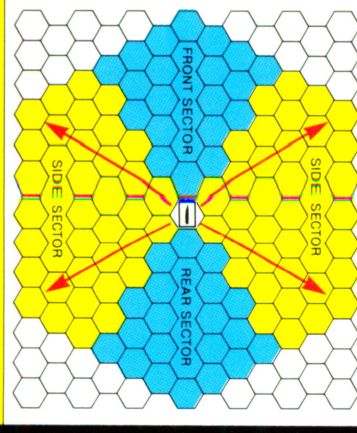



BATTLEBOARD
The Avalon Hill Game Company

GUNS AND SHIP TORPEDOES



SURFACE TURN RECORD TRACK (option 16)

BREAKOFF* -5: Night -7: Day +1: Per Surface Turn		1	2	3	4	5	6	7	8	9	10
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SURFACE COMBAT RANGES

- a Guns:** 6 hexes (3 = half range)
b Guns: 5 hexes (2 = half range)
c Guns: 4 hexes (2 = half range)
d Guns: 3 hexes (1 = half range)

Ship Torpedoes:

- United States: 2 hexes (1 = half range)
Japanese: 5 hexes (2 = half range)

COMBAT DIE ROLL MODIFIERS CHART (4b2)

ANTI-AIRCRAFT MODIFIERS (4c2)	SURFACE MODIFIERS
-2: Vs. a high level bomber	+2: Torpedoes used at night
-1: Vs. a medium level bomber	+3: Making an "anvil" attack
-1: If strafed (option 14f)	-2: Target ship is "threading" torpedoes
BOMBING MODIFIERS (4d3)	+2: Target ship is "threading" torpedoes
+3: Making an "anvil" attack	+2: Guns or torpedoes used at half range
-2: Target ship is "threading" torpedoes	-2: Guns used into the front or rear sector
+4: Dive Bomber(s) vs. a ship with Ready combat air unit(s)	Surface vs. Defense Factor Ratings
-5/-1: High level bomber vs. a moving-ship phase	-6: "d" vs. "a"
-5/-4: Medium level bomber vs. a moving-ship phase	-4: "d" vs. "b" or "c" vs. "a"
	-2: "d" vs. "a", "c" vs. "b", or "b" vs. "a"

ANTI-AIRCRAFT MODIFIERS (4c2)

- BOMBING MOD:**
-2: Vs. a high level bomber
-1: Vs. a medium level bomber
-1: If stratified (option 14f)

BOMBING MODIFIERS (4d3)

- 2: Target ship is "threading torpedoes"
- +4: Dive Bomber(s) vs. a ship with Ready combat air unit(s)
- 5/-1: High level bomber vs. a moving-ship phase
- 5/-4: Medium level bomber vs. a moving-ship phase

SURFACE MODIFIERS

- +2: Torpedoes used at night
 - +3: Making an "anvil" attack
 - 2: Target ship is "threading" torpedoes
 - +2: Guns or torpedoes used at half range
 - 2: Guns used into the front or rear sector
- Surface vs. Defense Factor Ratings**

Surface vs. Defense Factor Ratings

- 6: **d**" vs. "a"
4: **d**" vs. "b" or "c" vs. "a"
2: **d**" vs. "c", "c" vs. "b", or "b" vs. "a"

SURFACE TURN RECORD TRACK (option 16)

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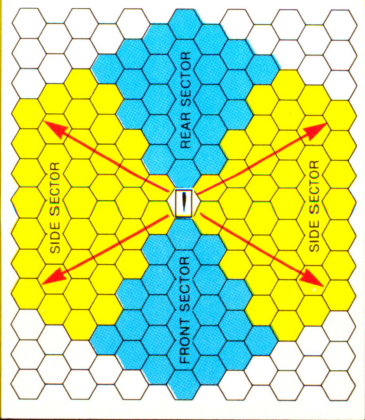
SURFACE COMBAT RANGES

- a** Guns: 6 hexes (3 = half range)
b Guns: 5 hexes (2 = half range)
c Guns: 4 hexes (2 = half range)
d Guns: 3 hexes (1 = half range)

Ship Torpedoes:

- United States:** 2 hexes (1 = half range)
Japanese: 5 hexes (2 = half range)

GUNS AND SHIP TORPEDOES



COMBAT DIE ROLL MODIFIERS CHART (4b2)

ANTI-AIRCRAFT MODIFIERS (4c2)	SURFACE MODIFIERS
-2: Vs. a <i>high</i> level bomber	+2: Torpedoes used at night
-1: Vs. a <i>medium</i> level bomber	+3: Making an "anvil" attack
-1: If strated (option 14f)	-2: Target ship is "threading" torpedoes
	+2: Guns or torpedoes used at half range
	-2: Guns used into the front or rear sector
BOMBING MODIFIERS (4d3)	Surface vs. Defense Factor Ratings
+3: Making an "anvil" attack	-6: "d" vs. "a"
-2: Target ship is "threading" torpedoes	-4: "d" vs. "b" or "c" vs. "g"
+4: Dive Bomber(s) vs. a ship with <i>Ready</i> combat air unit(s)	-2: "d" vs. "c", "e" vs. "b" or "b" vs. "a"
-5/-1: <i>High</i> level bomber vs. a moving-ship/base	
-5/-4: <i>Medium</i> level bomber vs. a moving-ship/base	

BOMBING MODIFIERS (4d3)

- +3: Making an "anvil" attack
- 2: Target ship is "threading torpedoes"
- +4: Dive Bomber(s) vs. a ship with *Ready combat air unit(s)*
- 5/-1: *High* level bomber vs. a moving-ship/base
- 5/-4: *Medium* level bomber vs. a moving-ship/base

an "anvil" attack

- 2: Target ship is "threading torpedoes"
- +4: Dive Bomber(s) vs. a ship with *Ready* command
- 5/-1: *High* level bomber vs. a moving-ship/bomber
- 5/-4: *Medium* level bomber vs. a moving-ship/bomber

ship is "threading torpedoes

- +4:** Dive Bomber(s) vs. a ship with *Ready* co
-5/-1: *High* level bomber vs. a moving-ship/ba
-5/-4: *Medium* level bomber vs. a moving-ship