



Torpedoes

To Hit with Torpedoes

- ✧ Torpedoes are an Ordnance Weapon
- ✧ Torpedoes can only be used as an Attack
- ✧ TFT Torpedo Bombers use an 8" Range

from
Obscured



vs. Surface: **6**
vs. All other targets: **n/a**

from
Flying



vs. Flying, Obscured, and TFTs: **n/a**
vs. Surface (non-Diving): **4,5,6**
vs. Surface (Diving): **5,6**
vs. Submerged: **6**

from
Tiny Flyer
Torpedo Bombers



vs. Flying, Obscured, and TFTs: **n/a**
vs. Surface: **3,4,5,6**
vs. Submerged: **3,4,5,6**

from
Surface



vs. Flying, Obscured, and TFTs: **n/a**
vs. Surface (non-Diving): **4,5,6**
vs. Surface (Diving): **5,6**
vs. Submerged: **6**

from
Submerged



vs. Flying, Obscured, and TFTs: **n/a**
vs. Surface: **6**
vs. Submerged: **6**

*** if any of the following conditions apply, they REPLACE the above to-hit numbers IF they are more advantageous for the TARGET ***

Small Target - Torpedoes fired by Capital Class models vs. models with Small Target: **5,6**

Elusive Target - Torpedoes fired by Small Size models vs. models with Elusive Target: **5,6**

Fast Target - Torpedoes fired by Capital Class models vs. models with Fast Target: **6**

Surface Skimmer - Torpedoes fired by models & TFTs vs. models with Surface Skimmer: **5,6**

Cloud Generator - Torpedoes fired by models & TFTs vs. models with an ACTIVE Cloud Generator: **5,6**

Impeded LOS - Rockets fired by any model affected by impeded Line of Sight to its target: **5,6**

- ✧ Torpedo AD is NOT reduced by loss of HP
- ✧ Torpedo hits are canceled by successful Defensive Fire CC saves of **5,6**
- ✧ Torpedo hits are canceled by successful Shield Generator saves of **5,6**
- ✧ Torpedoes MAY target models if there are intervening models in the way (that do not block LOS)
- ✧ Torpedoes MAY NOT target models if there is intervening Terrain that occupies the full submerged level
- ✧ Torpedoes MAY be fired from Flying models or wings that are over land
- ✧ Torpedoes may only Link with other Torpedoes