

# MICRONAUTS: THE GAME - WWII COMBAT TABLE CARDS

Use this page to keep track of steps involved in each game phase.  
Tables are grouped on the following pages according to function.

## 1. INITIATIVE/COHESION PHASE

- Roll each 1D20. High roll moves first or passes.
- Each squadron or independent ship roll on Cohesion Table (C-9)

## 2. DAMAGE CONTROL PHASE

- Using crew's damage control capacity, roll 1D20 for each critical hit on Damage Control Table. (C-7)

## 3. DETECTION PHASE

- Consult Spotting Distance Chart (C-1) for visibility
- Determine LOS - can be blocked by smoke, land, or other ships.

## 4. TACTICAL MOVEMENT PHASE

- Roll for smoke dissipation. (C-5)
  - 1st navy moves all units, then other navy - at discretion of player w/ initiative this turn
- OR:
- 1st navy moves all units 1/2 distance, then other navy moves all units full distance, after which 1st navy completes movement.

## 5. TORPEDO IMPACT PHASE

- Resolve torpedoes launched in previous turns
- Measure range. Roll on Torpedo Spread Table (C-10)
- If target straddled, roll on Torpedo Salvo Table (C-11) for # of hits
- Roll on Torpedo Hit Location Table (C-12) for each torpedo that hit.
- Determine damage on Torpedo Damage Table (C-13)

## 6. GUNNERY COMBAT PHASE

- Players declare firing ships
- For each fire combat:

### Straddle Phase

- Determine range & gun caliber
- Roll on Gunnery Straddle Table (C-14)
- Apply all modifiers for target size & speed
- If target straddled, continue to Salvo Phase

### Salvo Phase

- Roll on Salvo Table (C-15), and apply all modifiers
- If target is hit, continue to Hit Location Phase

### Hit Location Phase

- For each shell hit, roll on Hit Location Table (C-16)
- If 19 or 20 is rolled, continue to Critical Hits Table (C-8)

### Damage Phase

- Determine damage on Damage Table (C-17) and mark SSL.

## 7. TORPEDO LAUNCH PHASE

- Players declare and mark torpedo launches
- Secretly note targets
- If target is under 2 Kyds from launch point, resolve torpedo attack immediately (see Step 4 Torpedo Impact Phase) (C-10)

## 8. AIR COMBAT PHASE

- See separate Air Combat Reference Sheet

### C-1 SPOTTING DISTANCE IN KYDS

	Target	Size	Class			
Spotter Size Class	0	1	2	3	4	5
0	20	25	30	30	30	30
1	25	30	35	40	40	40
2	30	35	35	40	40	40
3	30	40	40	40	40	40
4	30	40	40	40	40	45
5	30	40	40	40	45	45

### C-2 WEATHER DIE ROLL MODIFIER

Light Conditions (visibility)	Fully overcast	Clear, no moon or mostly cloudy, partial moonlight	Moonlight, partly cloudy	Bright moonlight (clear)
Modifier	+10	+8	+6	+4
Precipitation	Monsoon, foggy	driving rain, snow	steady rain, snow or light fog	Light rain, drizzle
Modifier	+8	+6	+4	+2
Wave Height	19 feet+	13 - 18 feet	6 - 12 feet	less than 5 feet
Modifier	+10	+6	+2	0

### C-3 MALFUNCTION TABLE

(Natural to-hit die roll of 20)

Subsequent Die Roll	Effect
1 - 15	No additional effect - all shots miss
16 - 19	Firing turret disabled: roll on MA or SA chart to determine affected turret
20	Self-inflicted critical hit: Roll on Critical Hit Table. Apply result to own ship.

### C-4 SMOKE MAKING CHART

Die Roll	Result
1 - 12	Make smoke as normal, affects cohesion
13 - 14	Makes smoke for only last half of turn Affects cohesion ( * )
15 - 16	Makes smoke for only last quarter of turn Affects cohesion ( * )
17 - 18	Emits weak smoke Provides no cover, but affects cohesion
19 - 20	No smoke is made this turn

( \* ) = Treat as 1 - 12 if continuing existing screen

### C-5 SMOKE DISSIPATION CHART

Wind Speed	Remain Stationary	Move Downwind (Kyds)	Dissipate (Remove entire screen)
Calm: < 6 knots	1 - 10	11 - 15 : 1 Kyd	16+
Light: 7 - 12 knots	1 - 5	6 - 11 : 2 Kyds	12+
Medium: 13 - 19 knots	1 - 2	3 - 8 : 4 Kyds	9+
Strong: 20+ knots	1	2 - 5 : 6 Kyds	6+

### C-6 SPEED CONVERSION TABLE

Speed in Knots	Speed in Inches		Speed in Knots	Speed in Inches	
	Standard Scale	Reduced Scale		Standard Scale	Reduced Scale
50	10.0	40.0	24	4.8	19.2
48	9.6	38.4	22	4.4	17.6
46	9.2	36.8	20	4	16
44	8.8	35.2	18	3.6	14.4
42	8.4	33.6	16	3.2	12.8
40	8.0	32.0	14	2.8	11.2
38	7.6	30.4	12	2.4	9.6
36	7.2	28.8	10	2	8
34	6.8	27.2	8	1.6	6.4
32	6.4	25.6	6	1.2	4.8
30	6.0	24.0	4	0.8	3.2
28	5.6	22.4	2	0.4	1.6
26	5.2	20.8	0	0	0

### C-7 DAMAGE CONTROL TABLE

	Damage Repaired Flooding Stopped Fire Extinguished	Catastrophic Failure
Poor Damage Control	1 - 3	16 - 20
Normal Damage Control	1 - 6	18 - 20
Exceptional Damage Control	1 - 9	20

### C-8 CRITICAL HIT TABLE

Die Roll	Location	
1-4	Penetrating Hit	Do NOT need to penetrate armor
5-6	2 x Damage (penetrating)	
7	Bridge	
8	Forward Fire Control	
9	Aft Fire Control	
10	AA Fire Control	
11	Secondary Fire Control	
12	Radar	
13	Electrical: as hits 8-12	
14	Boiler	
15	Engine	
16	Rudder	
17	Steering	
18	Forward Magazine	
19	Aft Magazine	
20	Secondary Magazine	

**TURN SEQUENCE**

1. Initiative/Cohesion Phase
2. Damage Control Phase
3. Detection Phase
4. Tactical Movement Phase
5. Torpedo Impact Phase
6. Gunnery Combat Phase
7. Torpedo Launch Phase
8. Air Combat Phase

**C-9 COHESION TABLE**

Daytime		Fail by	Result		
Daytime					
+1 to +5			One ship: fire at closest equivalent target	Japanese at night: 1941 - 1944	-1
+6 to +10			Squadron: all fire at closest equivalent target	Flagship has radar (any)	-1
+11 or more			One ship: no fire	USN at night: 1941 - 1942	+1
				Italians at night: 1939 - 1945	+2
Night / Fog				French, Russians, Dutch at night	+1
Night / Fog				Flagship not in lead	+2
				Flagship bridge hit	+1
+1 to +2			One ship: no fire	Out-of-formation	+4
+3 to +4			One ship: fire at closest enemy target	Each ship within smoke this turn	+1
+5 to +6			Squadron: fire at closest enemy target	No firing previous turn	-2
+7 or more			One ship fires at nearest illuminated target (enemy or friendly)		

**C-10 TORPEDO SPREAD TABLE**

Type	Range (Kyds) / Impact										Die Roll Modifiers		
	Imed	First Turn					Second Turns						
	2	4	6	8	10	12	14	16	18	20			
Aerial	18	9	2	-	-	-	-	-	-	-		Weather Modifier	+W
Poor Surface	16	10	4	2	-	-	-	-	-	-		Target Closing	-2
Surface	18	14	10	4	2	-	-	-	-	-		Target Stationary	-6
Long Lance	18	16	12	8	6	4	3	2	1	-		Target Maintains Course	-4

**C-11 TORPEDO SALVO TABLE**

Torpedoes in Spread	Die Roll / Number of Hits																
	<0	0	1	2-3	4-5	6-7	8-9	10-11	12-13	14-15	16-17	18-19	20	21-22	23-24	25-26	26+
1	0	0	0	0	0	0	0	0	0	nm	1	1	1	1	1	1	2
2	0	0	0	0	0	0	0	0	nm	1	1	1	1	1	1	2	2
3	0	0	0	0	0	0	0	nm	1	1	1	1	1	1	2	2	3
4	0	0	0	0	0	0	nm	1	1	1	1	1	1	2	2	3	3
5	0	0	0	0	0	nm	1	1	1	1	1	1	2	2	2	3	4
6	0	0	0	0	nm	1	1	1	1	1	1	2	2	2	3	3	4
7-8	0	0	0	nm	1	1	1	1	1	1	2	2	2	3	3	4	4
9-10	0	0	nm	1	1	1	1	1	2	2	2	2	3	3	3	4	5
11+	0	nm	1	1	1	1	2	2	2	2	3	3	3	3	4	5	5

Range (launch point to end of target movement)	Target Speed	Target Aspect	Target Size
Under 6 Kyds: +4	0 kts: +4	Broadside: +2	0: -4
6 - 12 Kyds: +2	1-10 kts: +2	Quarter: +0	1: -2
over 12 Kyds: -2	30-34 kts: -1	Bow/Stern: -4	2: -1
	35-39 kts: -2		3: 0
	40+ kts: -3		4: +1
			5: +2

Poor Surface Torpedo: -2

**C-12 TORPEDO HIT LOCATION TABLE**

Die Roll	Location
1 - 2	Hull - devastating hit: triple damage, flooding
3 - 6	Hull - multiple compartments: double damage, flooding
7 - 14	Hull - normal damage
15	Hull plus critical hit
16 - 17	Hull plus MA (half each)
18 - 19	Hull plus SA (half each)
20	Partial Dud-half damage to hull
21+	Dud - no damage

Poor Surface Torpedo +4

**C-13 TORPEDO DAMAGE TABLE**

Torpedo Type	Hit	Near Miss
Aerial	2	0
Poor Surface	4	0
Surface	4	1
Long Lance	6	2

C-14 GUNNERY STRADDLE TABLE																	
		Range (Kyds)															
Category	Caliber	2	4	6	8	10	12	14	16	18	20	25	30	35	40	45	50
Very Light	3" - 3.5"	20	19	17	14	11	7	1/4	1/2	1/-	-	-	-	-	-	-	-
	4" - 4.5"	20	19	18	17	14	11	7	1/4	1/2	1/-	-	-	-	-	-	-
	4.7" - 5.25"	20	19	18	17	15	12	9	1/5	1/2	1/-	-	-	-	-	-	-
Light	5.5" - 5.9"	20	19	18	17	15	13	10	6	1/3	1/-						
	6" - 6.5"	20	20	19	18	16	14	11	7	1/4	1/2	1/-	-	-	-	-	-
Medium	7" - 8"	20	20	19	18	17	16	14	11	7	1/4	1/2	1/-	-	-	-	-
	9" - 10"	20	20	20	19	18	17	15	12	8	5	1/3	1/2	1/-			
	11" - 12"	[1]	20	20	19	18	17	14	12	9	6	1/3	1/2	1/-	-	-	-
Heavy	13" - 14"	[2]	[1]	20	19	18	17	16	14	11	8	1/4	1/2	1/-	-	-	-
	15"	[2]	[1]	20	20	19	18	17	15	12	9	6	1/3	1/2	1/-	-	-
	16"	[2]	[1]	20	20	19	18	17	16	14	11	7	1/4	1/2	1/-	-	-
	18"	[2]	[2]	[1]	20	20	19	18	17	16	14	10	6	1/4	1/2	1/-	-

C-16 HIT LOCATION TABLE	
Die Roll	Location
1	Dud: Hull as Near Miss
2	Hull: +Flooding
3	Hull: +Fire
4-7	Hull
8-9	Hull: Engineering
10-15	Main Armament
16-18	Secondary Armament
19-20	Critical Hits

**GUNNERY STRADDLE TABLE TO HIT MODIFIERS:**

**Non-Visual Fire Control (apply first-round up)**

Firing at Gun Flashes Target is using: Flashless Powder: 1/6 to-hit#

"Old" Powder: 1/4 to-hit#

Type "A" Radar No RFC capability RFC + visual: -1 Max 10 Kyds

Type "B" Radar RFC only: 1/6 to-hit# RFC + visual: -2 Max 15 Kyds

Type "C" Radar RFC only: 1/4 to-hit# RFC + visual: -3 Max 20 Kyds

**Armor penetrated:**



1/4: DeckHit/ Belt Hit

**Modifiers**

Weather Modifier (see chart)	+W	Subsequent ship firing at same target:	+2 (per firer, same shell category)
Heavy guns at Size Class 1 (DD) or smaller:	+4	5 or fewer guns in salvo (Med or Hvy only):	+2
Medium guns at Size Class 1 (DD) or smaller:	+2	Target illuminated (night):	-2 (star shells), -4 (fire or searchlight: target & illuminator)
All guns at surfaced submarines	+4	Target speed:	0: -2, 1-10 kts: -1, 35-39 kts: +1, 40+ kts: +2
Straddle previous turn:	-2	Local fire control (no gun director):	+4
Scout plane within 10 Kyds of target:	-2	Crew Quality:	Veteran: -2, Trained: +0, Raw: +2

C-15 SALVO TABLE										
Guns in Volley	Die Roll / Number of Hits									
	1	2-3	4-6	7-14	15-17	18-20	21-22	23-24	25-26	26+
1	0	0	0	0	nm	1	1	1	1	1
2	0	0	0	nm	1	1	1	1	2	2
3	0	0	nm	1	1	1	1	2	2	3
4-5	0	nm	1	1	1	1	2	2	3	3
6-8	nm	1	1	1	1	2	2	3	3	4
9-11	1	1	1	1	1	2	3	3	4	5
12-14	1	1	1	1	2	2	3	4	5	6
15+	1	1	1	1	2	3	4	5	6	7
Modifiers: Crossing "T"										+3
Modifiers: Close range (=18, 19 to hit)										+5
Modifiers: Point blank range (=20 to hit)										+10
Very Light Guns:										+4
Light Guns:										+2
Dive Bombers:										+6
Level Bombers:										-10

C-17 DAMAGE TABLE				
		Number of SSL boxes damaged		
Category	Gun Size	Penetrating Hit	Non-penetrating Hit	Near Miss
Very Light	3" - 3.5"	1	0	0
	4" - 4.5"	1	0	0
	4.7" - 5.25"	1	0.5	0
Light	5.5" - 5.9"	2	0.5	0
	6" - 6.5"	2	1	0
Medium	7" - 8"	3	1	0.5
	9" - 10"	3	1.5	0.5
	11" - 12"	4	1.5	1
Heavy	13" - 14"	4	2	1
	15"	5	2	1.5
	16"	6	3	2
	18"	7	4	3

## 8. AIR COMBAT PHASE REFERENCE SHEET

- Conduct air movement:
  - Move attacking bombers and close escort fighters
  - Move intercepting fighters (CAP)
  - Move escorting fighters
- Resolve anti-aircraft fire:
  - Consult Ship Logs, AA Range & Fire Arcs Tables for AA factors
  - Divide factors equally among all aircraft in target group
  - Resolve AA combat using the Air-to-Air Combat Table
  - Resolve air-to-air combat
  - Resolve attacks in the following sequence - apply all results immediately:
    - CAP engages escorts
    - Escorts engage CAP
    - Surviving CAP engages bombers
    - Bombers engage CAP
  - Resolve all air-to-air attacks using the Air-to-Air Combat Table
- Resolve air-to-surface torpedo attacks (one flight of aircraft vs. one ship):
  - Torpedo Attacks: Aircraft in range of target may drop torpedoes
  - Declare target: "torpedoes away"
  - If target under 2 Kyds from launch point, resolve torpedo attack immediately
  - If target beyond 2 Kyds, resolve attacks in the following turn's Torpedo Impact Phase (in all cases, air-to-surface torpedo attacks use the same tables as ship launched attacks)

- Measure range. Roll 1D20 Torpedo Spread Table - modified results greater than number shown result in attack failing.
- Unmodified roll of 20 - roll on Malfunction Table
- If target straddled, roll on Torpedo Salvo Table for # of hits
- Roll on Torpedo Hit Location Table for each torpedo that hit
- Determine damage from hits - roll on Torpedo Damage Table
- Weapons eliminated in Torpedo Impact Phase may not fire again during game
- Resolve air-to-surface combat bombing attacks (one flight of aircraft vs. one ship):
  - Aircraft that move to or past target ship declare "bombs away"
  - Aircraft that survive AA and air-to-air fire and arrive at target ship automatically straddle the target. No die roll is necessary.
  - Roll on Bomb Hit Table: apply all modifiers
  - If target hit - continue to Hit Location Phase
  - Hit Location Phase
  - For each bomb hit, roll on Hit Location Table
  - If a 19 or 20 is rolled, continue to Critical Hits Table
  - \* Damage Phase
  - Determine damage on Damage Table & mark SSL

A-1 CLIMB TABLE				
Aircraft Climb Rate	Between Deck, Low, Medium		From Medium to High	
	# impulses to change 1 level	Mark w/ Climb Marker	# impulses to change 1 level	Mark w/ Climb Marker
Slow	1	Remove at end of impulse	6	1/ impulse, up to 6
Average	1	Remove at end of impulse	4	1/ impulse, up to 4
Fast	1/2	Remove at end of impulse	2	1/ impulse, up to 2

A-3 TURNING TABLE			
	Turns allowed per impulse	Degrees	Turn Template
Fighter	unlimited	up to 360	none
Dive Bomber	2	up to 180	DD
Torpedo Bomber	2	up to 180	DD
Level Bomber	2	up to 180	DD
LB in Formation	2	up to 90	CA (multi-engine LB: rule 12.6.1)
Reconnaissance	2	up to 180	DD
Scout	unlimited	up to 360	none

A-2 DIVE TABLE		
Aircraft Type	# of levels per impulse	Notes
Fighter	2 levels	Half forward speed
Dive Bomber	2 levels	Half forward speed only when attacking
Torpedo Bomber	1 level	
Level Bomber	1 level	
Reconnaissance	1 level	
Scout	1 level	

A-4 AA RANGE TABLE										
Altitude	Self Defense		0 to 5 Kyds				5 to 10 Kyds			
	D	L	D	L	M	H	D	L	M	H
LAA	NA		100%	100%	100%	50%	50%	50%	50%	50%
MAA	NA		100%	100%	50%					
SAA	100%	50%								

A-5 AA FIRE ARCS			
Ship Class Size	AA Category		
	LAA	MAA	SAA
0, 1	all 360	all 360	P/S or F/S
2	all 360	P/S or F/S	P/S or F/S
3, 4, 5, 6	P/S or F/S	P/S or F/S	P/S or F/S



### A-6 AIR-TO-AIR COMBAT TABLE

Die Roll	Offensive Factor minus Defense Factor																				
	-10	-9	-8	-7	-6	-5	-4	-3	-2	-1	0	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10
1	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
2	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
3	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
4	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
5	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
6	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-
7	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	D	D
8	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	D	D	D	D
9	-	-	-	-	-	-	-	-	-	-	-	-	-	-	-	D	D	D	D	D	D
10	-	-	-	-	-	-	-	-	-	-	-	-	-	-	D	D	D	D	D	D	D
11	-	-	-	-	-	-	-	-	-	-	-	-	-	D	D	D	D	D	D	DD	DD
12	-	-	-	-	-	-	-	-	-	-	-	-	D	D	D	D	D	D	D	DD	DD
13	-	-	-	-	-	-	-	-	-	-	D	D	D	D	D	D	D	D	DD	DD	DD
14	-	-	-	-	-	-	-	-	-	D	D	D	D	D	D	D	DD	DD	DD	DD	DD
15	-	-	-	-	-	-	-	-	D	D	D	D	D	D	DD	DD	DD	DD	DD	DD	SD
16	-	-	-	-	-	-	D	D	D	D	D	DD	DD	DD	DD	DD	DD	DD	SD	SD	SD
17	-	-	-	-	D	D	D	D	DD	DD	DD	DD	DD	DD	DD	DD	DD	SD	SD	SD	SD
18	-	-	D	D	D	DD	DD	DD	DD	DD	DD	DD	DD	SD	SD	SD	SD	SD	SD	SD	TS
19	-	D	D	D	DD	DD	DD	DD	SD	SD	SD	SD	SD	SD	SD	SD	SD	SD	TS	TS	TS
20	D	D	DD	DD	DD	SD	SD	SD	SD	SD	SD	SD	SD	SD	SD	TS	TS	TS	TS	TS	TS

**Die Roll Modifiers**

- Veteran Pilots: +1
- Inexperienced Pilots: -1
- Attacking from higher altitude: +1
- Attacking multi-engine bombers in formation: -2

- No effect  
D Dispersed  
DD Damaged  
SD Shot Down  
TS Turkey Shoot

### A-7 BOMB HIT TABLE

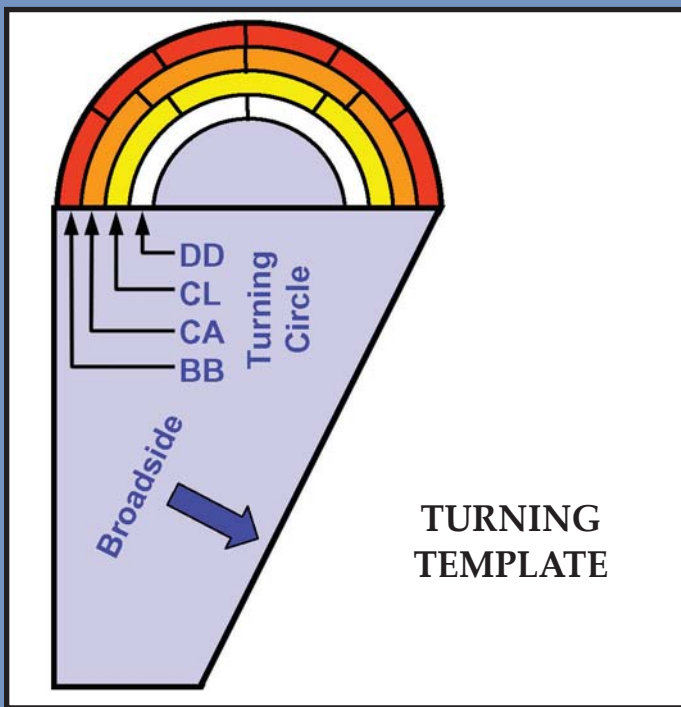
Bombs Dropped	Die Roll / Number of Hits												Altitude		
	1-2	3-4	5-6	7-8	9-10	11-12	13-14	15-16	17-18	19-20	21-22	23-24	25+	Dive Bomber	Target Class
1 - 2	0	0	0	0	0	0	0	nm	1	1	1	1	Low: +4	0.1: -4	0 kts: +4
3 - 5	0	0	0	0	0	0	0	nm	1	1	1	2	Medium: +0	2: -2	1-10 kts: +2
6 - 11	0	0	0	0	0	0	nm	1	1	1	1	3	Level Bomber	3: 0	11-29 kts: 0
12 - 17	0	0	0	0	0	nm	1	1	1	1	2	3	Low: 0	4: +2	30-34 kts: -1
18 - 24	0	0	0	0	nm	1	1	1	1	2	3	3	Medium: -5	5: +4	35-39 kts: -2
25+	0	0	0	nm	1	1	1	1	2	3	3	4	High: -10		40+ kts: -4

### C-16 HIT LOCATION TABLE

Die Roll	Location
1	Dud: Hull as Near Miss
2	Hull: +Flooding
3	Hull: +Fire
4-7	Hull
8-9	Hull: Engineering
10-15	Main Armament
16-18	Secondary Armament
19-20	Critical Hits

### A-9 BOMB DAMAGE TABLE

Bomb Type	Armor Penetration	Penetrating Hit	Non-Penetrating Hit	Near Miss
100 lb HE	0	0.5	0	0
250 lb HE	1	1	0	0
500 lb HE	1	2	0.5	0
1000 lb HE	1	4	1	0.5
1000 lb AP	3	2	0.5	0
2000 lb HE	2	6	2	1
2000 lb AP	4	3	1	0.5



**TURNING  
TEMPLATE**

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## ANTI-SUBMARINE WARFARE CHARTS

- During Detection Phase, use sonar to acquire submerged subs.
- For each ASW attack:
  - Choose weapon and roll on ASW Attack Table
  - If hit, mark sub's SSL using ASW Damage and Hit Location Tables

**SONAR DETECTION TABLE**

Sonar Type	Range (Kyds) / ("-reduced scale)			
	½	1	1½	2
	2"	4"	6"	8"
Type A Sonar	10	6	-	-
Type B Sonar	16	14	12	10
Type C Sonar	18	16	14	12

Contact is at deep depth	+4
Contact is at periscope depth	-8

**Coordinated Search**  
(for each additional ship searching for the same contact)

For each Type A Sonar-equipped ASW ship added to hunt	-2
For each Type B Sonar-equipped ASW ship added to hunt	-3
For each Type C Sonar-equipped ASW ship added to hunt	-4

<b>Wave Height:</b> 6 to 12	+4
13 to 18	+8
19+	Sonar Ineffective

**ASW ATTACK TABLE**

Weapon Firing	1-9	10-11	12-14	15-17	18-20	21-22	23-24	25
DC	0	0	nm	1	1	1	2	2
HH/SQ	0	nm	nm	1	1	2	2	3

<b>MODIFIERS</b>	<b>Target Speed</b>	<b>Firer's Speed</b>
	0-5 kts.: -1	1-10 kts.: 0
	6-10 kts.: -2	11-20 kts.: -1
	11-15 kts.: -3	21-30 kts.: -2
	16+ kts.: -4	31-40 kts.: -4
		40+ kts.: -6
	Target at Periscope Depth:	+1
	Target at Shallow Depth:	-2
	Target at Deep Depth:	-4
	CERTSUB:	+4

**ASW DAMAGE TABLE**

Weapon	Hit	Near Miss
DC	1	0.5
HH	2	0.5
SQ	3	1

**ASW HIT LOCATION TABLE**

Die Roll	Location
1-10	Hull: Flooding
11-12	Deck Gun
13-14	Torpedo Tubes
15-19	Engine Room
20	Critical Hit: sub sunk