

Naval hits, surface and air strike

DR	1	3	6	9	12	16	22	30	40	50	DR	1AP	2AP	3AP	4AP	5AP	DR
2	0	0	0	0	0	0	0	0	0	1	2	0	0	1	2	3	2
3	0	0	0	0	0	0	0	0	0	1	3	0	1	2	3	4	3
4	0	0	0	0	0	0	0	0	1	1	4	0	1	2	4	4	4
5	0	0	0	0	0	0	0	1	1	1	5	1	2	3	4	5	5
6	0	0	0	0	0	0	1	1	1	2	6	1	2	4	5	6	6
7	0	0	0	0	0	1	1	1	2	2	7	1	3	4	5	6	7
8	0	0	0	1	1	1	1	2	2	2	8	2	3	4	6	7	8
9	0	0	1	1	1	1	2	2	2	3	9	2	3	5	6	8	9
10	0	1	1	1	1	2	2	2	3	3	10	2	4	6	7	9	10
11	1	1	1	1	2	2	2	3	3	4	11	3	5	6	8	10	11
12	1	1	1	1	2	2	2	3	3	4	12	3	5	7	9	11	12

Attack Type	Restriction	DRM	Other
Surface Guns	Damage Odds	0	BB/BC Range 1-2 AF Doubled
Surface Guns	Damage Odds	0	Lowest Ship AF
Surface Torps	To Hit Column	0	Ship Torp Rating
Surface Torps	Damage Odds	0	Japanese AF 15, Subs 12
Surface Torps	Damage Odds	0	US AF 6 -6/43, US AF 8 7/43+
Surface All	Target Speed 1	+1	Also D3/D4
Surface All	Night Surprise	+2	US Torps Range 2
Air Strike	Kamikaze	+2	Damage AF 6
Air Strike	Target Speed 0	+2	Also Port Surprise
Air Strike	Target Speed 1	+1	Also D3/D4
Air Strike	CAP Kills	-1	Any AP Loss
Air Strike	AA Kills	-1	Any AP Loss
Air Strike	US Torp -6/43	-1	AF 6
Air Strike	Med Alt Non Dive	-2	AF 4
Air Strike	High Alt	-3	AF 2, Roll Each AP

DR	1:4	1:3	1:2	2:3	1:1	3:2	2:1	3:1	4:1	5:1	DR
1	0	0	0	0	0	0	D1	D1	D1	D1	1
2	0	0	0	0	D1	D1	D1	D1	D1	D2	2
3	0	0	0	D1	D1	D1	D1	D2	D2	D2	3
4	0	0	D1	D1	D1	D1	D2	D2	D2	D3	4
5	0	D1	D1	D1	D1	D2	D2	D2	D3	D3	5
6	D1	D1	D1	D1	D2	D2	D2	D3	D4	D4	6

Damage Procedure	Column Odds	Weapon AF/Target DF
Damage Procedure	Row D6 Roll	Roll 1D6 For Each Hit
Critical Procedure	1D6 End Naval Phase	+D1 If <= Damage Level
CV/CVL/CVE	Critical -1 DRM	UK CV/CVL No DRM
No Critical Ships	DD/DE/SC	MS/SF/APB