

GAME REFERENCE CHART

Combat Chart

<u>Die Roll</u>	<u>SAM</u>	<u>PD</u>	<u>Bombs &SSM</u>	<u>Guns</u>	<u>Torps</u>	<u>ASW</u>
1	M	M	M	M	M	M
2	M	H	M	M	M	M
3	M	H	H	M	M	M
4	H	H	H	H	M	M
5	H	H	H	H	H	H
6	2H	2H	2H	H	2H	H

Sonar Detection

Roll sonar value or less to detect. Roll of 6 always fails.

Modify sonar value as follows:

<u>Factor</u>	<u>Modifier</u>
Multiple ships searching	+1
One-hex range	-2
Two-hex range	-3
Searching TF	-Speed
Target TF	+Speed
Target previously detected by any means	+1

Air to Air Combat

<u>Die Roll</u>	<u>Result</u>
2 or less	M
3-7	H
8 or more	2H

Aircraft Damage

<u>Die Roll</u>	<u>Result</u>
1	No effect
2-3	Abort
4-6	Shot down

Surface Search

<u>Visual</u>	<u>ESM</u>
1-2	1-5