**Defender's Modifier**

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| Area AA in Hex | | | | | | | | | | | | | | | | | |
| -1 per unit contributing Area AA if EW in attack force (12.3) | | | | | | | | | | | | | | | | | |
| Area AA in Path | | | | | | | | | | | | | | | | | |
| Close AA of all Targets | | | | | | | | | | | | | | | | | |
| Close AA of all Buddies | | | | | | | | | | | | | | | | | |
| *+2 per F14 in CAP* *+1 per other in CAP* | | | | | | | | | | | | | | | | | |
| **Total Def Anti-Air / Anti-Sub** | | | | | | | | | | | | | | | | | |
| **Defender's DR** | | | | | | | | | | | | | | | | | |
| **Target is:** in Task Force, +2 / not in Force/Group, -1 / **or** alone in Hex, -3 | | | | | | | | | | | | | | | | | |
| **Modified defender's die roll** | | | | | | | | | | | | | | | | | |
| **Def modifier from CRT** | | | | | | | | | | | | | | | | | |

Def Modifier from CRT damages members of <u>bomber</u> strike force as follows: 5-8 lose 1 step, 9+ lose 2 steps

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| **Attacker's Combat value** 1/2 if bombing at night (16.1) | | | | | | | | | | | | | | | | | |
| **Attacker's DR** | | | | | | | | | | | | | | | | | |
| Tac Air Support, +3 max | | | | | | | | | | | | | | | | | |
| *Target in fiord, -3* | | | | | | | | | | | | | | | | | |
| *No friendly adj to target, -2* *or target is port/airfield, -4* | | | | | | | | | | | | | | | | | |
| **Def modifier from CRT (-)** | | | | | | | | | | | | | | | | | |
| **Total Att DR modifiers (-)** | | | | | | | | | | | | | | | | | |
| **Modified Attacker's DR** | | | | | | | | | | | | | | | | | |
| **Combat Result** | | | | | | | | | | | | | | | | | |

Airfield/Port: 5-6= damage 1 ,  7-9 = damage 2 ,  10-11 destroy