[P1a] PATROL ASSIGNMENT - Australia boats *Roll 2d6*

Roll	1941	1942 Jan - Jun	1942 Jul - Dec	1943 Jan - Jun	Roll
2	China Sea	Solomons	Java Sea	China Sea - M	***2***
3	Philippines - E	Indochina	China Sea	China Sea	***3***
4	Philippines - E	Philippines - T	Solomons	Indochina	***4***
5	Philippines	China Sea	Indochina - M	Solomons	***5***
6	Philippines	Java Sea	Solomons	Philippines	***6***
7	Philippines	Philippines	Solomons	Solomons	***7***
8	Philippines - E	Solomons	Java Sea	Indochina	***8***
9	Java Sea	Indochina	Indochina	Philippines	***9***
10	Indochina	Philippines	Solomons	Java Sea	***10***
11	Philippines - E	Solomons	China Sea	China Sea - M	***11***
12	China Sea	Java Sea	Indochina - M	Java Sea	***12***

Roll	1943 Jul - Dec	1944 Jan - Jun	1944 Jul - Dec	1945 Jan - Jun	Roll
2	Marshalls - R	Philippines - W	China Sea - M	China Sea	***2***
3	Marianas - W	Java Sea - M	Java Sea	Empire	***3***
4	Marshalls - R	Marianas - L	Philippines - L	Empire-W	***4***
5	China Sea	Marshalls	Java Sea	Empire	***5***
6	Solomons	Marianas	Philippines	Empire - L	***6***
7	China Sea	Java Sea	China Sea	Empire	***7***
8	Solomons	Marianas	Philippines-W	Empire - L	***8***
9	Marianas	China Sea	China Sea	Empire	***9***
10	Marshalls-L	China Sea	China Sea	China Sea	***10***
11	Philippines - T	Java Sea - L	Java Sea	Empire - L	***11***
12	China Sea	Indochina	China Sea - M	China Sea	***12***

Mission Types:

(E) = Evac
(L) = Lifeguard
(M) = Minelaying
(R) = Recon
(T) = Transport
(W) = Wolfpack

Historical Notes:

The "Solomons" area includes patrols to the Bismarck archipelago.
The "Marshalls" area includes patrols to Truk and the Gilberts.
The "Java Sea" area includes patrols to the Celebes.

[A1] Aircraft Encounter *Roll 2d6*

Roll	Result
1 or less	2* Attacks on [E3] Escort/Air Attack Chart + 1 Crew Injury
2-4	1 Attack on [E3] Escort/Air Attack Chart + 1 Crew Injury
5 or more	Successful Crash Dive (no air attack)

Die Roll Modifiers

-1	All Crew KIA or SW	***+1***	1941
-1	Green Crew	***-1***	1943
+1	Elite Crew	**0**	1942, 1944, 1945
-1	Dive Planes damaged	***-1***	Special Mission Types (E,L,M,R,T)
-1	Porpoise/Narwhal/Argonaut	***-1***	No SD radar

Notes:
* *Exception:* Second air attack does not apply if Aircraft is shot down.

Successful Air Attacks receive +2 modifier on the *Escort/Air Attack Chart [E3]* and automatically inflict ONE Crew Injury in addition to any other damage result.

[A2] AA Attack vs. Aircraft *Roll 2d6*

Roll	Result
3 or less	Shot Down
4-5	Damaged
6 or more	Miss

Die Roll Modifiers

+1	Gato - only 1 x .50 cal
+1	Porpoise, Tambor, Salmon Classes
-1	Veteran or Elite Crew Status
-1	Gato, Balao, Tench, Gar, both AA guns OK

Explanation of Results:
Shot Down: Aircraft Encounter ends; proceed to next Travel Box (second air attack ignored if called for).
Damaged: Resolve second air attack if called for; then proceed to next travel box (Aircraft Encounter ends).
Miss: roll for Additional Round of Combat and if escorts arrive they receive +1 "previously detected" DRM on *Escort Detection Chart [E2].*

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[E1] ENCOUNTER CHART *Roll 2d6*

Roll	Transit	China Sea (shallow)	Empire	Indochina	Java Sea	Roll
2	Aircraft	Aircraft	Minefield	Aircraft	Warship	**2**
3	—	Two Ships+Escort	Aircraft	—	—	**3**
4	—	Ship	Warship	Warship	—	**4**
5	—	— (SJ)	— (SJ)	— (SJ)	— (SJ)	**5**
6	—	—	Two Ships+Escort*	—	Ship	**6**
7	—	—	—	Ship	—	**7**
8	—	Two Ships+Escort*	Ship+Escort	Convoy	—	**8**
9	—	Ship	—	—	Ship+Escort	**9**
10	—	—	—	Two Ships+Escort	Convoy	**10**
11	—	Convoy	Convoy	—	Ship+Escort	**11**
12	Ship [1]	Minefield[1]	Capital Ship[1]	Aircraft [1]	Aircraft [1]	**12**

Roll	Marianas	Marshalls	Midway	Philippines	Solomons	Roll
2	Warship	Capital Ship	Capital ship	Capital ship	Capital ship	**2**
3	Ship	Warship	Warship	Ship	—	**3**
4	—	—	Ship+Escort	—	Warship	**4**
5	— (SJ)	— (SJ)	— (SJ)	— (SJ)	— (SJ)	**5**
6	Two Ships+Escort	Two Ships+Escort	—	—	Two Ships+Escort	**6**
7	Ship+Escort	—	—	Ship+Escort	—	**7**
8	—	Convoy	—	—	—	**8**
9	—	—	Ship+Escort	Ship+Escort	Ship+Escort	**9**
10	—	—	—	Convoy	—	**10**
11	Convoy	Ship	Warship	—	—	**11**
12	Aircraft[1]	Aircraft [1]	Aircraft[1]	Aircraft[1]	Aircraft [1]	**12**

Roll	Additional Round of Combat	Special Missions
2 or less	Escort	Aircraft
3	Aircraft	Aircraft
4	—	Aircraft
5	—	—
6	—	—
7	—	—
8	—	—
9	—	—
10	—	—
11	—	—
12	—	— [1]

Die Roll Modifiers for Additional Round of Combat

+1	1941-1942
—	1943+ *(none)*

[A5] Minefield *Roll 2d6*

Roll	Result
2-5	Sub Lost to Mine
6+	Safe Passage

Veteran Crew ***+1*** Elite Crew ***+2***

Day or Night *(Roll 1d6)*
1-3 = Day ***4-6*** = Night

Switch to Night *(Roll 1d6)*
1-4 = Night ***5-6*** = Target Lost

Determine Ship size *(Roll 1d6 per ship)*
1-4 = Small Ship ***5-6*** = Large Ship ***-1*** to roll in 1945

Explanation of Results:

— = No encounter. Proceed to next Travel Box.
— (SJ) = re-roll if SJ radar is present and working. If (SJ) is rolled a second time, treat as no encounter.
Aircraft = Proceed to Aircraft Encounter resolution and AA Attack.
Capital Ship = Roll for Capital Ship ID. Ship has escort and can not be followed due to its speed.
Convoy = Roll three times for each ship size and ID. Convoy has escort.
Ship = Roll for ship size and ID. No escort.
Ship + Escort = Roll for ship size and ID. Ship has escort.
Minefield = Roll on Table [A5] to see if sub survives.
Two Ships + Escort = Roll twice for both ship sizes and IDs. Ships have escort.
Warship = Roll for Warship ID. Ship is considered escorted and can not be followed due to its speed.
Note:
(1) The first natural "12" Encounter roll (6+6) during a patrol results in a Random Event. Ignore the Encounter result and roll for the *Random Event [R1]*.
* = Treat as No Encounter in 1945.
Exception: Random Events do not apply when rolling for Additional Rounds of Combat and may only occur once for a given patrol. Apply the standard Encounter result on the table instead.

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[S1] Torpedo/Deck Gun Fire Chart *Roll 2d6*

Close Range		Medium Range		Long Range	
Roll		Roll		Roll	
8 or less	Hit	***7 or less***	Hit	***6 or less***	Hit
9 or more*	Miss	***8 or more****	Miss	***7 or more****	Miss

Die Roll Modifiers

-1	Surface Torpedo Attack
-1	Elite Crew
+1	Green Crew
+1	Warship/Escort, Fast Capital Ship
+1	Exec Firing or all Crew KIA/SW
+1	Second Salvo Torpedo [1]
+1	Mk 18 Torpedo at Medium Range
+2	Mk 18 Torpedo at Long Range
+2	3rd Officer Firing

Roll once for each torpedo and/or Deck Gun fired.

(1) Second Salvo only possible as Night Surface Attack

***** = (Optional) On roll of 12, roll 2d6. If 12 again, go to [S4] and check for Circular Run.

Hit result: Torpedoes must check for possible Dud [S2]. An unmodified roll of 2 is a critical hit (9.2.6).

[S2] Torpedo Dud Chart *Roll 1d6*

	Mk 14	Mk 18	Mk 27
12/41-7/42	***1-4***		
8/42-8/43	***1-3***		
9/43-12/43	***1-2***	***1-2***	
1944	***1***	***1***	
1945	***1***	***1***	***1***

Notes:
Roll once for each Torpedo that scored a "Hit."
Apply +1 modifier if you have Superior Torpedoes [R1].

Explanation of Results:
# indicates Die Roll resulting in Torpedo Dud. Duds have no effect and cause no damage to Target Ship.

[S3] Attack Damage Chart *Roll 1d6*

Roll	Torpedo	Deck Gun
0	—	2 damage
1	4 damage	2 damage
2	3 damage	1 damage
3	2 damage	1 damage
4 or more	1 damage	1 damage

Die Roll Modifiers

-2	6" Deck Gun	***-1***	5" Deck Gun
+1	3" Deck Gun		

Roll once for each Hit, using the appropriate column.

 # Damage applies to Damage Points needed to sink target per the table below.

Points to Sink	Ship Type
5-7 damage	Capital Ship
4 damage	10,000+ tons
3 damage	5,001-9,999 tons
2 damage	1,001-5,000 tons
1 damage	1,000 tons or less

Damaged ships can be automatically followed.

[E2] Escort Detection Chart *Roll 2d6*

Roll	Result
8 or less*	Undetected
9-11	Detected
12 or more	Detected (+1 Attack DRM)

Unmodified 2 "snake eyes" roll automatic Undetected
**** Close Range (before firing) Detection occurs on roll of 10 or higher (apply year modifier below only)***

Die Roll Modifiers

+ 1: 1943-44 (only modifier for Close before firing)	
-1	Escort Attacked, Scored a Hit
+1	Escort Attacked, Missed
+1	Captain is SW
+1	Fuel Tanks Damaged
+1	Dive Planes Out
+1	Capital Ship, Warship/Escort
+1	Mk 14 Torpedo/Day
+1	Previously Detected
+1	Close Range *(after firing)*
+1	Night Surface Attack ('42-'43)
+1	Firing Fwd+Aft *(1st Round only)*
+1/-1	Wolfpack Attack on Convoy
-1	Long Range
-1	Exceeding Test Depth

[E3] Escort/Air Attack Chart *Roll 2d6*

Roll	Escort 41-June 43	Air/Escort July 43+
2-3	Miss	Miss
4-6	1 Hit	1 Hit
7-8	2 Hits	2 Hits
9-10	2 Hits	3 Hits
11	3 Hits	4 Hits
12	4 Hits	5 Hits
13+	5 Hits	Sunk

Die Roll Modifiers

+1	Fuel Tanks Hit
+1	Hydrophones out
+1	Batteries Damaged
+1/+2	Electric Motor Damaged (10.2.2)
+1	Night Surface Attack (First Round only)
+1	Rolled 12+ on Detection
+1	Air Attack

Escort
Air

Roll once if Sub was Detected.
 # Hits equals number of rolls on the *Sub Damage Chart [E5]*.

Hit Adjustment: Evasive Maneuvers [E7] and Variable Escort/Aircraft Quality [E6]

[E4] Sub Damage Chart *Roll 1d6+1d6 (Roll once for each Hit taken from Escort/Air Attack)*

Roll		Roll		Roll		Roll		Roll		Roll	
11	Batteries	***21***	Flooding	***31***	Flooding	***41***	Hull	***51***	Flooding	***61***	Hydrophones
12	Flooding	***22***	Electric Mtr 2	***32***	Minor Damage	***42***	Radio	***52***	AA Gun	***62***	Aft Torp Doors
13	Crew Injury	***23***	Diesel Eng 1	***33***	Crew Injury x2	***43***	SJ Radar	***53***	SD Radar	***63***	Fwd Torp EVEN
14	Periscope	***24***	AA Gun	***34***	Crew Injury	***44***	Flooding	***54***	Flooding x2	***64***	Fwd Torp ODD
15	Dive Planes	***25***	Diesel Eng 2	***35***	Hull	***45***	Hull	***55***	Electric Mtr 3	***65***	Hull x2
16	Electric Mtr 1	***26***	Diesel Eng 3	***36***	Deck Gun	***46***	Diesel Eng 4	***56***	Electric Mtr 4	***66***	Fuel Tank

Explanation of Results:
Damage Results that cannot be applied are ignored *(example: "SJ Radar" hit in 1941)*. For any **Flooding** results following a Combat Round, be sure to check for additional flooding (roll 1d6: 5-6 results in one extra Flooding damage taken).
For a full explanation of Damage Results, please consult the *Sub Damage and Repair Chart [E5]*.

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[E5] Sub Damage and Repair Chart

Flooding

Place or advance Flooding marker in box. When all boxes are flooded, sub must blow ballast and surface or be sunk.

Following combat round, roll to check for additional flooding. Advance Flooding marker by 1 box if the engineer fails to stop the flooding. When combat has concluded, remove the Flooding marker.

Roll *1d6*	Result
1-4	Flooding stopped
5-6	Additional Flooding

Engines and Motors

DIESEL ENGINES:
If 1 of 2 or 3 of 4 diesel engines are out, the sub aborts patrol after combat. Roll twice per travel box for *Encounters [E1]* en-route home. If all engines are out, ship is scuttled if more than one travel box out from home port. If only one travel box out, sub is towed home.

ELECTRIC MOTORS:
If 1 electric motor is out, the boat cannot maneuver as well underwater, so +1 on any attacks on chart [E3] immediately. If 2 motors are out, +2 on chart [E3] immediately. Boats with 4 electrics are +1 if 2 or 3 motors are out, +2 if all 4 are out.

Following combat, attempt repair for each damaged engine or motor.

Roll *1d6*	Result
1-4	Fixed
5-6	Inoperable

Hydrophones

Cannot take proper evasive action. Apply +1 modifier for *Escort/Air Attack [E3]*. Following combat, attempt repair.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

Dive Planes

Apply +1 modifier on *Escort Detection [E2]* and -1 modifier for *Aircraft Encounters [A1]*. Following combat, attempt repair.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

Radio

Apply +4 modifier if Inoperable for crew rescue. Following combat, attempt repair.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

Hull

Mark one hull box for damage. When all boxes are damaged, the sub is sunk. Hull damage is not repairable at sea.

Periscope

Cannot make submerged attacks. Following combat, attempt repair.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

AA Gun(s)

Cannot fire. Following combat, attempt repair for each damaged AA gun.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

Deck Gun

Cannot fire. Following combat, attempt repair for damaged Deck gun.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

Fwd/Aft Torpedo Doors

Forward (even or odd numbered tubes) or Aft doors jammed, cannot fire torpedoes from specified compartment. Following combat, attempt repair.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

Fuel Tanks

Tanks leaking. During combat, +1 *Escort Detection [E2]* and +1 for *Escort/Air Attacks [E3]*. Following combat, attempt repair. If repair fails, sub must abort patrol.

Roll *1d6*	Result
1-2	Fixed
3-6	Inoperable

SD and SJ Radar

SD inoperable: apply -1 modifier on *Aircraft Encounter [A1]*.
SJ inoperable: No re-roll on *Encounter Chart [E1]* for **"— (SJ)"** result.
Following combat, attempt repair.

Roll *1d6*	Result
1-3	Fixed
4-6	Inoperable

Crew Injury

Roll *2d6*	Result
2	Captain
3	Chief Engineer
4	Exec
5	Pharm. Mate
6-10	Crew
11	3rd Officer
12	Passenger

...and roll for injury to crew member:

Roll *1d6*	Result
1-3	Light Wound (LW)
4-5	Severe Wound (SW)
6	Killed in Action (KIA)

Note: For additional wounds sustained, 2x LW = SW. 2x SW = KIA.

A Light Wound (LW) has no effect on duty. A crew member with Serious Wound (SW) or Killed in Action (KIA) cannot perform duties. The following penalties apply:

Captain: KIA ends game. SW results in Exec taking command.
Detection [E2] and *To Hit [S1]* rolls are +1.
Exec: 3rd Officer takes command if Exec was in command. *Detection [E2]* and *To Hit [S1]* rolls are +2.
3rd Officer: Sub must abort patrol if in command.
Chief Engineer: All repair rolls are +1 (includes repair roll when checking for additional flooding).
Pharm. Mate: All SW crew become KIA after each travel box roll of 1d6 = 4-6.
Crew: If all generic crew boxes are SW or KIA, *To Hit [S1]* rolls are +1.
Passenger: Special Mission fails if KIA/SW

Minor Damage

No effect.

Batteries

No immediate effect. Starting next round of combat, +1 during *Escort/Air Attack [E3]*. Following combat, attempt repair.

Roll *1d6*	Result
1-4	Fixed
5-6	Inoperable

Expert Chief Engineer who can perform duties modifies repair rolls by -1.

Flip Damaged markers to Inoperable side when Repair attempts fail.

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[T1a] Small Freighter Target Roster a *Roll 1d10+1d10*

Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID
01	2600	F Heijo Maru	26	3800	P Madras Maru	51	1000	F Hosen Maru	76	1000	F Shunsen Maru
02	4700	F Kenzan Maru	27	3800	F Toten Maru	52	500	F Hokoku Maru	77	900	F Kanko Maru
03	2600	F Choko Maru	28	1200	F Chihaya Maru	53	3200	F Akashi Maru	78	2800	F Taijun Maru
04	900	F Shingetsu Maru	29	4800	F Naruo Maru	54	1400	P Nanshin Maru	79	900	F Shinpen Maru
05	3100	P Shirogane Maru	30	2900	T Sanyo Maru	55	3300	F Kanan Maru	80	2800	F Taishi Maru
06	2100	P Senkai Maru	31	2800	F Sapporo Maru #11	56	1900	F Miyaura Maru	81	800	T Nanshin Maru #22
07	900	F Shuko Maru	32	1000	P Miyako Maru	57	4600	F Sanju Maru	82	2500	F Taisoku Maru
08	2100	F Otori Maru	33	1900	F Yagi Maru	58	1900	F Kojun Maru	83	2600	F Busho Maru
09	2400	P Nanrei Maru	34	2300	F Boko Maru	59	2000	F Chinzei Maru	84	2200	F Hokuto Maru
10	3000	F Daido Maru	35	4400	F Sugiyama Maru	60	4200	F Isuzugawa Maru	85	2200	F Daiki Maru
11	2000	F Hachirogata Maru	36	4400	F Misaki Maru	61	4600	F Suez Maru	86	2200	F Hakusan Maru
12	2600	P Hakuai Maru	37	2000	F Kuramasan Maru	62	2100	T Anjo Maru	87	2200	F Shinki Maru
13	2300	P Peking Maru	38	2900	T Shimotsu Maru	63	2500	F Fushimi Maru	88	900	F Byakuran Maru
14	4000	P Macassar Maru	39	4300	F Junpo Maru	64	4400	F Shoyu Maru	89	2800	F Mikage Maru
15	2700	F Shoho Maru	40	2800	F Yanagigawa Maru	65	4500	F Tsukikawa Maru	90	1200	T Kyoei Maru #2
16	900	F Shinto Maru #1	41	1000	P Nagaragwa Maru	66	2700	F Chowa Maru	91	1400	F Hakuyo Maru
17	2200	F Fukusei Maru	42	4200	F Shinshu Maru	67	900	F Daito Maru #3	92	2800	F Fujikawa Maru
18	1900	F Takegawa Maru	43	1000	F Kotobuki Maru #7	68	1900	P Shinyo Maru #3	93	2400	F Kitakata Maru
19	2900	F Nittatsu Maru	44	2200	F Taiu Maru	69	900	F Akiura Maru	94	2500	F Hachimanzan Maru
20	1800	F Tokiwasan Maru	45	1100	F Kori Maru	70	1200	T Kyoei Maru #3	95	3800	F Oyama Maru
21	1900	F Shoryu Maru	46	2100	F Kaika Maru	71	2600	F Zaosan Maru	96	1300	F Hakutetsu Maru #13
22	3100	P Kenan Maru	47	2700	F Unkai Maru #12	72	2700	F Tamon Maru #8	97	4700	P Shikisan Maru
23	2900	F Sakae Maru	48	4200	F Kenzui Maru	73	3100	P Maya Maru	98	2900	F Kochi Maru
24	2300	P Amakusa Maru	49	4400	P Mitakesan Maru	74	2000	F Shinyo Maru #8	99	3400	F Kahoku Maru
25	1100	F Koto Maru	50	800	T Nanshin Maru #21	75	3100	F Kunitama Maru	100	4700	F Ryuzan Maru

F = Freighter T = Tanker P = Passenger/Cargo

Roll once for each Small Freighter target. *Optional: If you roll a ship ID that has already been sunk, re-roll.*

[T1b] Small Freighter Target Roster b *Roll 1d10+1d10*

Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID
01	900	F Hakuun Maru #2	26	2700	F Nichiun Maru	51	2300	F Teikyu Maru	76	3400	F Shogen Maru
02	500	F Hassho Maru	27	1000	F Suruga Maru	52	2300	F Chita Maru	77	4700	F Ehime Maru
03	1100	F Song Giang Maru	28	2900	F Tsuneshima	53	3700	F Tenyu Maru	78	3200	P Taichu Maru
04	2100	F Jusan Maru	29	2300	F Tairiku Maru	54	900	F Suzuya Maru	79	1900	P Genbu Maru
05	2900	F Yoshida Maru	30	3300	F Ishikari Maru	55	2800	F Pliyama Maru	80	3700	P Ugo Maru
06	2200	F Minryo Maru	31	2600	F Konan Maru	56	900	F Miyakawa Maru #2	81	900	T Kinrei Maru
07	1700	F Taishin Maru	32	4700	F Taikei Maru	57	2300	F Noshiro Maru	82	3000	F Koyo Maru
08	3700	F Hokuan Maru	33	1900	F Toshin Maru	58	3100	P Tama Maru	83	4500	F Kowa Maru
09	3600	F Koto Maru	34	4900	F Ceylon Maru	59	1900	F Dowa Maru	84	3900	F Udo Maru
10	900	F Koho Maru	35	4100	F Shanghai Maru	60	4900	F Naniwa Maru	85	3900	P Hakozaki Maru
11	2700	F Nipponkai Maru	36	3300	F Kinjosan Maru	61	3200	P Taian Maru	86	1600	F Hokuyo Maru
12	1000	F Hyuga Maru	37	4500	P Palao Maru	62	2200	F Shisen Maru	87	3100	F Iwaki Maru
13	2900	F Sappora Maru #12	38	4100	F Setsuyo Maru	63	4400	P Uga Maru	88	4400	P Hiburi Maru
14	2800	F Amaho Maru	39	3500	F Takusei Maru	64	2900	F Komei Maru	89	2600	P Kohoku Maru
15	1400	F Kasuga Maru	40	3300	F Kinposan Maru	65	4000	P Hiyoshi Maru	90	4200	F Tenshin Maru
16	2800	F Canton Maru	41	1900	F Shoho Maru	66	1900	F Taiko Maru	91	4200	F Taiyo Maru
17	1900	F Taijin Maru	42	900	F Kiri Maru #8	67	1900	F Seizan Maru #2	92	4200	P Toyo Maru
18	4500	P Taito Maru	43	1000	T Kotai Maru	68	4400	P Kinryo Maru	93	4600	F Tsurushima Maru
19	3700	P Osaka Maru	44	4100	F Tone Maru	69	2200	F Taiun Maru #1	94	3800	F Matsukawa Maru
20	2200	F Taga Maru	45	4000	P Bandoeng Maru	70	3100	F Konri Maru	95	2100	F Keizan Maru
21	1900	P Meisei Maru	46	2900	F Kumanoyama Maru	71	2300	F Teishun Maru	96	2500	F Sanka Maru
22	1500	F Chichibu Maru	47	2900	F Senyo Maru	72	1900	F Tekkai Maru	97	2300	F Dokan Maru
23	3200	P Meikai Maru	48	3600	F Iwashiro Maru	73	1900	F Toyo Maru	98	2900	F Yomei Maru
24	4400	P Indus Maru	49	1900	F Katori Maru	74	2000	F Gyokuzan Maru	99	2600	F Seikyo Maru
25	3700	F Taian Maru	50	3100	P Seikai Maru	75	4000	P Shinkoku Maru	100	4400	P Hino Maru #3

F = Freighter T = Tanker P = Passenger/Cargo

Roll once for each Small Freighter target. *Optional: If you roll a ship ID that has already been sunk, re-roll.*

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[T1c] Small Freighter Target Roster c *Roll 1d10+1d10*

Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID
01	3400	F Sana Maru	**26**	2700	F Hisashima Maru	**51**	2800	F Shirane Maru	**76**	2800	F Nichinan Maru
02	4300	T Fushimi Maru #3	**27**	2200	P Showa Maru	**52**	4500	F Anbo Maru	**77**	3200	F Koan Maru
03	2200	F Ikutagawa Maru	**28**	4900	P Tonei Maru	**53**	2400	P Chikuzen Maru	**78**	4700	F Shiroganesan Maru
04	1900	F Yaei Maru	**29**	5000	F Kinkasan Maru	**54**	2200	F Kotohirasan Maru	**79**	4700	F Shiranesan Maru
05	1800	P Shibazono Maru	**30**	2300	F Konei Maru	**55**	2200	F Unkai Maru #1	**80**	3800	P Faikai Maru
06	900	F Tatsumomo Maru	**31**	4400	P Kayo Maru	**56**	1500	F Fukushu Maru	**81**	2800	T Unkai Maru #5
07	1900	F Taichu Maru	**32**	2000	F Tateyama Maru	**57**	3500	P Taifuku Maru	**82**	2000	F Toryu Maru
08	4700	F Bizen Maru	**33**	1100	F Fukuei Maru	**58**	3500	F Tagonoura Maru	**83**	2600	F Koshu Maru
09	1500	P Kyodo Maru #36	**34**	2700	F Shinkyo Maru	**59**	1300	F Plakuyo Maru	**84**	4200	P Toko Maru
10	1200	F Taki Maru	**35**	1500	F Ploko Maru	**60**	2800	P Tosei Maru	**85**	4600	P Shinyu Maru
11	2900	F Meiwa Maru	**36**	1900	F Kotoku Maru	**61**	3000	F Taiko Maru	**86**	3800	P Yamagata Maru
12	2600	P Bifuku Maru	**37**	2000	P Shoju Maru	**62**	900	T Tokyo Maru	**87**	3000	P Aso Maru
13	4200	F Hokusho Maru	**38**	4700	F Toho Maru	**63**	2200	F Mayachi Maru	**88**	4600	F Yoshida Maru #3
14	800	F Himeno Maru	**39**	2800	F Kashimasan Maru	**64**	5000	F Renzan Maru	**89**	1300	F Seinan Maru
15	5000	F Tamon Maru #6	**40**	4700	F Eizan Maru	**65**	2000	F Koa Maru	**90**	4900	P Shinryu Maru
16	2400	F Tosei Maru	**41**	3300	F Unkai Maru #5	**66**	2700	P Mikage Maru #20	**91**	2900	F Keizan Maru
17	4600	F Kenun Maru	**42**	3000	F Unyo Maru #3	**67**	3200	F Shinryu Maru	**92**	2800	P Tenzan Maru
18	1400	F Yoshinogawa Maru	**43**	2500	P Nijtaka Maru	**68**	4700	T Chiyoda Maru	**93**	3600	F Shinju Maru
19	2700	F Hino Maru #1	**44**	3400	F Seitai Maru	**69**	3100	P Manshu Maru	**94**	3300	P Iburi Maru
20	2500	F Shinyo Maru	**45**	4700	F Ryokai Maru	**70**	1000	F Keijo Maru	**95**	3300	F Totai Maru
21	3500	P Eifuku Maru	**46**	2200	F Toyo Maru #5	**71**	3100	P Kogane Maru	**96**	2100	F Toan Maru
22	4500	P Manko Maru	**47**	2200	F Toyo Maru #8	**72**	3100	F Kenkoku Maru	**97**	4400	P Ganges Maru
23	1000	F Okinoyama Maru	**48**	2000	F Tainan Maru	**73**	3800	P Fukko Maru	**98**	2400	P Wakanoura Maru
24	900	F Hizen Maru	**49**	3800	P Fukkai Maru	**74**	3700	F Yamatsuru Maru	**99**	4500	F Akashisan Maru
25	1900	F Shoko Maru	**50**	3600	F Nanyo Maru	**75**	4800	P Ryusei Maru	**100**	4700	F Kokuyo Maru

F = Freighter T = Tanker P = Passenger/Cargo

Roll once for each Small Freighter target. *Optional: If you roll a ship ID that has already been sunk, re-roll.*

[T4] Warship Target Roster *Roll 1d10+1d10*

Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID
01	2000	DD Isoname	**26**	2100	I-43*	**51**	4400	ML Okinoshima	**76**	2100	DD Hayanami
02	9000	CVS Mizuho	**27**	2600	I-29*	**52**	1200	U-537*	**77**	900	FF Matsuwa
03	1000	R-30*	**28**	5700	CL Natori	**53**	2100	DD Hubuki	**78**	900	FF Hiburi
04	1600	I-64*	**29**	5700	CL Nagara	**54**	2100	DD Akebono	**79**	900	FF Ishigaki
05	1400	DD Yamakaze	**30**	2000	DD Shimotsuki	**55**	1200	DD Yukaze	**80**	1000	RO-49*
06	1500	I-28*	**31**	1300	ML Shirataka	**56**	2100	DD Sagiri	**81**	2100	DD Tamanami
07	11400	AS Asahi	**32**	2000	DD Shikinami	**57**	2000	DD Kagero	**82**	1300	DD Nokaze
08	3300	CL Tenryu	**33**	2000	DD Suzutsuki	**58**	1400	DD Hokaze	**83**	1600	ML Aotaka
09	1200	DD Okikaze	**34**	8800	CA Kako	**59**	1900	DD Oshio	**84**	1300	DD Asanagi
10	2100	DD Shirakumo	**35**	2000	DD Akitsuki	**60**	2000	DD Sazanami	**85**	900	FF Iki
11	2100	DD Sazaname	**36**	5100	CL Tama	**61**	1700	I-373*	**86**	1900	DD Natsushio
12	2200	I-24*	**37**	1200	DD Urakaze	**62**	1600	DD Shigure	**87**	700	ML Hirashima
13	1500	I-182*	**38**	12200	CA Maya	**63**	2700	I-351*	**88**	1500	I-365*
14	1400	DD Suzukaze	**39**	12000	CA Atago	**64**	2000	DD Inazuma	**89**	2000	I-4*
15	1400	DD Umikaze	**40**	1100	RO-115*	**65**	700	ML Yurishima	**90**	2200	I-42*
16	5500	CL Agano	**41**	2100	DD Kishinami	**66**	4400	ML Tsugaru	**91**	900	FF Ioshima
17	2000	DD Ikazuchi	**42**	2100	DD Iwanami	**67**	5700	CL Oi	**92**	2000	DD Usugumo
18	1300	DD Minekaze	**43**	10000	CA Myoko	**68**	2200	I-18*	**93**	900	FF Mutsure
19	3300	CL Tatsuta	**44**	8800	CA Aoba	**69**	1300	DD Numakaze	**94**	900	FF Kume
20	1200	DD Yunagi	**45**	1000	DD Kuretake	**70**	1900	DD Arare	**95**	1000	FF Ojika
21	1400	DD Akigumo	**46**	10000	CA Takao	**71**	1800	I-173*	**96**	900	FF Mikura
22	3500	CL Yubari	**47**	5700	CL Isuzu	**72**	900	FF Wakamiya	**97**	900	FF Nomi
23	1400	DD Kazegumo	**48**	10000	CA Ashigara	**73**	900	FF Sado	**98**	1600	DD Nenohi
24	1300	DD Minatsuki	**49**	1200	DD Akikaze	**74**	1300	DD Asakaze	**99**	800	FF Coast Def
25	2000	DD Tanikaze	**50**	2000	DD Natugumo	**75**	900	FF Yaku	**100**	1000	FF Coast Def

Roll once for each ship target. * = Submarine. *Optional: If you roll a ship ID that has already been sunk, re-roll.*

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[T2a] Large Freighter Target Roster a *Roll 1d10+1d10*

Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID
01	6400	F Jokuja Maru	**26**	6000	T Hakko Maru	**51**	7400	T Zuiyo Maru	**76**	6800	F Genoa Maru
02	6900	F Azuchisan Maru	**27**	10500	T Ominesan Maru	**52**	6500	T Tsurumi Maru	**77**	6100	P Kaisho Maru
03	17000	P Asama Maru	**28**	6500	T Hayasui Maru	**53**	6900	F Taishu Maru	**78**	10000	T Isshin Maru
04	7300	F Santos Maru	**29**	8800	F Asosan Maru	**54**	7800	F Nisshu Maru	**79**	5100	F Teisen Maru
05	6900	F Taiman Maru #1	**30**	9500	P Arabia Maru	**55**	7400	T Ogura Maru #3	**80**	6100	F Nippo Maru
06	5900	P Nikki Maru	**31**	8200	P Hakushika Maru	**56**	7300	F Shohei Maru	**81**	5300	T Otoriyama Maru
07	6800	P Akiura Maru	**32**	5500	T Honan Maru	**57**	6900	F Tatsushiro Maru	**82**	5400	A Saigon Maru
08	10400	P Hakozaki Maru	**33**	7000	F Enki Maru	**58**	6800	P Kyokko Maru	**83**	6400	P Ural Maru
09	11400	T Azusa Maru	**34**	9900	P Kashima Maru	**59**	16800	T Nisshin Maru	**84**	10000	T Hakko Maru
10	9300	P Anyo Maru	**35**	10100	P Teibi Maru	**60**	11400	P Aki Maru	**85**	9200	T Omurosan Maru
11	5200	F Taikyo Maru	**36**	6900	F Oshikayama Maru	**61**	6700	P Hakubasan Maru	**86**	9200	T Otowasan Maru
12	5600	F Okuni Maru	**37**	10000	T Kokuyo Maru	**62**	6900	F Sansho Maru	**87**	10200	T Arita Maru
13	5600	P Takashima Maru	**38**	5500	P Konzan Maru	**63**	6000	F Nittetsu Maru	**88**	10400	P Hakusan Maru
14	5900	F Kinrei Maru	**39**	8100	P Kirishima Maru	**64**	6900	F Eikyo Maru	**89**	6600	F Nanman Maru
15	10400	A Gokoku Maru	**40**	5100	T Ogurasan Maru	**65**	5300	F Shonan Maru	**90**	8600	F Ginyo Maru
16	5900	F Shinyo Maru	**41**	5400	F Tainan Maru	**66**	5600	P Hague Maru	**91**	10200	T Kyuei Maru
17	6400	F Yamamiya Maru	**42**	5400	P Sydney Maru	**67**	5100	F Ryunan Maru	**92**	5500	P Anzan Maru
18	10000	T Ryoei Maru	**43**	9900	T Tonan Maru	**68**	6400	F Nisshun Maru	**93**	5300	F Koyu Maru
19	5500	F Hidaka Maru	**44**	5100	F Shinkyo Maru	**69**	5100	P Myoko Maru	**94**	5600	P Columbia Maru
20	5200	T Palembang Maru	**45**	5400	F Bengal Maru	**70**	11600	A Hie Maru	**95**	5300	P Daigen Maru #3
21	10500	T Nippo Maru	**46**	6800	P Tsushima Maru	**71**	6900	F Taisho Maru	**96**	6400	F Yodogawa Maru
22	10000	T Nichiei Maru	**47**	5700	F Yuki Maru	**72**	6900	F Taihaku Maru	**97**	5800	F England Maru
23	10200	T Amato Maru	**48**	8400	F Sanyo Maru	**73**	7000	P Teison Maru	**98**	7100	P Kozui Maru
24	10600	T Kyokuei Maru	**49**	10100	T Kyokuho Maru	**74**	5400	F Yamafuji Maru	**99**	7400	A Awata Maru
25	5100	T Ichiyu Maru	**50**	5200	F Yamamizu Maru #2	**75**	9500	F Africa Maru	**100**	5600	F Gyokurei Maru

F = Freighter T = Tanker P = Passenger/Cargo A = Auxiliary/Armed Merchant

Roll once for each Large Freighter target. *No Deck Gun Fire against "A" targets [9.3.1]. Optional: If you roll a ship ID that has already been sunk, re-roll.*

[T2b] Large Freighter Target Roster b *Roll 1d10+1d10*

Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID
01	10000	T Nampo Maru	**26**	6800	P Nekka Maru	**51**	5400	F Kokusei Maru	**76**	6900	F Yuzan Maru #2
02	6200	F Ryujin Maru	**27**	5100	F Shinei Maru	**52**	5300	F Pligane Maru	**77**	5800	P Teihoku Maru
03	5500	P Meizan Maru	**28**	5900	P Pacific Maru	**53**	5300	F Hiyori Maru	**78**	5400	F Choyo Maru
04	12800	P Brasil Maru	**29**	6400	F Koyo Maru	**54**	5500	P Oyo Maru	**79**	8200	P Takachiho Maru
05	5900	F Kinkai Maru	**30**	7000	F Tokiwa Maru	**55**	6000	P Tottori Maru	**80**	5100	T Ryuei Maru
06	6700	F Hakonesan Maru	**31**	5600	P Shunten Maru	**56**	7200	A Sagara Maru	**81**	5100	T Bokuei Maru
07	5900	F Hiteru Maru	**32**	5700	F Taian Maru	**57**	5900	T Daishin Maru	**82**	5800	F Toyokuni Maru
08	7100	P Lisbon Maru	**33**	5800	P Dainichi Maru	**58**	5400	F Hokko Maru	**83**	5400	F Nichirei Maru
09	14500	P Taiyo Maru	**34**	5900	F Tofuku Maru	**59**	5900	F Nikko Maru	**84**	8400	P Hokuroku Maru
10	5900	F Eifuku Maru	**35**	6900	F Tenshinzan Maru	**60**	7100	F Matsue Maru	**85**	5100	T Tenshin Maru
11	5900	P Chifuku Maru	**36**	5800	P Aden Maru	**61**	5200	T Manei Maru	**86**	5600	T Hokki Maru
12	5200	P Miyadono Maru	**37**	10100	T Tatekawa Maru	**62**	6900	F Aracsan Maru	**87**	7000	F Ejiri Maru
13	5300	F Kaimei Maru	**38**	6900	F Taimei Maru	**63**	5400	F Daizen Maru	**88**	9500	P Manila Maru
14	5500	F Kashu Maru	**39**	6600	P Norfolk Maru	**64**	6100	A Nagoya Maru	**89**	7200	P Durban Maru
15	10000	T Kenyo Maru	**40**	6600	P Venice Maru	**65**	10500	T Nissho Maru	**90**	6100	P America Maru
16	5200	P Jinzan Maru	**41**	7400	P Arima Maru	**66**	5900	F Shozan Maru	**91**	5200	P Ataka Maru
17	5900	F Mantai Maru	**42**	5500	P Saipan Maru	**67**	6500	F Nikkyu Maru	**92**	7100	P Mito Maru
18	6600	F Teiryu Maru	**43**	9500	P Nigitsu Maru	**68**	5200	T Kokuei Maru	**93**	10500	P Kachidoki Maru
19	6900	F Taigyo Maru	**44**	5800	P Tacoma Maru	**69**	5000	T Nanei Maru	**94**	5100	T Zuiho Maru
20	8700	T Eiyo Maru	**45**	5200	T Yamamizu Maru	**70**	5200	T Nichirin Maru	**95**	7000	F Engen Maru
21	6800	P Choko Maru	**46**	5600	F Kinshu Maru	**71**	5100	T Ichiyo Maru	**96**	5200	F Taiyoku Maru
22	5400	F Meigen Maru	**47**	5900	P Hibi Maru	**72**	5400	P Yoshida Maru #1	**97**	6500	F Shoryu Maru
23	10000	T Toho Maru	**48**	5700	P Genzan Maru	**73**	7300	T San Pedro Maru	**98**	10200	T Koei Maru
24	17500	P Kamakura Maru	**49**	6800	P Nichiyu Maru	**74**	5800	P Mexico Maru	**99**	5900	F Manju Maru
25	5900	F Sumatra Maru	**50**	6600	P Taibun Maru	**75**	5400	F Nichiei Maru	**100**	5200	F Yamagiku Maru

F = Freighter T = Tanker P = Passenger/Cargo A = Auxiliary/Armed Merchant

Roll once for each Large Freighter target. *No Deck Gun Fire against "A" targets [9.3.1]. Optional: If you roll a ship ID that has already been sunk, re-roll.*

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[T2c] Large Freighter Target Roster c *Roll 1d10+1d10*

Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID	Roll	Tonnage	Ship ID
01	5200	T Yuho Maru	**26**	7300	P Atlas Maru	**51**	6000	F Batopaha Maru	**76**	6900	F Taijo Maru
02	5500	P Rashin Maru	**27**	8000	P Atsuta Maru	**52**	7300	T Ogura Maru #2	**77**	6900	F Toyo Maru
03	6900	F Aisakasan Maru	**28**	5900	F Thames Maru	**53**	8500	P Mizuho Maru	**78**	5100	T Tarakan Maru
04	5900	F Atlantic Maru	**29**	6700	F Ryuyo Maru	**54**	6000	F Fukurei Maru	**79**	6400	P Tamagawa Maru
05	6000	P Tokushima Maru	**30**	15100	P Teiko Maru	**55**	5200	F Jinbu Maru	**80**	6200	F Hiyama Maru
06	9400	P Mayasan Maru	**31**	5100	T Teikon Maru	**56**	5400	F Banshu Maru #7	**81**	5300	F Hakodate Maru
07	5300	P Fukuju Maru	**32**	7100	P Toyooka Maru	**57**	5400	F Hayo Maru	**82**	6400	P Taiten Maru
08	5500	P Clyde Maru	**33**	9200	A Akitsu Maru	**58**	5600	P Meiyo Maru	**83**	7100	F Chihaya Maru
09	5700	F Havre Maru	**34**	7300	T Kiyo Maru	**59**	6400	A Kamogawa Maru	**84**	5900	P Ume Maru
10	5400	F Shonan Maru	**35**	6200	F Tango Maru	**60**	6400	F Uyo Maru	**85**	7300	T San Ramon Maru
11	19300	T Tonan Maru #2	**36**	6500	F Nittai Maru	**61**	5900	F Oregon Maru	**86**	7000	F Lima Maru
12	6500	P Nichiran Maru	**37**	9800	T Teiyo Maru	**62**	5200	P Konan Maru	**87**	5100	T Medan Maru
13	5800	P Seattle Maru	**38**	17500	P Teia Maru	**63**	6500	P Nichiro Maru	**88**	5500	P Boston Maru
14	7100	P Tatsutake Maru	**39**	6700	F Onoe Maru	**64**	5300	P Uchide Maru	**89**	7400	T San Clemente Maru
15	8400	P Kinai Maru	**40**	5300	F Hokko Maru	**65**	8600	A Kanto Maru	**90**	5700	F Hakuyo Maru
16	5200	F Kimishima Maru	**41**	6800	F Yuri Maru	**66**	10200	T Akatsuki Maru	**91**	8400	P Nankai Maru
17	7500	F Mogamigawa Maru	**42**	5600	F Heiwa Maru	**67**	5400	F Shoko Maru	**92**	9400	P Rakuyo Maru
18	7000	P Maebashi Maru	**43**	6100	P Tenpei Maru	**68**	6500	T Tachibana Maru	**93**	5700	F Shiraha Maru
19	6100	F Soyo Maru	**44**	5800	T Kyoko Maru	**69**	6900	A Kimikawa Maru	**94**	10100	T Toa Maru
20	5500	P Malta Maru	**45**	5200	T Janbi Maru	**70**	8600	P Kansai Maru	**95**	7200	P Sagami Maru
21	5600	F Horei Maru	**46**	5300	P Zuisho Maru	**71**	10000	T Nippon Maru	**96**	5300	P Shoto Maru
22	5400	F Teian Maru	**47**	5900	T Nansei Maru	**72**	6400	P Yuzan Maru	**97**	7500	F Asuka Maru
23	5400	A Bangkok Maru	**48**	7000	P Taketoyo Maru	**73**	6100	P Kokuryu Maru	**98**	6400	F Getsuyo Maru
24	7000	P Tsuyama Maru	**49**	5100	T Asanagi Maru	**74**	6900	F Akigawa Maru	**99**	10400	S Kashino
25	5300	P Hamburg Maru	**50**	5200	F Nichinan Maru #2	**75**	9500	P Hawaii Maru	**100**	17000	P Tatuta Maru

F = Freighter T = Tanker P = Passenger/Cargo A = Auxiliary/Armed Merchant S= Special/Munitions

Roll once for each Large Freighter target. *No Deck Gun Fire against "A" targets [9.3.1]. Optional: If you roll a ship ID that has already been sunk, re-roll.*

[T3] Capital Ship Target Roster

Roll 1d20

Roll	Tonnage	Ship ID	Hits
01	62300	BB Musashi *	7
02	30000	CV Shokaku*	6
03	30000	CV Zuikaku *	6
04	21000	CVE Shinyo	5
05	27500	CV Hiyo	6
06	28100	CV Kaga	6
07	29300	BB Fuso	6
08	20000	CVE Chuyo	5
09	37200	BB Haruna *	6
10	28100	CV Akagi *	6
11	32700	BB Nagato	6
12	31000	CV Taiho	6
13	30000	BB Ise	6
14	20000	CVE Unyo	5
15	36600	BB Kirishima *	6
16	18500	CV Unryu*	5
17	36600	BB Hiei *	6
18	29800	BB Yamashiro	6
19	37200	BB Kongo *	6
20	62300	BB Yamato *	7

* = Fast Capital Ship, ***+1*** on *Torpedo/ Deck Gun Fire Chart [S1]*

Note: Rolling a Capital Ship that has already been sunk results in no encounter. Proceed to next Travel Box.

[C1] Assignment To New Boat *Roll 1d6*

Upgrade Type	Success
Navy Cross	**1-3**
Medal of Honor	Auto
Sub has 5+ month refit	Auto
Cpt in hospital 5+ months	Auto

Cannot upgrade to boats out of production [11.5.5]

[C3] Promotions

Roll 1d6 every 12 months of service

1-3 Promoted	**4-6** Passed Over

DRMs:

-1 Per Navy Cross in the period
-1 per 10 sinkings in the period
-2 for Medal of Honor
+1 each unsuccessful patrol in the period
+1 for Captain (O-6) attempt.
+1 Letter of Reprimand

[C4] Ship Awards

Roll 1d6 every patrol

Battle Star	Successful Patrol
(NUC) Navy Unit Commendation	6 ships sunk and roll 1-3
(PUC) Presidential Unit Citation	7+ ships sunk and roll 1-2 (3-6 gets NUC above)

[C2] Crew Advancement

Roll 1d6 every 3 successful patrols

Roll	Effect
1	Expert Chief Engineer (-1 repair rolls)
2	Expert Pharmacist's Mate (-1 injury recovery rolls)
3	Expert Executive Officer no command penalty
4	Expert 3rd Officer no command penalty
5-6	Crew increases to next level

Crew progression is Green/Trained/Veteran/Elite. Crew regression: Drop Crew 1 level if all Generic Crew KIA/SW (but not below Trained). Drop Crew 1 level if 3 unsuccessful patrols in a row.

[12.1.7] for possible re-roll.

[C5] Captain Awards *Every patrol*

Navy Commendation Ribbon (11/43+)	Successful Special Mission
Bronze Star	3 ships sunk on patrol
Silver Star	4 ships sunk on patrol
Navy Cross	5 ships or 1 Capital ship
Medal of Honor (MoH)	7+ ships sunk (3 times)
Purple Heart	Any Wound
Submarine Combat Patrol Insignia	Successful patrol, any type

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[P1p] PATROL ASSIGNMENT - Pearl Harbor boats *Roll 2d6*

Roll	1941	1942 Jan - Jun	1942 Jul - Dec	1943 Jan - Jun	Roll
2	Empire	Marianas	China Sea	Empire - M	**2**
3	Empire	Marshalls	China Sea	China Sea	**3**
4	Marshalls	Midway	Marianas	Marshalls	**4**
5	Empire	China Sea	Empire - M	Marianas	**5**
6	Marshalls	Empire	Empire	Empire	**6**
7	Marshalls	Empire	Marianas	Empire	**7**
8	Marshalls	Marshalls	Empire	Empire	**8**
9	Empire	Marianas	Marshalls	Philippines	**9**
10	Empire	Midway	Empire - M	Marianas	**10**
11	Marshalls	Midway	China Sea	China Sea - M	**11**
12	Empire	China Sea	Marianas	Philippines	**12**

Roll	1943 Jul - Dec	1944 Jan - Jun	1944 Jul - Dec	1945 Jan - Jun	Roll
2	Marshalls - R	Philippines - W	China Sea - M	China Sea	**2**
3	Marianas - W	Empire	Empire	Empire	**3**
4	Marshalls - R	Marianas - L	Philippines - L	Empire-W	**4**
5	Empire	Marshalls	Empire	Empire	**5**
6	Marshalls	Marshalls	Philippines	Empire - L	**6**
7	China Sea	Philippines	Empire	Empire	**7**
8	Empire	Marianas	Philippines - W	Empire - L	**8**
9	Marianas	China Sea	China Sea	Empire	**9**
10	Marshalls-L	Empire	China Sea	China Sea	**10**
11	Philippines-T	Empire	Empire	Empire - L	**11**
12	Empire -W	Marianas	China Sea - M	China Sea	**12**

Mission Types:

- **(L)** = Lifeguard
- **(M)** = Minelaying
- **(R)** = Recon
- **(T)** = Transport
- **(W)** = Wolfpack

Historical Note:
The "Marshalls" area includes patrols to Truk and the Gilberts.

[E6] Variable Escort/Aircraft Quality

Roll 1d6 (Optional Rules 14.5 and 14.6)

Year	Green	Trained	Veteran	Elite
41-42	**1**	**2-5**	**6**	**-**
43-44	**1**	**2-4**	**5**	**6**
45	**1-2**	**3-5**	**6**	**-**

Explanation of Results:
Green escorts/aircraft do one less Hit than whatever is rolled for on chart [E3]. Trained escorts/aircraft use the charts normally. Veteran escorts/aircraft do +1 Hit on top of however many hits are rolled for on chart [E3]. Elite escorts are +1 to detect on chart [E2] in addition to doing +1 Hit on chart [E3]. Elite aircraft cause 2 crew casualties automatically (instead of 1 automatic) in addition to doing +1 Hit on chart [E3].

[S4] Circular Run *Roll 2d6 then 1d6*

(Optional Rule 14.8)

If you roll a "12" to Hit, roll 2d6. If "12" again, roll 1d6:

Roll	Result
1-5	Miss
6	Sub Sunk if no dud - roll on [S2]

[E7] Evasive Maneuvers *Roll 1d6*

(Optional Rule 14.7)

Direction	Left	Right	Straight
Roll/Choose	**1-2**	**3-4**	**5-6**

The player chooses an evasion number (or rolls 1d6). The player then rolls one die. If the escort direction is different than the submarine's evasive direction, the submarine takes one less Hit on the *Attack Chart [E3]*. If the escort direction matches the submarine's direction but the number is not exactly equal to it, the submarine takes one additional Hit on the *Attack Chart*. If the escort number is EXACTLY equal to the submarine's chosen evasive number, the submarine takes 3 additional hits.

[E8] Exceed Test Depth *Roll 2d6*

Procedure:
Take 1 Hull damage. Roll 2d6:

Roll	Result
< Current Hull Damage	Sub Sunk
= Current Hull Damage	+1 Hull Damage, roll again
> Current Hull Damage	-1 on current detection attempt only

Cannot be used in the China Sea, which is very shallow. Cannot be used in the first detection attempt after a Night Surface Attack.

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[R1] RANDOM EVENTS *Roll 2d6*

Roll	Event Description
2	**Man Overboard!** Huge wave hits your bridge, and an officer is lost at sea who is on Watch duty when the mishap occurs. Roll additional 1d6: **1** = Captain (game ends), **2** = Exec, **3** = Chief Engineer, **4-6** = 3rd Officer. Place a KIA marker on the corresponding crew space on your Submarine Display Mat. *If the affected crewman is already SW or KIA, ignore this event.*
3	**Run Aground!** The boat runs aground on an uncharted reef while passing by an island. Take 3x Hull damage; if this would sink the boat, it is scuttled instead. Roll for rescue in that case.
4	**Ultra Intercept.** An Ultra intercept identifies an important target for you. Roll a Capital Ship encounter for this travel box.
5	**Superior Torpedoes.** Your boat has been loaded with a superior batch of torpedoes. Dud rolls are modified by a +1 for the rest of the patrol. Place the "Superior Torpedoes" marker on your Submarine Display Mat (Random Event Box).
6	**Appendicitis.** A crewman needs emergency surgery. Roll 1d6: **1-3** = Successful, and Pharmacist's Mate becomes Expert (if not already), **4-5** = Patient survives, **6** = Patient dies, Remove Pharmacist's Mate expert marker (if present).
7	**"Lucky Rabbit's Foot."** Not so lucky for the rabbit perhaps, this is slang for "good luck." The player may re-roll any one die or dice roll. The rabbit's foot luck can carry forward to the next patrol, and more than one may be accumulated. The decision to re-roll must be made immediately and before any other die rolls are made, which expends the Rabbit's Foot. Place the "Lucky Rabbit's Foot" marker on your Submarine Display Mat (Random Event Box).
8	**Rebased.** You have been ordered to rebase. At the end of this patrol, place the other basing marker at the top of the Submarine Display Mat (if currently based at Australia, you have been ordered to rebase to Pearl Harbor, or vice versa).
9	**"Pooped".** Your boat has been swept by a large wave, with tons of seawater pouring down the hatch and almost sinking the boat. SD and SJ systems are now damaged; roll to repair. Roll for 1 x crew injury.
10	**POW Ship Sunk.** You sink the *Kachidoki Maru*, 10,500 tons (successful patrol). Record the tonnage, take 73 survivors aboard, and head immediately to base. *Treat as "no encounter" if you are out of torpedoes or have already sunk it.*
11	**Crew Illness.** Most of the boat's crew is sick from food poisoning or bad water. All "to hit" die rolls are made at +1 for the remainder of the patrol. This includes torpedo, deck gun and AA.
12	**"Trial by Courts-Martial."** Your boat accidentally sinks a restricted hospital ship (although warnings given by submarine command were unclear). Return immediately to base. You receive a Letter of Reprimand and the patrol counts as "failed" regardless of ship sinkings or Special Mission completion, if any. (Any patrol tonnage still counts for your career.) *If out of torpedoes (or cannot fire them) treat as no encounter.*

Random Events only occur once per patrol. Consult this table the first time a natural "12" (or "box cars") is rolled on the Encounter Chart. When this occurs, ignore the result on the Encounter chart and proceed immediately to determine the resulting random event. All subsequent rolls of "12" for that patrol result in the standard encounter listed taking effect, unless no random event could yet be applied for the current patrol. After resolving the random event, play proceeds as if you have just completed an encounter for the current travel box unless your Boat has been sunk, your Captain is KIA (game ends), or you have to immediately abort your patrol. Random Events cannot occur during a Special Mission patrol assignment in the Mission Travel Box [7.4.8].

[E9] Wolfpack Chart *Roll 1d6*

Roll	Result
1	Escorts busy elsewhere, detection -1
2	Convoy scattered: player gets single unescorted ship instead of convoy
3-5	Position reports coming in, may auto switch day/night, auto follow
6	Escorts focused on your sub, detection +1

Subs with inoperable radios cannot join Wolfpacks.

[E10] Scuttling *Roll 2d6*

All Flooding boxes filled in combat:

Roll	Result
2-11	Success, crew captured and made POW
12	Failure, sub captured by Japanese

+1 if Captain is SW or KIA

If all diesel engines inoperable after combat, automatic but roll for rescue (+4 if radio inoperable):

2-9	Rescued	**10-12**	Crew lost at sea

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