

9 12

1 2 3 4 5 6 7

3	4	6	8	10	12	14	16	18	20	22	24	26	28	30
5	6	8	10	12	14	16	18	20	22	24	26	28	30	32
7	8	10	12	14	16	18	20	22	24	26	28	30	32	34
8	10	12	14	16	18	20	22	24	26	28	30	32	34	36

12	16	20	24	28	32	36	40	44	48	52	56	60	64	68
14	18	22	26	30	34	38	42	46	50	54	58	62	66	70

5	6	7	8	10	12	14	16	18	20	22	24	26	28	30
3	4	5	6	7	8	10	12	14	16	18	20	22	24	26

2 3

4	6	8	10	12
3	4	6	8	10

Sbat

M

"+3"

ather (not used for mines) **-2** DRM in Rain, Snow **-4** DRM Storm **-6** DRM Blizzard

+5 if attacking naval B, AC, TRS units , **+0** vs BB, BC,, **-1** Vs PC , ML, DD.

"- 2"

	A=Abort									A	A	A		-4
	D=Damaged								A	A	A	D		-3
		X =Hit						A	A	A	D	D		-2
							A	A	A	D	D	D		-1

still have to do
ount the Armor.

								A	A	A	D	D	D	DA	0
							A	A	A	D	D	D	DA	X	1
						A	A	A	D	D	D	DA	X	X	2
					A	A	A	D	D	D	DA	X	X	XA	3
				A	A	A	D	D	D	DA	X	X	XA	XD	4
			A	A	A	D	D	D	DA	X	X	XA	XD	X2D	5
		A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	6
	A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	7
A	A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	8
A	A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	9
A	D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	10
D	D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	11
D	D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	12
D	DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	13
DA	X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	14
X	X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	15
X	XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	16
XA	XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	17
XD	X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	18
X2D	2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	19
2X	2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	20
2X	2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	21
2X	2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	22
2X	2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	5X	23
2X1D	2X2D	3X	3X	3X1D	3X2D	4X	4X	4X1A	4X1D	4X2D	5X	5X	5X	5X	24

(only) or stay in the Screen line.

ht for Radar Control: BB. CA in USN , HMS Service 1942+