



# Bombs

- ✧ Bombs are an Ordnance Weapon
- ✧ Bombs can only be used as an Attack
- ✧ Models use 4" Aft Fixed-Channel range
- ✧ TFT Dive Bombers use base-to-base contact range

## To Hit with Bombs

from  
Obscured



vs. TFTs or Obscured: n/a  
vs. Flying (Small or Medium): n/a  
vs. Flying (Large or Massive): 6  
vs. Surface: 6  
vs. Submerged: n/a

from  
Flying



vs. TFTs or Obscured: n/a  
vs. Flying (Small or Medium): n/a  
vs. Flying (Large or Massive): 5,6  
vs. Surface (non-Diving): 4,5,6  
vs. Surface (Diving): 5,6  
vs. Submerged: 6

from  
Tiny Flyer  
Dive Bombers



vs. TFTs or Obscured: n/a  
vs. Flying (Small or Medium): n/a  
vs. Flying (Large or Massive): 5,6  
vs. Surface: 3,4,5,6  
vs. Submerged: 3,4,5,6

from  
Surface



Bombs cannot be fired from the Surface level.

from  
Submerged



Bombs cannot be fired from the Submerged level.

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

Small Target - Bombs dropped by Capital Class models vs. models with Small Target: 5,6

Elusive Target - Bombs dropped by Small Size models vs. models with Elusive Target: 5,6

Fast Target - Bombs dropped by Capital Class models vs. models with Fast Target: 6

Cloud Generator - Bombs dropped by any model vs. models with an ACTIVE Cloud Generator: 5,6

- ✧ Bomb AD is NOT reduced by loss of HP
- ✧ Bomb hits are NOT canceled by Defensive Fire nor Shield Generator saves
- ✧ Bombs may only Link with other Bombs