30 July 2012

Command at Sea **4th edition Rules Errata**

Page 2-4: On the example ship reference sheet, the chances of a shell striking the belt and deck armor in the Long and Extreme range bands are reversed. At Long range, the chance of striking the Belt/Deck is 40%/60%, and at Extreme range the chance is 30%/70%.

Page 4-1: Section 4.4, third paragraph. Delete the reference to diving planes increasing their acceleration rate. Change the two sentences "Planes diving more than 50% of the maximum dive rate can double their acceleration. They can also increase their speed over the normal maximum." to "Planes diving more than 50% of the maximum dive rate can increase their speed over the normal maximum for their starting altitude."

Page 5-2: Section 5.2.4, Airborne surface search radars: Change "These radars will search out to the front and to either side for Surface and Low Altitude contacts…" to "These radars will search out to the front and to either side for Surface and VLow altitude contacts…"

Page 5-16: Replace the visual signals table with:

Visual Signals Range Table (kyds)

Visibility	Flag Hoist	Flashing Light Daytime	Nighttime
100%	8.0	16.0	26.0
90%	7.2	14.4	23.4
80%	6.4	12.8	20.8
70%	5.6	11.2	18.2
60%	4.8	9.6	15.6
50%	4.0	8.0	13.0
40%	3.2	6.4	10.4
30%	2.4	4.8	7.8
20%	1.6	3.2	5.2
10%	0.8	1.6	2.6
5%	0.4	0.8	1.3
2%	0.2	0.3	0.7

(This needs to be corrected in the 4th ed Players Handbok as well as the rules)

Page 6-1 and 6-2: Change the illumination modifiers for Gunnery Standard 4 and 4m from

Target is illuminated by starshell, fire, or is using a searchlight   +0
Target is illuminated by a searchlight   +1

to

Target is illuminated by starshell, fire, or a searchlight   +0
Target is using a searchlight   +1

Page 6-9: In section 6.2.2, Area AA guns, in the second paragraph, change the second sentence from:

"Any ship that has ordered area defense for its Area AA can allocate one-quarter of its Area AA strength to up to two other ships within three nautical miles."

to:

"Any ship that has ordered area defense for its Area AA can allocate one-quarter of its Area AA strength to **one other ship** within **two** nautical miles." (changes bolded)

Page 6-9: Change "6.3 Surface-Launched Torpedoes" to "6.3 Torpedoes."

After the first paragraph in section 6.3, add the following sentence: [Note: These rules apply to submarine-fired weapons as well, see section 6.5]

Delete the paragraph that begins "The Soviets were still using..." and ends with "... straight runners."

Page 6-23: The procedure for making a depth charge attack refers to the Depth Charge Attack Table, but this was accidentally omitted from the rules. These tables originally were included as Annex E1b, but they are not country-specific, and so were supposed to be part of the rules booklet. Pages 4 - 6 of this errata are new pages 6-24a through 6-24d. They can be printed out, punched, and placed between 6-24 and 6-25 in the *CaS* 4th rules booklet.

Page 6-25: Replace the first five paragraphs of section 6.5 with the following:

6.5 Submarine Attacks. See section 6.3 for rules on firing torpedoes. Subs can fire all their tubes in one turn, and any combination of weapons.

Subs with Competent or better skill levels can fire at up to two targets in one Tactical turn, as long as they are on the same course and speed (ships in formation, for example). Inexperienced crews can only fire at one target per turn.

Reloads for submarine torpedo tubes take 6 minutes (two Tactical Turns) per tube [Exception: Early German submarine torpedo reloading arrangements were incredibly slow. It takes one half-hour (one Intermediate Turn) per torpedo to reload a German torpedo tube].

Many submarines can carry and fire more than one type of torpedo or other weapon. The player should write down before the game what each tube is loaded with and what reload is line up behind it. It takes one half-hour to change a tube loadout or a reload. The torpedo room crew can either reload one tube or change one tube or reload at a time (it's crowded).

Most submarines in WW II used Analog fire control systems, which computed an intercept course for the torpedoes and set the torpedo's gyros to follow that track. This allowed submarines to fire at targets that were not dead ahead or astern.

A few navies, like the Soviets, still used WW I-style Manual torpedo fire control. This required that the launching tube (and thus the submarine) to be pointed directly along the torpedo's course. To fire a spread, the submarine made a gentle turn, firing torpedoes as the sub's heading changed. This spread was only a few degrees wide, and effectively the sub could only fire at target dead ahead or dead astern.

All submarines in *CaS* have Analog fire control systems unless otherwise stated in the remarks for that class, e.g., "Manual fire control system."

In Annex A, mark the following subs as fitted with Manual Fire control systems: All Soviet WW II subs, and the following British classes: Ex-Turkish, U class, T class First Group, River class, S class (Group 2), S class (Group 1), Odin, P and R classes, Oxley, Oberon, X1 class, L 9 class, L class, Improved H class, H class, and Porpoise.

Page 7-1: Section 7.1 Formations. Add another bullet point under "Planes in formation:"

• Have a Maneuver Rating of zero.

Page 7-2: Section 7.2 Dogfighting, after the paragraph describing how a dogfight position is marked and how it moves, ending with "All ranges to the dogfight are taken from this marker." insert the following new sentence as its own paragraph:

"If the dogfight involves a formation, use the formation's position as the center of the dogfight."

Page 7-14: Section 7.4.11 Kamikaze Attacks. In the eighth paragraph in the section (about hit chances), delete the sentence: "When applying pilot experience modifiers, the D100 roll is considered an unguided weapon attack." It refers to a table that was deleted.

Page 8-4: Section 8.1.7.1. In the table listing reduction to the damage inflicted by torpedoes hitting the armor belt, add one more line to the bottom of the table. If the target's belt armor is 41 or more, the reduction is 60%.

Page 8-5: Section 8.1.7.2. In the last sentence, change "*Yorktown*" to "*South Dakota*."

Page 8-7: In the first sentence of the first paragraph, change "... in the Plotting Phase of the third Tactical Turn" to "... in the Resolution Phase of the third Tactical Turn."

Page 8-9: Sensor Critical hits: Delete "searchlight." These are not listed as a sensor in *CaS*.

Page 8-9: Torpedo or ASW Weapon Critical hits: Use Lethal damage when calculating the effects of ASW weapons.

Thanks to Bruce Bonnevier, Joaquin Mejia and Alejandro Torres.

Surface Ship DC Attack Tables (formerly Annex E1b)

DEPTH CHARGE ATTACK TABLE - GROUP I

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
Straight 3A	Slow	0.01	0.02	0.03
Straight 3B	Slow	0.01	0.02	0.03
Straight 5A	Slow	0.01	0.03	0.04
Straight 5B	Slow	0.01	0.02	0.03
5A	Slow	0.02	0.04	0.07
5B	Slow	0.01	0.03	0.04
5C	Slow	0.01	0.02	0.03

DEPTH CHARGE ATTACK TABLE - GROUP II

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
Straight 3A	Slow	0.01	0.03	0.04	Med	0.02	0.04	0.07	Fast	0.02	0.04	0.07
Straight 3B	Slow	0.01	0.02	0.03	Med	0.01	0.02	0.03	Fast	0.01	0.03	0.04
Straight 5A	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10	Fast	0.03	0.05	0.10
Straight 5B	Slow	0.01	0.03	0.04	Med	0.01	0.03	0.04	Fast	0.02	0.04	0.07
Straight 5C	Slow	0.01	0.02	0.03	Med	0.01	0.02	0.03	Fast	0.01	0.03	0.04
5A	Slow	0.04	0.06	0.11	Med	0.04	0.06	0.11	Fast	0.04	0.06	0.11
5B	Slow	0.02	0.04	0.07	Med	0.02	0.04	0.07	Fast	0.03	0.05	0.10
5C	Slow	0.01	0.02	0.03	Med	0.01	0.02	0.03	Fast	0.02	0.04	0.07
Straight 7A	Slow	0.03	0.05	0.10	Med	0.04	0.06	0.11	Fast	0.04	0.06	0.11
Straight 7B	Slow	0.01	0.03	0.04	Med	0.02	0.04	0.07	Fast	0.03	0.05	0.10
Straight 7C	Slow	0.01	0.02	0.03	Med	0.01	0.03	0.04	Fast	0.02	0.04	0.07
7A	Slow	0.05	0.09	0.16	Med	0.05	0.09	0.16	Fast	0.05	0.09	0.16
7B	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10	Fast	0.05	0.09	0.16
7C	Slow	0.01	0.02	0.03	Med	0.01	0.03	0.04	Fast	0.03	0.05	0.10

DEPTH CHARGE ATTACK TABLE - GROUP III

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
Straight 3A	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10
Straight 3B	Slow	0.01	0.02	0.03	Med	0.01	0.03	0.04
Straight 5A	Slow	0.03	0.05	0.10	Med	0.05	0.09	0.16
Straight 5B	Slow	0.02	0.04	0.07	Med	0.02	0.04	0.07
Straight 5C	Slow	0.01	0.02	0.03	Med	0.01	0.03	0.04
5A	Slow	0.06	0.10	0.18	Med	0.06	0.10	0.18
5B	Slow	0.03	0.05	0.10	Med	0.05	0.09	0.16
5C	Slow	0.01	0.03	0.04	Med	0.02	0.04	0.07
Straight 7A	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16
Straight 7B	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10
Straight 7C	Slow	0.01	0.03	0.04	Med	0.02	0.04	0.07
7A	Slow	0.07	0.13	0.22	Med	0.07	0.13	0.22
7B	Slow	0.04	0.08	0.14	Med	0.06	0.10	0.18
7C	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10
9A	Slow	0.09	0.17	0.30	Med	0.09	0.17	0.30
9B	Slow	0.06	0.10	0.18	Med	0.08	0.15	0.27
9C	Slow	0.02	0.04	0.07	Med	0.04	0.08	0.14
11A	Slow	0.11	0.19	0.34	Med	0.11	0.19	0.34
11B	Slow	0.09	0.17	0.30	Med	0.10	0.18	0.33
11C	Slow	0.04	0.08	0.14	Med	0.06	0.10	0.18
19AB	Slow	0.07	0.13	0.22	Med	0.08	0.15	0.27
25AB	Slow	0.08	0.15	0.27	Med	0.10	0.18	0.33
19ABC	Slow	0.04	0.08	0.14	Med	0.07	0.13	0.22
25ABC	Slow	0.05	0.09	0.16	Med	0.08	0.15	0.27
36ABC	Slow	0.07	0.13	0.22	Med	0.10	0.18	0.33

DEPTH CHARGE ATTACK TABLE - GROUP IV (Allies 1939-1943 & Axis)

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
Straight 3A	Slow	0.03	0.05	0.10	Med	0.04	0.08	0.14	Fast	0.05	0.09	0.16
Straight 3B	Slow	0.01	0.03	0.04	Med	0.02	0.04	0.07	Fast	0.03	0.05	0.10
Straight 5A	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16	Fast	0.06	0.10	0.18
Straight 5B	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10	Fast	0.04	0.08	0.14
Straight 5C	Slow	0.01	0.02	0.03	Med	0.01	0.03	0.04	Fast	0.02	0.04	0.07
5A	Slow	0.07	0.13	0.22	Med	0.07	0.13	0.22	Fast	0.08	0.15	0.27
5B	Slow	0.04	0.06	0.11	Med	0.05	0.09	0.16	Fast	0.06	0.10	0.18
5C	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10	Fast	0.04	0.08	0.14
Straight 7A	Slow	0.05	0.09	0.16	Med	0.06	0.10	0.18	Fast	0.07	0.13	0.22
Straight 7B	Slow	0.03	0.05	0.10	Med	0.04	0.08	0.14	Fast	0.05	0.09	0.16
Straight 7C	Slow	0.01	0.03	0.04	Med	0.02	0.04	0.07	Fast	0.03	0.05	0.10
7A	Slow	0.08	0.15	0.27	Med	0.08	0.15	0.27	Fast	0.08	0.15	0.27
7B	Slow	0.05	0.09	0.16	Med	0.07	0.13	0.22	Fast	0.08	0.15	0.27
7C	Slow	0.03	0.05	0.10	Med	0.04	0.08	0.14	Fast	0.06	0.10	0.18
9A	Slow	0.10	0.18	0.33	Med	0.10	0.18	0.33	Fast	0.10	0.18	0.33
9B	Slow	0.07	0.13	0.22	Med	0.08	0.15	0.27	Fast	0.10	0.18	0.33
9C	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16	Fast	0.07	0.13	0.22
10A	Slow	0.12	0.22	0.41	Med	0.12	0.22	0.41	Fast	0.12	0.22	0.41
10B	Slow	0.08	0.15	0.27	Med	0.10	0.18	0.33	Fast	0.12	0.22	0.41
10C	Slow	0.05	0.09	0.16	Med	0.07	0.13	0.22	Fast	0.10	0.18	0.33
10SC	Slow	0.07	0.13	0.22	Med	0.12	0.22	0.36	Fast	0.15	0.27	0.48
10SD	Slow	0.03	0.05	0.10	Med	0.05	0.09	0.16	Fast	0.07	0.13	0.22
11A	Slow	0.12	0.22	0.41	Med	0.12	0.22	0.41	Fast	0.12	0.22	0.41
11B	Slow	0.08	0.15	0.27	Med	0.12	0.22	0.41	Fast	0.12	0.22	0.41
11C	Slow	0.05	0.09	0.16	Med	0.07	0.13	0.22	Fast	0.10	0.18	0.33
14A	Slow	0.13	0.23	0.42	Med	0.13	0.23	0.42	Fast	0.13	0.23	0.42
14B	Slow	0.11	0.19	0.34	Med	0.13	0.23	0.42	Fast	0.13	0.23	0.42
14C	Slow	0.06	0.10	0.18	Med	0.09	0.16	0.28	Fast	0.11	0.19	0.34

DEPTH CHARGE ATTACK TABLE - GROUP IV (US 1944-1945)

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
Straight 3A	Fast	0.05	0.09	0.16	VFast	0.06	0.10	0.18
Straight 3B	Fast	0.03	0.05	0.10	VFast	0.04	0.08	0.14
Straight 5A	Fast	0.06	0.10	0.18	VFast	0.07	0.13	0.22
Straight 5B	Fast	0.04	0.08	0.14	VFast	0.05	0.09	0.16
Straight 5C	Fast	0.02	0.04	0.07	VFast	0.03	0.05	0.10
5A	Fast	0.07	0.13	0.22	VFast	0.07	0.13	0.22
5B	Fast	0.06	0.10	0.18	VFast	0.07	0.13	0.22
5C	Fast	0.04	0.08	0.14	VFast	0.05	0.09	0.16
Straight 7A	Fast	0.07	0.13	0.22	VFast	0.07	0.13	0.22
Straight 7B	Fast	0.05	0.09	0.16	VFast	0.07	0.13	0.22
Straight 7C	Fast	0.03	0.05	0.10	VFast	0.05	0.09	0.16
7A*	Fast	0.08	0.15	0.27	VFast	0.08	0.15	0.27
7B*	Fast	0.08	0.15	0.27	VFast	0.08	0.15	0.27
7C*	Fast	0.06	0.10	0.18	VFast	0.06	0.10	0.18
7D*	Fast	0.04	0.08	0.14	VFast	0.06	0.10	0.18
7E*	Fast	0.02	0.04	0.07	VFast	0.04	0.08	0.14
7F*	Fast	0.01	0.03	0.04	VFast	0.04	0.08	0.14
9A*	Fast	0.10	0.18	0.33	VFast	0.10	0.18	0.33
9B*	Fast	0.10	0.18	0.33	VFast	0.10	0.18	0.33
9C*	Fast	0.07	0.13	0.22	VFast	0.07	0.13	0.22
9D*	Fast	0.05	0.09	0.16	VFast	0.07	0.13	0.22
9E*	Fast	0.03	0.05	0.10	VFast	0.05	0.09	0.16
9F*	Fast	0.02	0.04	0.07	VFast	0.05	0.09	0.16
11A*	Fast	0.13	0.23	0.42	VFast	0.13	0.23	0.42
11B*	Fast	0.13	0.23	0.42	VFast	0.13	0.23	0.42

DEPTH CHARGE ATTACK TABLE - GROUP IV (US 1944-1945) (continued)

11C*	Fast	0.10	0.18	0.33	VFast	0.10	0.18	0.33
11D*	Fast	0.07	0.13	0.22	VFast	0.10	0.18	0.33
11E*	Fast	0.04	0.08	0.14	VFast	0.07	0.13	0.22
11F*	Fast	0.03	0.05	0.10	VFast	0.07	0.13	0.22
13A*	Fast	0.15	0.27	0.48	VFast	0.15	0.27	0.48
13B*	Fast	0.15	0.27	0.48	VFast	0.15	0.27	0.48
13C*	Fast	0.13	0.23	0.42	VFast	0.13	0.23	0.42
13D*	Fast	0.08	0.15	0.27	VFast	0.13	0.23	0.42
13E*	Fast	0.05	0.09	0.16	VFast	0.08	0.15	0.27
13F*	Fast	0.04	0.08	0.14	VFast	0.08	0.15	0.27
30SD	Fast	0.15	0.27	0.48	VFast	0.15	0.27	0.48
30SE	Fast	0.10	0.18	0.33	VFast	0.12	0.20	0.41
30SF	Fast	0.08	0.15	0.27	VFast	0.12	0.20	0.41

DEPTH CHARGE ATTACK TABLE - GROUP V

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
Straight 3A	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16	Fast	0.06	0.10	0.18
Straight 3B	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10	Fast	0.03	0.05	0.10
Straight 5A	Slow	0.05	0.09	0.16	Med	0.06	0.10	0.18	Fast	0.07	0.13	0.22
Straight 5B	Slow	0.03	0.05	0.10	Med	0.04	0.08	0.14	Fast	0.06	0.10	0.18
Straight 5C	Slow	0.01	0.02	0.03	Med	0.01	0.03	0.04	Fast	0.03	0.05	0.10
5A	Slow	0.08	0.15	0.27	Med	0.08	0.15	0.27	Fast	0.08	0.15	0.27
5B	Slow	0.05	0.09	0.16	Med	0.06	0.10	0.18	Fast	0.08	0.15	0.27
5C	Slow	0.03	0.05	0.10	Med	0.04	0.08	0.14	Fast	0.06	0.10	0.18
Straight 7A	Slow	0.06	0.10	0.18	Med	0.07	0.13	0.22	Fast	0.07	0.13	0.22
Straight 7B	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16	Fast	0.07	0.13	0.22
Straight 7C	Slow	0.02	0.04	0.07	Med	0.03	0.05	0.10	Fast	0.04	0.06	0.11
7A	Slow	0.09	0.16	0.28	Med	0.09	0.16	0.28	Fast	0.09	0.16	0.28
7B	Slow	0.07	0.13	0.22	Med	0.08	0.15	0.27	Fast	0.09	0.16	0.28
7C	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16	Fast	0.07	0.13	0.22
10A	Slow	0.12	0.22	0.41	Med	0.13	0.23	0.42	Fast	0.13	0.23	0.42
10B	Slow	0.10	0.18	0.33	Med	0.12	0.22	0.41	Fast	0.13	0.23	0.42
10C	Slow	0.07	0.13	0.22	Med	0.09	0.16	0.28	Fast	0.10	0.18	0.33
10D	-	-	-	-	-	-	-	-	Fast	0.07	0.13	0.22
10E	-	-	-	-	-	-	-	-	Fast	0.05	0.09	0.16
10F	-	-	-	-	-	-	-	-	Fast	0.03	0.05	0.10
10SC	Slow	0.08	0.15	0.27	Med	0.13	0.23	0.42	Fast	0.15	0.27	0.48
10SD	Slow	0.05	0.09	0.16	Med	0.10	0.18	0.33	Fast	0.13	0.23	0.42
14A	Slow	0.14	0.26	0.45	Med	0.15	0.27	0.48	Fast	0.15	0.27	0.48
14B	Slow	0.13	0.23	0.42	Med	0.15	0.27	0.48	Fast	0.15	0.27	0.48
14C	Slow	0.08	0.15	0.27	Med	0.10	0.18	0.33	Fast	0.13	0.23	0.42
14D	-	-	-	-	-	-	-	-	Fast	0.09	0.16	0.28
14E	-	-	-	-	-	-	-	-	Fast	0.06	0.10	0.18
14F	-	-	-	-	-	-	-	-	Fast	0.05	0.09	0.16
19AB	Slow	0.10	0.18	0.33	Med	0.12	0.22	0.41	-	-	-	-
25AB	Slow	0.12	0.22	0.41	Med	0.13	0.23	0.42	-	-	-	-
19ABC	Slow	0.07	0.13	0.22	Med	0.08	0.15	0.27	-	-	-	-
25ABC	Slow	0.08	0.15	0.27	Med	0.10	0.18	0.33	-	-	-	-
36ABC	Slow	0.12	0.22	0.41	Med	0.14	0.26	0.45	-	-	-	-
26SD	-	-	-	-	-	-	-	-	Fast	0.14	0.26	0.45
26SE	-	-	-	-	-	-	-	-	Fast	0.10	0.18	0.33
26SF	-	-	-	-	-	-	-	-	Fast	0.08	0.15	0.27

DEPTH CHARGE ATTACK TABLE - GROUP VI

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
Straight 3A	Slow	0.05	0.09	0.16	Med	0.06	0.10	0.18
Straight 3B	Slow	0.03	0.05	0.10	Med	0.04	0.08	0.14
Straight 5A	Slow	0.06	0.10	0.18	Med	0.07	0.13	0.22
Straight 5B	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16
Straight 5C	Slow	0.01	0.03	0.04	Med	0.02	0.04	0.07
5A	Slow	0.09	0.16	0.28	Med	0.09	0.16	0.28
5B	Slow	0.06	0.10	0.18	Med	0.07	0.13	0.22
5C	Slow	0.04	0.08	0.14	Med	0.05	0.09	0.16
Straight 7A	Slow	0.07	0.13	0.22	Med	0.08	0.15	0.27
Straight 7B	Slow	0.05	0.09	0.16	Med	0.06	0.10	0.18
Straight 7C	Slow	0.03	0.05	0.10	Med	0.04	0.08	0.14
7A	Slow	0.10	0.18	0.33	Med	0.10	0.18	0.33
7B	Slow	0.08	0.15	0.27	Med	0.09	0.16	0.28
7C	Slow	0.05	0.09	0.16	Med	0.07	0.13	0.22
9A	Slow	0.13	0.23	0.42	Med	0.13	0.23	0.42
9B	Slow	0.10	0.19	0.33	Med	0.13	0.23	0.42
9C	Slow	0.07	0.13	0.22	Med	0.09	0.16	0.28
10A	Slow	0.14	0.26	0.45	Med	0.14	0.26	0.45
10B	Slow	0.11	0.22	0.40	Med	0.14	0.26	0.45
10C	Slow	0.09	0.16	0.28	Med	0.11	0.22	0.40
10SC	Slow	0.14	0.26	0.45	Med	0.15	0.27	0.48
10SD	Slow	0.08	0.15	0.27	Med	0.10	0.18	0.33
11A	Slow	0.14	0.26	0.45	Med	0.14	0.26	0.45
11B	Slow	0.12	0.22	0.41	Med	0.14	0.26	0.45
11C	Slow	0.09	0.16	0.28	Med	0.11	0.22	0.40

DEPTH CHARGE ATTACK TABLE - GROUP VII

Pattern	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg	Sink Rate	Lethal Dmg	Major Dmg	Minor Dmg
1SB	Slow	0.05	0.09	0.16	VFast	-	-	-
1SC	-	-	-	-	VFast	0.14	0.26	0.45
1SD	-	-	-	-	VFast	0.09	0.16	0.28
1SE	-	-	-	-	VFast	0.06	0.10	0.18