SW Combat Results v5

Bombers				
Attacker		**_Defender_**		
Base BRP Damage	$3 \times Res_A + Res_B$	Bombers Shot Down	Res_A	
Additional Damage due to Tactical Advantages (if positive)	$MIN(3 \times Mod_{NET}, Bmb_{AC})$	Bombers Not Reaching the Target	Res_B	
Additional Damage due to Penetrating Bombers (if positive)	$MIN(3 \times Bmb_{SW}, Bmb_{AC})$ if $Mod_{NET} < 0$, reduce this damage by $3 \times Mod_{NET}$	Bombers Reaching the Target (Bmb_{SW})	$Bmb_{AC} - (Res_A + Res_B)$	
Submarines				
Attacker		**_Defender_**		
Transports Sunk	$Res_A{}^{\ddagger}$	Submarines Sunk	Res_A	
Transports Damaged[†]	Res_B	Submarines Not Reaching the Convoys	Res_B	
Additional Transports Sunk due to Tactical Advantages (if positive)	$MIN(Mod_{NET}, Sub_{BOX})$	Submarines Reaching the Convoys (Sub_{CNVY})	$Sub_{BOX} - (Res_A + Res_B)$	
Additional Transports Sunk due to Penetrating Submarines (if positive)	Sub_{CNVY} if $Mod_{NET} < 0$, reduce this value by Mod_{NET}			
Advanced Submarines				
Attacker - _evaluated as an ensuing, separate attack_		**_Defender_**		
Transports Sunk	$Res_A{}^{\ddagger *3}$	No SW combat dice roll is made against Advanced Submarines.		
Transports Damaged[†]	$Res_B{}^{*3}$			
Additional Transports Sunk	One for each Adv Sub			

Key

24.63-24.65

SW Combat Table Results: Res_A/Res_B

Net SW Combat Modifier: Mod_{NET}

Bombing factors remaining after Air Combat: Bmb_{AC}

Submarines operating in the SW Box before SW Combat: Sub_{BOX}

Bombing factors remaining after Strategic Warfare: Bmb_{SW}

Submarines reaching the Convoys after SW Combat: Sub_{CNVY}

[†] - Damaged Transports leave the SW box, are repaired for free and inverted.

[‡] - If insufficient Transports, take losses from ASW, then CVEs.

[*] - There is no modifier to the roll for Advanced Submarine SW Combat.

[3] - Each Advanced Submarine counts as 3 factors on the SWCT.