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ADVANCED
SALVO!
GARY GRABER, MINDEN GAMES

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PLAYERS MAY CHOOSE TARGET,
NO LINE OF SIGHT RULE

DRM: IF ALLIED SHIPS ARE FASTER THAN
ANY AXIS SHIPS: +1 TO ROLL, ELSE -1

1-3 = ALLIES
4-6 = AXIS

MOVEMENT TABLE [1D6]

EXTREME: 5 ZONES APART
-5 TO RANGE

LONG: 4 ZONES APART
-2 TO RANGE

MEDIUM-LONG: 3 ZONES APART

MEDIUM: 2 ZONES APART
+2 TO RANGE, SHIPS FIRE TWICE

SHORT: 1 ZONE APART
+5 TO RANGE, SHIPS FIRE TWICE

RANGE TABLE

DRM +2 END TURN	STORMY
DRM -3 FIRE TABLE	FAIR
DRM -1 FIRE TABLE	FINE
DRM +1 END TURN	MISTY

RANGE TABLE

SHORT: 1 ZONE APART
+5 TO RANGE, SHIPS FIRE TWICE

MEDIUM: 2 ZONES APART
+2 TO RANGE, SHIPS FIRE TWICE

MEDIUM-LONG: 3 ZONES APART

LONG: 4 ZONES APART
-2 TO RANGE

EXTREME: 5 ZONES APART
-5 TO RANGE

MOVEMENT TABLE [1D6]

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4-6 = AXIS

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NO LINE OF SIGHT RULE