

Ultra & Magic Codebreaking Cards v3

When at war, both sides (Britain and Germany, Japan and the U.S.) draw 4 cards at the start of each Game Turn.

Initial Hand	Submarine	ASW	Tactical	Strategic	Wild	Blank
Britain	NA	1	1	1	NA	5
Germany	1	NA	1	1	NA	5
U.S.	1	1	1	1	1	3
Japan	1	0	1	0	NA	6

Min to Max	Codebreaking Card	Effect
0 to +1	Submarine	SW Warfare: increase the net modifier for submarines during this Combat Phase.
0 to +1		On-board Submarine Attacks: increase all submarine attacks this player turn.
-1 to 0	ASW	SW Warfare: decrease the net modifier for submarines during this Combat Phase.
-1 to 0		On-board Submarine Attacks: decrease all submarine attacks this player turn.
-1 to +1	Tactical	Naval Combat Search Rolls: favored side makes 1 more search roll; the other side makes 1 fewer search roll in one round of naval combat.
0 to +1		NNDRM in Fleet Combat: increases the NNDRM by 1 for one round of fleet combat (for only 1 CG-on-CG fleet combat), <i>or</i> NNDRM for Submarine Attack: increased the NNDRM for 1 on-board submarine attack (cumulative with the Sub/ASW modifier).
-1 to +1		Harbor Attack: generates a +/-1 modifier for 1 harbor attack.
0 to +1	Strategic	Naval Interception: allows the intercepting player to roll 1 additional dice for all naval interception rolls during this player turn.
-1 to +1		Raider Die Rolls: all rolls for determining how many defending ships engage are modified by +/-1, for 1 SW box.
0 to +4		Magic Interception: allows 1 additional U.S. TF to Magic-Intercept a Japanese mission on the Pacific front within 3 hexes of the mission hex, if it's within 10 hexes of an operational U.S. port. Magic Interceptions act like <i>one</i> Tactical Search codebreaking card for the 1st naval combat round.
-3 to +4		Pearl Harbor Surprise Table: modifies the USJT for the Pearl Harbor Surprise Table.

The submarine/intercepting/raiding player plays codebreaking cards first, then the opponent, then back and forth.

Spy Rings	Negated by...
Minor Country	Counter-Intelligence
Reveals DPs	Enemy Spy Ring
+/-1 to Diplomacy	Enemy Gaining Control
Major Power	
Reveal Code Names	Counter-Intelligence
+/-1 to General Research	

Covert Ops	Negated by...
+/-1 to Diplomacy, USAT, or French/Italian Surrender	Counter-Intelligence

Counter-Intelligence can also lessen enemy Harbor Attacks.