

US

COMBAT STATISTICS

Apr-44

MODEL: TBM-3 AVENGER

TYPE: Torpedo Bomber

in SQD: 12

PV = 8

ATA: 4

ASW: 6

BOMB: 4-3-5

DEF: 6

RADAR: S2

TORPEDO: 4-3-5

RNG: 38

LARGE GUN: -

ROCKET: 4-6-0

DAMAGE LEVELS

	# Aircraft	ATA	Bombs	Torps	Rckts	Lrg Gun	ASW	DEF
LIGHT	9	3	3	3	3	-	5	5
MEDIUM	6	2	2	2	2	-	4	4
HEAVY	3	1	1	1	1	-	3	3

SQUADRON 1 LOG

Damage/Loss: L M H D

BASE/CARRIER:

ORDNANCE EXPENDED:

BOMB: 00000 00000 00

HEXES FLOWN:

TORPEDO: 00000 00000 00

ROCKET: 00000 00000 00000 00000 0000

SQUADRON 2 LOG

Damage/Loss: L M H D

BASE/CARRIER:

ORDNANCE EXPENDED:

BOMB: 00000 00000 00

HEXES FLOWN:

TORPEDO: 00000 00000 00

ROCKET: 00000 00000 00000 00000 0000

SQUADRON 3 LOG

Damage/Loss: L M H D

BASE/CARRIER:

ORDNANCE EXPENDED:

BOMB: 00000 00000 00

HEXES FLOWN:

TORPEDO: 00000 00000 00

ROCKET: 00000 00000 00000 00000 0000

SQUADRON 4 LOG

Damage/Loss: L M H D

BASE/CARRIER:

ORDNANCE EXPENDED:

BOMB: 00000 00000 00

HEXES FLOWN:

TORPEDO: 00000 00000 00

ROCKET: 00000 00000 00000 00000 0000

SQUADRON 5 LOG

Damage/Loss: L M H D

BASE/CARRIER:

ORDNANCE EXPENDED:

BOMB: 00000 00000 00

HEXES FLOWN:

TORPEDO: 00000 00000 00

ROCKET: 00000 00000 00000 00000 0000

SQUADRON 6 LOG

Damage/Loss: L M H D

BASE/CARRIER:

ORDNANCE EXPENDED:

BOMB: 00000 00000 00

HEXES FLOWN:

TORPEDO: 00000 00000 00

ROCKET: 00000 00000 00000 00000 0000

SQUADRON 7 LOG

Damage/Loss: L M H D

BASE/CARRIER:

ORDNANCE EXPENDED:

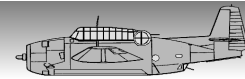
BOMB: 00000 00000 00

HEXES FLOWN:

TORPEDO: 00000 00000 00

ROCKET: 00000 00000 00000 00000 0000

NOTES: Torpedoes equipped with Torpex warheads.



Move Rate

Dive Bomber/Torpedo Bomber = 9

AIR-TO-SURFACE COMBAT

Attacker to-hit= 1d6 + BHF + Mods:

Defender = 1d6 + Speed + Size + Mods:

B O M B S

Attacker = -3 if Hi-Altitude, +1 if Dive Bomber

+2 Guided Wpn, +1 Crack Pilot, -1 Poor Pilot

Defender = +2 Night, +2 Poor Weather

-1 if Kamikaze attack

TORPEDOES / ROCKETS / HVY GUNS

Attacker = +1 Crack pilots, -1 Poor Pilots

Defender = +1 Night, +2 Poor Weather

BHF # Hits Result: # Hits

1 1 Result # Hits

2 2 <= -3 None

3 3 -2 Roll 1d6: 6 = 1 Hit

4 4 -1 Roll 1d6: 5,6 = 1 Hit

5-6 5 0 Roll 1d6: 4,5,6 = 1 Hit

7-9 6 1 1 Hit

10-13 7 2-3 2 Hits

14-17 8 4-5 3 hits

18+ 9 6+ 4 hits

DAMAGE RESOLUTION

Attacker = 1d6 + Base Damage +

+1 per add Bomb hit, +2 per add Torpedo hit

+1 per 2 Rocket/Heavy Gun hits (round down)

Kamikazi with bombs = +1 to Bomb Base dmg

Defender = 1d6 + Defense Rating + Size +

Armor 2-3 = +1, Armor 4-5 = +2

AIR-TO-AIR COMBAT

Attacker: 1d6 + ATA Rating +

+1 Crack pilots, -1 Poor pilots

-1 Poor Weather, -2 if Night (-1 if has radar)

Defender: 1d6 + Defense Rating +

+1 Crack pilots, -1 Poor pilots,

* If the Damage Table result is "-1" or "0" then

the target suffers one level of Disruption if it

takes no DL loss.

DAMAGE LEVEL TABLE

Result Damage Inflicted

<= -3 None

-2 Roll 1d6: 6 = 1 DL

-1 *Roll 1d6: 5,6 = 1 DL

0 *Roll 1d6: 4,5,6 = 1 DL

1 1 DL

2 2 DL

3 3 DL

4 4 DL

5 5 DL

6+ 6 DL

Gunnery/Aerial

1d6 Loss

1-4 S

5 F

6 S + F

Torpedo/Mine Damage

1d6 Loss

1-4 F

5 S

6 S + F