

## Atlantic Submarine Warfare – Modifiers by turn

Turn	NNDRM	Ports	US	Torp	ASW	CVEs	Air r.	Ultra	other	Total
Fa39	+1	-	-	-	-	-	-			
Wi39										
Sp40										
Su40										
Fa40										
Wi40										
Sp41										
Su41										
Fa41										
Wi41										
Sp42										
Su42										
Fa42										
Wi42										
Sp43										
Su43										
Fa43										
Wi43										
Sp44										
Su44										
Fa44										
Wi44										
Sp45										
Su45										
Fa45										
Wi45										
Sp46										
Su46										
Fa46										
Wi46										

## Atlantic Submarine Warfare – Turn by turn

Turn	Subs	ASW	CVE	DRM	Results			Transport Losses						Transport Totals				
					Subs	ASW	Raid	Atlantic			Indian O.			BRPs	Atl	IO	Pac	UB
Fa39	1	1	0															
Wi39	2																	
Sp40	2																	
Su40	2																	
Fa40	3																	
Wi40	3																	
Sp41	4																	
Su41	4																	
Fa41	5																	
Wi41	5																	
Sp42	6																	
Su42	6																	
Fa42	7																	
Wi42	8																	
Sp43	9																	
Su43	10																	
Fa43	11																	
Wi43	12																	
Sp44	13																	
Su44	14																	
Fa44	15																	
Wi44	16																	
Sp45	17																	
Su45	18																	
Fa45	19																	
Wi45	20																	
Sp46	21																	
Su46	22																	
Fa46	23																	
Wi46	24																	

## Pacific Submarine Warfare – Turn by turn

- The number of American submarines that may conduct submarine warfare in the Pacific SW box each turn is limited as follows: 1939-1942: 1; Spring and Summer 1943: 2; Fall and Winter 1943: 3; Spring and Summer 1944: 4; Fall and Winter 1944: 5; Spring 1945 and thereafter: 6. Any remaining American submarines, if built, must operate on the Pacific mapboard.
- American submarines may not enter the Pacific SW box to conduct submarine warfare until the turn in which war breaks out between Japan and the U.S. or the turn in which the USJT level reaches 40 or more.

Turn	American submarine warfare modifiers							Forces		SW dice rolls		Transports			BRPs
	Naval DRM	Air range	Torp	ASW	Magic	Manila	Net DRM	Subs	ASW	Sub roll	ASW roll	Trans	Net sub result	Usable trans	BRPs
Sp41								1							
Su41								1							
Fa41								1							
Wi41								1							
Sp42								1							
Su42								1							
Fa42								1							
Wi42								1							
Sp43								2							
Su43								2							
Fa43								3							
Wi43								3							
Sp44								4							
Su44								4							
Fa44								5							
Wi44								5							
Sp45								6							
Su45								6							
Fa45								6							
Wi45								6							
Sp46								6							
Su46								6							
Fa46								6							
Wi46								6							

# Shipbuilding – Turn by turn

## Spring 19\_\_

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															

## Summer 19\_\_

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															

## Fall 19\_\_

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															

## Winter 19\_\_

	SBP	Subs	ASW	Tr	CVE	DD	CA	BB2	BB3	BB4	BB5	CVL	CV	CVB	Rep
Ger															
Ita															
Jap															
Bri															
Can															
Aus															
USe															
USp															