

Submarine warfare

Fleet subrons patrol every other cycle, 2 search max, coastal every cycle, 1 search.

Allied Hunter-Killer (HK) ASW groups with 4+ ASW points may conduct one ASW attack/cycle.

Subs	Radius	Search	Attack
1	1	-2	-1
2	2	-1	-1
3	2	+0	-1
4	3	+0	+0
5	3	+1	+0
6	4	+1	+1
Mine	1	+0	+0

Air ASW Patrol	-1 Sub Number
----------------	---------------

DR	Sub Attacks
2-8	0
9-11	1
12+	2

Coastal	-1 DRM	Fleet <251	+1 DRM
Fleet 2nd Search	-1 DRM	US Fleet 1 Search vs MS	+1 DRM
TF<5 Warships	-1 DRM	TF D3/D4	+1 DRM
TF Speed 3	-1 DRM	TF Speed 1	+1 DRM

ASW Per Non DD/DE Ship	Screening	Max 1 CV/CVL/CVE	2
0.25-0.99	Screened	Each DD/DE	2
1.00+	Heavily Screened	D2 DD/DE	1

DR	MS/AA/SF/DD/DE Hits	CL/CA/BC/BB/CV Hits	Sub Type	Hit AF
1	0	0	CW/Dtch	6
2-3	1	1	US 6/43-	6
4-5	1	2	US 7/43+	8
6+	2	3	Japanese	12

Heavily Screened	-1 DRM	Unscreened MS	+1 DRM
US Subs -6/43	-1 DRM	TF D3/D4	+1 DRM
TF Speed 3	-1 DRM	TF Speed 1	+1 DRM

DR	Subs Sunk
2-10	0
11+	1

Air ASW or CV	+1 DRM
Heavily Screened	+1 DRM
HK 6 Screen Val	+1 DRM
HK vs 1-3 Sub	-1 DRM