

# Search / Attack Summary

## Anti-Surface Search / Attack

Target: 1 Group

### Search

Search Type	Air Mission	Surface Group	Sub Unit
			
Search Range	declared range	0-1 hexes	same hex

**Result:** All surface units Detected

### Attack

#### Sub vs Surface Attack

Attack Range: same hex

No. of Attacks: 1 if moved; 2 if stopped (resolve individually)

#### Defender

Defense Dice: combine anti-sub strength of the entire target group, drop fractions from total

Roll lowest Tech Level among defenders or less to reduce attacker strength

#### Attacker

Attack Dice: anti-surface strength; Attacker allocates dice freely among targets.

Roll Tech Level or less to hit

At end of action, attacking unit Returns to Port

#### Surface vs Surface Attack

Attack Range: up to 2 hexes

Attacker allocates attacking units to defenders

#### Defender

Defense Dice: anti-air strength; Defender may spend area defense

Roll Tech Level or less to reduce attacker strength

#### Attacker

Attack Dice: anti-surface strength

Roll Tech Level or less to hit (-1 TL at range 2)

At end of action, attacking units become Detected

#### Air vs Surface Attack

Attack Range: declared range for Air Operations

**Resolve Interception before the attack**

Attacker allocates ATK units to defenders

#### Defender

Defense Dice: anti-air strength; Defender may spend area defense

Roll Tech Level or less to reduce attacker strength

#### Attacker

Attack Dice: anti-surface strength

Roll Tech Level or less to hit

## Anti-Sub Search / Attack

Target: 1 Unit

### Search

Search Type	Air Action	Surface Group	Sub Unit
No. of Rolls	No. of Missions	Combined Anti-Sub Strength	Anti-Sub Strength
Search Range	declared range	0-1 hexes	same hex

**Result:**

American or Japanese sub Detected on 1

Chinese or Korean sub Detected on 2 or less

### Attack

#### Sub vs Sub Attack

Attack Range: same hex

No. of Attacks: 1 if moved; 2 if stopped (resolve individually)

Attack Dice: anti-sub strength

Roll Tech Level or less to hit

#### Surface vs Sub Attack

Attack Range: same hex

Attack Dice: combine anti-sub strength of the attacking group, drop fractions from total

Roll Tech Level or less to hit

#### Air vs Sub Attack

Attack Range: declared range for Air Operations

**Resolve Interception before the attack**

Attack Dice: anti-sub strength

Roll Tech Level or less to hit

### Interception

Intercepting side chooses:

- 1) Simultaneous resolution: side receiving hits chooses losses
- 2) Attacker fires first: side inflicting hits chooses losses

ASP units hit on Tech Level or less

After interception, remaining ATK resolve their attack

### Passive Detection

Surface unit become Detected:	Sub units roll for Detection:
<ul style="list-style-type: none"> <li>• After performing a surface to surface attack</li> <li>• Entering a hex with one or more enemy surface units</li> <li>• Entering an enemy coastal hex</li> <li>• Entering an enemy SOSUS hex</li> </ul>	<ul style="list-style-type: none"> <li>• After moving</li> <li>• Entering an enemy coastal hex</li> <li>• Entering an enemy SOSUS hex</li> </ul>

# Air Operations Chart

Roll only one die regardless of the number of air bases / carriers available

Air Base	Air Operations	0-4	5-6	7	8	9	10					Distance
	Interception			0-2	3-4	5-6	7	8				
Carrier	Carrier Action			0-2	3-4	5	6	7	8			Result: No. of Missions
	Interception						0	1-3	4-5	6-7	8	
Die Roll Night: - 2 Carrier: + Tech Level	-1											
	0	1										
	1	1	1									
	2	2	1	1								
	3	3	2	1	1							
	4	4	3	2	1	1						
	5	4	4	3	2	1	1					
	6	5	4	4	3	2	2	1				
	7	--	--	4	4	3	3	2	1			
	8	--	--	4	4	4	4	3	2	1		
9	--	--	4	4	4	4	4	3	2	1		

# Action Summary

	Actions	Type	Move	Range	Number	Target	Success	Notes	Defense
<b>Submarine Actions</b>  SSNs move 2 Detected SS units can only choose Submerge  Detected SSN units can only choose Move or Submerge	Move		1 (2)						
	Move + Search	Anti-Surface Search	1 (2)	0	*	All units	Automatic	Target Detected	
		Anti-Sub Search	1	0	1	1 unit	2 or less (US/JP 1)	Target Detected	
	Move + Attack	Anti-Surface Attack	1 (2)	0	1	1 group	TL or less	Return to Port	Anti-Sub Strength
		Anti-Sub Attack	1	0	1	1 unit	TL or less		
	Search + Search	Anti-Surface Search	0	0	*	All units	Automatic	Target Detected	
		Anti-Sub Search	0	0	2	1 unit	2 or less (US/JP 1)	Target Detected	
	Attack + Attack	Anti-Surface Attack	0	0	2	1 group	TL or less	Return to port	Anti-Sub Strength
		Anti-Sub Attack	0	0	2	1 unit	TL or less		
Submerge			0	self			Flip to Undetected		
<b>Surface Actions</b>  Resolve Surface Actions and any Carrier Action in the order of your choice	Move		2						
	Move + Search	Anti-Surface Search	2	1	*	All units	Automatic		
		Anti-Sub Search	1	0	1	1 unit	2 or less (US/JP 1)		
	Search + Search	Anti-Surface Search	0	1	*	All units	Automatic		
		Anti-Sub Search	0	0	2	1 unit	2 or less (US/JP 1)		
	Move + Attack or Attack + Move	Anti-Surface Attack	2	2	1	1 group	TL or less	-1 at 2 hexes	Anti-Air Strength
Anti-Sub Attack		1	0	1	1 unit	TL or less			
Landing			0						
<b>Air Operations / Carrier Action</b>	Attack	Anti-Surface Attack		declared	# missions	1 group	TL or less	Interception	Anti-Air Strength
		Anti-Sub Attack		declared	# missions	1 unit	TL or less	Interception	
	Search	Anti-Surface Search		declared	# missions	All units	Automatic		
		Anti-Sub Search		declared	# missions	1 unit	2 or less (US/JP 1)		



