

CHANCE TO DETECT AN ENEMY SUB/SHIP

(modified by thermal layer if present)

MODIFIER APPLIED TO ENEMY'S ROLL WHEN TRYING TO DETECT YOUR SUB/SHIP (stated before they make their roll)

CHANCE ROLL TO REDUCE AN ENEMY'S CONTACT TOKENS ON YOUR SUB/SHIP (rolled during the player's turn)

MODIFIER APPLIED TO THE ENEMY'S TORPEDO HIT CHANCE ROLL



Los Angeles Class SSN Cruise/Passive

Move 3mu

Passive Sonar 3+

Detected 0 Reduce 5+

Depth Change 2



Los Angeles Class SSN Cruise/Active

Move 3mu

Active Sonar 2+

Detected +2

Depth Change 2



Los Angeles Class SSN Ultra Quiet

Move 1mu

Passive Sonar 3+

Detected -1 Reduce 4+

Depth Change 1



Los Angeles Class SSN Flank/Evade

Move 5.5mu

No Sonar

Detected +1 Hit Chance -2

Depth Change 3



Los Angeles Class SSN Fire Weapon

Move 3mu

Pass. Sonar 3+ Detected +1

Act. Sonar 2+ Detected +2

Depth Change 1

Los Angeles Class SSN

1976 – Present

Maximum Depth 7
Contacts 10

4 533mm Torpedo Tubes
24 Mk48 ADCAP
9mu Fast Setting (9 turns)
6.5mu Slow Setting (21 turns)
4 UGM-84 Harpoon (30mu min.)

Flt. II

12 Vert. Tubes for Tomahawk

Towed Array

- **SNAP SHOT:** Can be performed only when your sub/ship has been fired on. Sub/Ships card must be changed to "Fire Weapon" card.
- Only 2 torpedoes may be wire guided at a time.
- Torpedo Seeker is 45 degrees and up to 8mu.
- Torpedoes arm after moving 4mu unless player uses "Safety Off" and it is set to 0mu.
- Torpedoes Acquire on a roll of 3+.
- If torpedo misses it is removed from play on a roll of 1 – 3 or may go into a search pattern on a roll of 4 – 6.
- Torpedo wire cut, determine if the torpedo will circle left, right or continue on a straight run.