

AIR TABLES

Air Table No. 1

Takeoff & Landing (10.63)	
Roll one die. On a result of -2 or less , one step is eliminated.	
<u>DRMs</u>	
Weather is Cloudy/ Rain/ Squall:	-1/-2/-3
Weather is Storm (<i>aircraft may not take off</i>):	-4
Weather is Gale: <i>all airborne aircraft eliminated</i>	
Night Takeoff:	-1
Night Landing (British):	-2
Night Landing (all others):	-3
Takeoff from/landing on carrier or water:	-1
Landing on carrier, more than half deck boxes destroyed:	-1
Landing on carrier that received deck damage this turn:	-1

Air Search (11.0)	
Roll one die. On a result of 3 or greater , task force is spotted.	
<u>DRMs</u>	
3-4/ 5-6/ 7+ steps of search aircraft*	+1/+2/+3
Target sighted last turn:	+1
Task force unloading in coastal zone:	+2
Search aircraft include fighters:	-1
Lone floatplanes searching, 1 icon (max. range: 2 zones):	-1
Target is 3-4/ 5-6/ 7-8/ 9+ zones from search base:	-1/-2/-3/-4
Weather is Cloudy/ Rain/ Squall:	-1/-2/-3
Weather is Storm or worse: <i>not permitted</i>	
Night: <i>not permitted</i>	
* Seaplanes steps count double for ASW Hunter-Killer	

CAP Interception of Air Search (11.2)	
Roll one die. On a result of 5 or greater , search aircraft is intercepted.	
<u>DRMs</u>	
Interception outside of CAP base zone:	-1
Weather is Rain:	-1
Weather is Squall or worse: <i>interception not possible</i>	
US or British:	+1
If interception is succesful, roll one die. On a result of 5 or greater , search fails and no report is made.	
<u>DRMs</u>	
Weather is Rain:	-1

Air Search Results (11.3)	
Roll two dice to obtain report for air search results.	
<u>2d6</u>	
2	<i>Report number of ships rounded to nearest multiple of 5, but not types.</i>
3	<i>Report presence of ships, may lie as to types; if decoy task force, do not remove decoy.</i>
4	<i>Report number of ships and if any carriers present.</i>
5	<i>Report number of ships rounded to nearest multiple of 5, but not types.</i>
6-8	<i>Report actual number and types of ships.</i>
9	<i>Report number and type of ships, within five of each type.</i>
10	<i>Report number and type of ships, within ten of each type.</i>
11,12	<i>Report number of ships and if any BB/BC present.</i>

AIR TABLES

Air Table No. 2

Target Location (13.2)

Roll one die. On a result of **3 or greater**, target is located.

DRMs

Strike occurs at night:	-1
Target sighted this turn:	+1
Range to target is 2 zones or less:	+1
Task force unloading or bombarding:	+2
Range to target was 8-11/ 12+ zones:	-1/ -2
Weather is Cloudy/ Rain/ Squall:	-1/-2/-3
Weather is Storm or worse: <i>not permitted</i>	

CAP Interception of Flight (10.8)

Roll one die. On a result of **3 or greater**, the flight is intercepted.

DRMs

For each zone between target and CAP base zone:	-1
Weather is Rain or worse:	-1
US or British:	+1

Sweep Interception of CAP (10.84)

Roll one die. On a result of **3 or greater**, the CAP is intercepted.

DRMs

Weather is Rain or Squall:	-1
Weather is Storm or worse: <i>not permitted</i>	

Sweep Interception of ASW (10.94)

Roll one die. On a result of **6**, the ASW Patrol is intercepted.

DRMs

Weather is Rain or Squall:	-1
Weather is Storm or worse: <i>not permitted</i>	

Air-to-Air Combat (12.0)

Roll one die per air-to-air factor. On a result of **6 or greater**, a hit is achieved.

DRMs

CAP fighter attacking one level above rated altitude:	-1
Aircraft with circled air-to-air factor attacking aircraft with uncircled factor:	+1
Target is a fragile aircraft:	+1
Note 1: If modifiers result in a result of 7 being required to hit, aircraft may still succeed on a result of 6, but all hits must be confirmed by second die roll result of 4 through 6.	
Note 2: Two or more hits must be scored against sturdy aircraft in one round to eliminate one step.	

Anti-Aircraft (13.34)

Roll one die per AA factor. On a result of **6 or greater**, a hit is achieved.

DRMs

US in 1944 or later:	+1
Aircraft at high altitude: <i>not permitted</i>	
Note: Aircraft making dive-bombing attacks are not considered high-altitude.	

Bombing & Air-Launched Torpedoes (13.35)

Roll one die per naval attack factor. On a result of **6 or greater**, a hit is achieved.

DRMs (maximum of +2)

Naval attack factor is circled:	+1
Aircraft is a dive bomber:	+1
Target speed is 0, 1 or 1+:	+1
Target in port or unloading:	+1
Attack occurs at night:	-1
Bombing from high altitude:	-1
Target is light warship or APD:	-1
Weather is Rain/ Squall:	-1/-2
Weather is Storm or worse: <i>not permitted</i>	

Land Bombing (13.5)

Roll one die per land attack factor. On a result of **6 or greater**, a hit is achieved.

DRMs

Circled land attack factor:	+1
Dive bomber:	+1
Bombing from high altitude:	-1
Weather is Rain/ Squall:	-1/-2
Weather is Storm or worse: <i>not permitted</i>	

COMBAT TABLES

Combat Table No. 1

Task Force Contact (5.71)	
Roll one die. Contact is made on a result of: 3 or greater (Day), 5 or greater (Night), an unmodified 6 (Surprise Sighting). <u>Required DRMs</u>	
Weather is Cloudy/ Rain/ Squall/ Storm/ Gale:	-1/-2/-3/-4/-5
<u>Additional DRMs</u> (players must declare in order to use)	
Leader present (player's choice):	+1 or -1
Task force contains carrier with aircraft on CAP, Search or ASW (player's choice):	+2 or -2
Task force has ships with combined floatplane value of 3 or more (may use at night, may not combine with carrier modifier above):	+1 or -1
Task force is blockading a port that opposing task force is trying to enter/exit:	+2
20 or more warships:	+1
Task force has intercept mission:	+1
Very long battle in progress:	+1
Task force contains only DD, DE, TB or APD:	-1
Task force contains 5 or fewer ships:	-1
Task force moved 3 or 4 sea zones this turn:	-2
Attempt is in initial zone of one task force and in final zone of the other, and both are moving at least 2 zones:	-3
<i>Night:</i> At least half of ships in task force are American or British (radar):	+1 or -1
<i>Night:</i> At least half of ships in task force are Japanese (exceptional spotters):	+1 or -1

Initiative (6.2)	
Roll one die. On a result of: 1-3: Axis initiative 4-6: Allies initiative <u>DRMs</u>	
Allied/ Axis leader present:	+1/-1
Axis/ Allied task force includes transport(s):	+1/-1
Note: Task forces in port never have the initiative.	

Sighting Ranges (6.37)	
Depending on weather conditions the following maximum sighting ranges apply:	
<u>Weather</u>	<u>Day/ Night</u>
Clear, Cloudy:	6/3
Rain:	5/2
Squall (No tertiaries may fire):	4/2
Storm (No secondaries, tertiaries or torpedoes may fire):	3/1
Gale: <i>no combat permitted</i>	

Gunnery & Ship-Launched Torpedoes (6.55, 6.64)	
Roll one die per gunnery/torpedo factor. On a result of 6 or greater, a hit is achieved. <u>DRMs (maximum of +1)</u>	
Torpedo in hull mount (boxed torpedo factor):	-1
Target is BB, BC, CV, CVL, CVE or large transport:	+1
Range is 0 or 1 hex:	+1
Target is dead in the water, towing or being towed:	+1
Side has surprise sighting (first round only):	+1
Note 1: Second and subsequent ships firing guns at the same target must confirm each hit with a second die roll. Roll one die, hit confirmed on a result of 4 or greater. Note 2: If multiple groups occupy the same hex, roll one die for each group. The group with the highest result may fire. In case of a tie, all groups with the highest die roll may fire. Note 3: If an oiler or minelayer is hit, roll one die. On a result of 6 the ship is sunk. Surviving ships roll for damage normally.	

COMBAT TABLES

Combat Table No. 2

Running Aground/Refloating (9.53, 9.54)

Roll two dice. On a result of **11 or greater**, the ship runs aground.

DRMs

Capital ship or large transport:	+1
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Roll one die. On a result of **6**, the ship is refloated.

If refloated, roll one die, halve the result and mark off that many hull boxes (ship retains a minimum of one hull box).

DRMs

No hull armor:	+1
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Pursuit (5.28)

Roll one die. On a result of **5 or greater**, pursuit succeeds.

DRMs

Task force includes carrier during daylight:	+2 or -2
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All pursuing ships faster than slowest ship being pursued:	+1
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Daylight turn:	+1
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Weather is Cloudy/ Rain/ Squall/ Storm:	-1/-2/-3/-4
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Weather is Gale: <i>pursuit not allowed</i>	
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Excess Damage (7.6)

Roll one die per primary/bomb hit on light/no armor. On a result of **4-6**, destroy one additional box of the same type.

Armored Flight Decks (7.81)

Roll one die per flight deck hit caused by bomb. On a result of **1-4**, the flight deck hit is ignored (any armament hit is still recorded).

Aircraft Losses (8.2)

Roll one die per hull hit on a carrier. On a result of **5 or greater**, eliminate one step of aircraft in the Hangar Box. Players alternate choice, attacking player first.

DRMs

Multiple hull hits in the same attack:	+1
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Emergency Repairs (8.3)

Propulsion:

Roll one die. On a result of **6**, the ship may move at speed 1. On a result of **1-2**, no further repair attempts may be made.

Flight Deck:

Roll one die. On a result of **5 or greater**, one flight deck box is repaired. On an **unmodified result of 1**, no further repair attempts may be made (Americans after July 1942 confirm no further repairs with a second result of 1-3).

DRMs

American carrier after July 1943/ after July 1942:	+2/+1
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Foundering (7.73)

Roll two dice. On a result of **12 or greater**, the ship suffers an additional hull hit.

DRMs

Ship moved two sea zones:	+1
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Ship moved three sea zones:	+2
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Weather is Squall/ Storm/ Gale:	+1/+2/+3
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OTHER TABLES

Other Table No. 1

Submarine Contact (16.31)

Roll two dice for each submarine in the flotilla.

2d6

2-8	No contact.
9	Submarine makes contact, but may not attack.
10	Submarine may attack any ASW escort; if no ASW escort, may attack any ship except carrier.
11	Submarine may attack any ship except carrier; if no ASW escort may attack any ship.
12+	Submarine may attack any ship.

DRMs

Night Turn:	+1
Task force did not enter new sea zone during the turn:	+1
Task force moved 2 or more sea zones:	-1
Weather is Storm or worse: <i>contact not allowed</i>	

ASW Sweep (task force) (19.4)

Roll two dice. On a result of **10 or greater**, a submarine flotilla is located (randomly determine flotilla if more than one in range) and may be attacked. **Attack:** Roll one die. On a result of 6, one submarine from the flotilla is destroyed (use modifiers from ASW Table).

DRMs (maximum of +3)

For every 5 DD and/or DE units in the task force (for every 6 if prior to 1941):	+1
For every 2 steps of aircraft (1 step of helicopters) flying ASW patrol from a ship in the task force:	+1
Scenario takes place in 1942	-1
Scenario takes place prior to 1942	-2
Night (if prior to 1943)	-3
Weather is Rain/ Squall	-1/-2

Note: Maximum task force speed is 2 zones per turn.

ASW (16.4)

Roll one die.

1d6

6	Submarine driven off, no loss to either side.
7	Submarine sunk after firing its torpedoes.
8+	Submarine sunk before firing its torpedoes.

DRMs (maximum of +3)

Attack is made in a minor port:	+2
Attack is made in shallow water:	+1
For every 5 DD or DE in the task force (for every if prior to 1941):	+1
For every 5 steps of ASW aircraft in range (aircraft from CV in task force count double):	+1
Submarine moved during the turn (daylight only):	+1
Ace submarine commander:	-1
Night:	-1
American task force in 1943:	+1
American task force in 1943 or later:	+2
Weather is Rain/ Squall:	-1/-2

Note: Task force must have at least 1 ASW escort ship or have at least 1 aircraft step on ASW Patrol/Local ASW Escort.

ASW Hunter-Killer (aircraft) (10.92)

Roll one die. On a result of **6 or greater** (apply all modifiers from *Air Search Table*), the submarine flotilla is located.

Attack: If flotilla located, roll one die to attack. On a result of 6, one submarine is sunk.

OTHER TABLES

Other Table No. 2

Submarine Attack (16.5)

Roll one die per attack factor. On a result of 6 or greater, a hit is achieved.

DRMs (maximum of +2)

German, American, British, Japanese, Dutch, Polish:	+1
Target is dead in the water or loading/unloading:	+1
Target is BB, BC, CV, CVL, CVE or large transport:	+1

Submarine Attack Factors

Japanese:	4
German, American:*	3
All others including US S-boats:	2
*Americans (before 1944), Germans (April 1940 only) must confirm hits with a second die roll result of 5 or greater.	

Sub vs. Sub (16.54)

Roll two dice. On a result of 12 or greater, one submarine is sunk.

DRMs

Attacking submarine is British (all dates) or American after 1943:	+1
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Submarine Torpedoes (19.32)

Roll one die for each merchant sunk.

1d6

1-4	Merchant sunk by gunfire.
5-6	Mark off one torpedo box (if none available, no merchant is sunk).

Lone AMC (19.33)

Roll one die after sinking merchant. On a result of 1-3, do not reveal raider's location.

Shore Bombardment (9.62)

Roll one die per gunnery factor.

On a result of 5 or greater, a primary gun scores a hit.

On a result of 6, a secondary gun scores a hit.

For each result of 6 by a tertiary gun, roll one additional die; a hit is scored on a second result of 5 or greater.

Minefield (18.21)

Roll two dice per ship. On a result of 11 or greater, the ship hits a mine.

DRMs

For each additional minefield (maximum of 5) on the zone boundary:	+1
Ship plotted to move 3 or more zones:	+2
Light warship (except CL) or MTB:	-1

Minesweeping (18.5)

Roll one die for each minesweeper.

1d6

1	Minesweeper destroyed by exploding mines.
2-3	No effect.
4-6	One minefield removed (sweeping player's choice).

Note: Alternative minesweepers (18.53) treat a result of 4 as No effect.

Amphibious Unloading (19.53)

Roll one die for each transport. On a result of 6+, the transport unloads.

DRMs

For every 6 turns spent unloading (after the first 6 turns):	+1
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Ground Combat (19.58)

Roll one die per troop point. On a result of 6, one enemy troop point is eliminated. Hits against unsupported invading troops (19.51) are tripped.

OTHER TABLES

Other Table No. 3

MTB Contact (17.3)

Roll one die for each MTB present. On a result of **5 or greater**, the MTB makes contact.

Note: Weather is Squall or worse: MTBs inactive.

MTB Attack (17.4)

Roll one die for each attacking MTB.

1d6

1	All task force ships fire on attacking MTB.
2-4	Target ship and any 2 untargeted DD, DE or TB may fire on the attacking MTB.
5-6	MTB has surprised the enemy, attack unopposed.

Firing ships roll one die for each Tertiary and AA factor. On a result of **6**, the MTB is destroyed.

MTB Torpedoes (17.41)

Roll one die per torpedo factor (up to two). On a result of **6**, a torpedo hit is achieved.

MTB versus MTB (17.42)

Contact:

Roll one die. On a result of **5 or greater**, all MTBs make contact.

Initiative:

Roll one die. On a result of **1-3 Allied player** has the initiative. On a result of **4-6 Axis** player has the initiative.

Attack:

Roll two dice for each attacking MTB. On a result of **10 or greater** an enemy MTB is destroyed.

DRMs

Initiative player:	+1
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MTB versus Submarine (17.43)

Roll two dice. On a result of **12**, one enemy submarine is destroyed.

Merchant Shipping (19.31)

Roll two dice, add merchant density. If searching near designated route, subtract 4 times the distance in sea zones from the route. On a result of **12 or greater**, one merchant ship is captured or sunk.

DRMs

Searching group has carrier aircraft assigned to air search:	+3
Ship in group has floatplane icon (must have moved 2 zones or less, daylight, weather Cloudy or better):	+2
Each zone the searching group is plotted to move beyond the first:	-4
Night turn*:	-4
No searching ship has a speed of 2 or more*:	-6
Weather is Cloudy/ Rain/ Squall/ Storm:	-1/-2/-3/-4
Weather is Gale: <i>contact not possible</i>	
*Disregard if searching group is submarine flotilla.	

Coast Watchers (9.56)

Roll one die. On a result of **5 or greater**, the task force is spotted.

DRMs

Task force is in enemy coastal or island zone:	+2
Night:	-1

Minefield Damage

1d6

1-2	1 Hull
3	2 Hull
4	3 Hull, -1 speed
5	5 Hull, dead in water
6	Ship sinks