



Concussion Charges

- CC is an Auxiliary Weapon
- CC may be used as an Attack, a Counterattack, as Defensive Fire, Anti-Boarding Fire, and vs. Mines
- CC has a 4" Range

To Hit with CC (Attack or Counterattack)

from
Obscured



- vs. small Diving Models (when Surfaced): 5,6
- vs. non-small Diving Models (when Surfaced): 4,5,6
- vs. all Diving Models (when Submerged): n/a
- vs. all other targets: n/a

from
Flying or
Surface



- vs. small Diving Model (Submerged or Surfaced): 5,6
- vs. non-small Diving Model (Submerged or Surfaced): 4,5,6
- vs. all other targets: n/a

from
Submerged



- vs. small Diving Model (Submerged or Surfaced): 5,6
- vs. non-small Diving Model (Submerged or Surfaced): 4,5,6
- vs. all other targets: n/a

To Hit with CC (as Depth Charges vs Mines) - hits must equal or exceed AD of the Mine

from ALL height levels

vs. Mines: 5,6

To Hit with CC (as Defensive Fire) - each hit removes 1 Torpedo hit

from ALL height levels

vs. Torpedoes: 5,6

To Hit with CC (as Anti-Boarding Fire)

from
Obscured



- vs. non-Robot Diving Models: 5,6
- vs. all other Models (use AA instead): n/a

from
Flying or
Surface



- vs. Diving Robots: 4,5,6
- vs. all other Diving Models: 5,6
- vs. non-Diving Models (use AA instead): n/a

from
Submerged



- vs. Diving Robots: 4,5,6
- vs. all other Models: n/a

- CC is reduced by loss of HP
- CC hits are canceled by successful Shield Generator saves of 4,5,6
- CC has a 360 degree arc (ignores LOS) and is measured from any point on the Model.
- CC may only Link with other CC.