

Die Roll Modifier Summary Charts (Detections and Attacks)

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TF vs. Enemy Ships

Version 8

	Detection		Attack	
	TF Ship to Enemy Ship	Enemy Ship to TF Ship	TF Ship to Enemy Ship	Enemy Ship to TF Ship
TF Ship Skill Level Modifier (values from the Ships Card)	(+/-)	no effect	(+/-)	no effect
Azimuth (from the display)	no effect	no effect	no effect	no effect
NM (TF Ship and Enemy Cards)	Enemy Ships NM (-)	TF Ship NM (-)	no effect	no effect
TD (TF and Enemy Cards)	no effect	used for subs	no effect	used for subs
MD (TF and Enemy Cards)	no effect	no effect	Enemy Ships MD (-) (not used for Gun attacks)	TF Ships MD (-) (not used for Gun attacks)
MD Shield if in Screen (2.2.1)	no effect	no effect	no effect	Shield If in Screen
Detection Level (no) (+)	(+)	(+)	(+)	(+)
Range DRM (from Tactical Display)	(+/-)	(+/-)	(+/-)	(+/-)
Environment Modifier (SURFACE DRM from Sensor Performance Cards)	(+/-) to the above	(+/-) to the above	no effect	no effect
Missile Volley	no effect	no effect	(+)	(+)
Use Commander Skills (1.5.6 Pg 21)	(+)	no effect	(+)	(-)
Damage Modifier Chits	(-)	(+)	(+)(-)	(-)
Ships in Supported / Protected Area	no effect	NM (+1)	no effect	MD (+)
Ships in Screening Force Area	(+1) FAST	More Chits	no effect	no effect

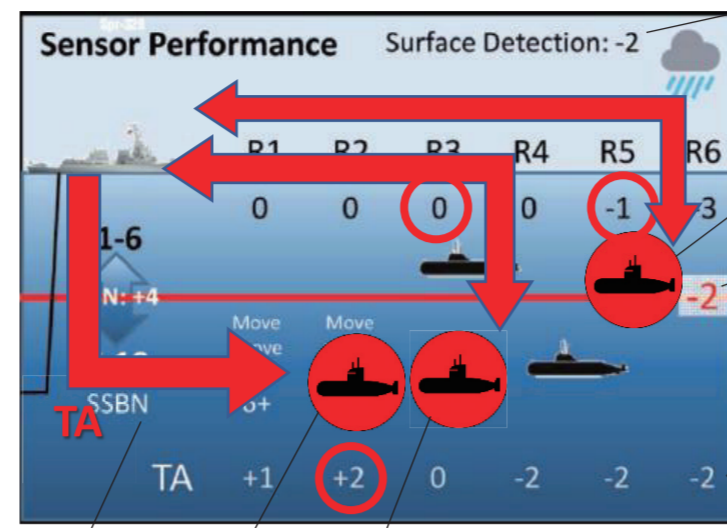
TF vs. Enemy Subs

(Assumes using Core game ONLY with Sensor Performance Card optional rules)

	Detection		Attack	
	TF Ship to Sub	Sub to TF Ship	TF Ship to Sub	Sub to TF Ship
TF Ship Skill Level Modifier (values from the Ships Card)	(+/-)	no effect	(+/-)	no effect
Azimuth (from Tactical Display)	no effect	no effect	no effect	(+)
NM (TF Ship and Enemy Cards)	Subs NM (-)	TF Ship NM (-)	no effect	no effect
TD (TF and Enemy Cards)	no effect	used for ships only	Subs TD (-)	TF Ships TD (-)
MD (TF and Enemy Cards)	no effect	no effect	no effect	used for ships only
MD Shield if in Screen (2.2.1)	no effect	no effect	no effect	used for ships only
Detection Level (no) (+)	(+)	(+)	(+)	(+)
Range DRM (from Tactical Display)	no effect	no effect	(+/-)	(+/-)
Environment Modifier SHALLOW (DRM ABOVE the line on the Sensor Performance Cards - Table Pg 43)	(+/-)	(+/-)	no effect	no effect
Environment Modifier DEEP (DRM BELOW the line on the Sensor Performance Cards - Table Pg 43)	(+/-) if TA or Shallow Thermal Layer Mod	(+/-) use Shallow and Thermal Layer mod	no effect	no effect
Torpedo Spread	no effect	no effect	(+)	(+)
Ping Chit +3 (1 Enemy SSBN only, Typhoon Class NEVER Ping!)	(+)	no effect	no effect	no effect
Snorkelling Chit +2 (Only Diesel Boats (SSRs) may Snorkel)	(+)	(-)	no effect	no effect
Use Commander Skills (1.5.6 Pg 21)	(+)	no effect	(+)	no effect
Damage Modifier Chits	(-)	(+)	(+)(-)	(-)
Neutral Sub in Target Sub sector	(-)	no effect	(-)	no effect
Ships in Supported / Protected Area	no effect	NM (+1)	no effect	TD (+)
Ships in Screening Force Area	(+1) FAST	More Chits to Draw	no effect	no effect

Instruction: Select the correct Column that matches the action, Ship vs Ship at the top, Ship vs Sub at the bottom. Detection at the left, Attack on the right. Check each row for possible Modifiers. Blue is check in Friendly side favour. Red is a check on an Enemy Card, or chit which could go either way. Yellow is a neutral +/- DRM that could go either way. Grey cells are generally no effect or does not apply.

Sensor Performance Cards Detection Modifiers



Surface Detection:

- Detection Modifier applies both ways

Range 5 Shallow Sub:

- Above Layer Detection Modifier -1 (R5)

Thermal Layer modifier

Only use these numbers if using a Towed Array (TA) for a detection attempt

SSB is always deep

Range 3 Deep Sub (no TA):

- Above Layer Detection Modifier 0 (R3)
- Thermal Layer Modifier: -2

Range 2 Deep Sub with TA:

- TA Detection Modifier +2 (R2)



Treat Unknown Subs as SSNs

SUB DETECTION NOTES

- Use modifiers for detection both directions (ship to sub, sub to ship), except for TA (only ship to sub)
- Ignore the Ship and Enemy Sub (including Unknown Subs) maximum detection ranges (you can attempt detection out to range 6)
- Ignore Tactical Display Range Modifiers
- If using TA for detection, ignore Thermal Layer modifier
- If using Active Sonar, use normal Sonar procedure and only apply Thermal Layer modifier for deep subs
 - Use Tactical Display Range modifier
 - Use Active Sonar Maximum Range

SHIP DETECTION NOTES

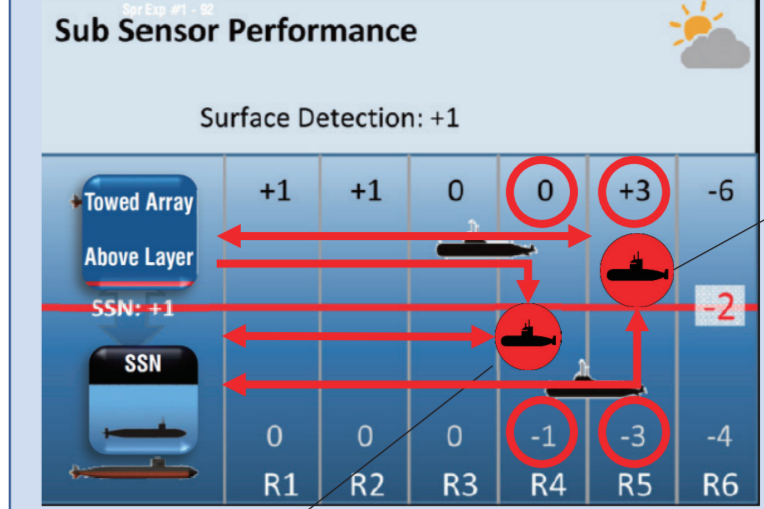
- Perform Enemy Ship detection as normal except use any Surface Detection modifiers

HELICOPTER DETECTION NOTES

- MAD detection cannot be performed on deep subs
- Sonobuoys can be set Deep to place it beneath the Thermal Layer
- Two Helicopter actions are required to dip the sonar below the Thermal Layer

Weapon Attacks are not modified based on the Sensor Performance card.

Sub Sensor Performance Cards Detection Modifiers



Range 5 Shallow Sub:

- SSN Detection
 - SA Det. Modifier: -3 (R5) - 2 (TL)
 - TA Det. Modifier: -3 (R5)
- Enemy Sub Detection
 - Detection Modifier: +3 (R5) - 2 (TL)

SA: Spherical Array
TA: Towed Array
TL: Thermal Layer

Range 4 Deep Sub:

- SSN Detection
 - SA Det. Modifier: -1 (R4)
 - TA Det. Modifier: 0 (R4) - 2 (TL)
- Enemy Sub Detection
 - Det. Modifier: -1 (R4)

Always use the Sensor Range numbers on the Thermal Layer side of the Sensor.