



Submerged

* Diving Models and Diving Robots **CAN** be Submerged.

* Aerial, Armoured, Dolphin Dip MAR, Amphibious MAR and Wave Lurker MAR **CANNOT** be Submerged.

NOTE: "Diving" is just a classification of certain models, it is not an action that you perform

At the beginning of their activation, Diving models may declare they are on the Submerged height level, and they remain Submerged until their next activation on the following turn.

To-Hit FROM Submerged

Ordnance Weapons

Torpedoes vs. Surface: **6**

Torpedoes vs. Submerged: **6**

ALL other ordnance: **n/a**

Auxiliary Weapons

AA (Attack or Counterattack): **n/a**

CC vs. all Diving (small): **5,6**

CC vs. all Diving (non-small): **4,5,6**

AA (Defensive Fire vs. Rockets): **5,6**

CC (Defensive Fire vs. Torpedoes): **5,6**

To-Hit AGAINST Submerged

by Mine Attacks: **4,5,6**

by Mine/Mag Explosions: **4,5,6**

by TFT Bombs: **3,4,5,6**

by TFT Torpedoes: **3,4,5,6**

by any Obscured ordnance: **n/a**

by RB1 Surface Gunnery: **n/a**

by ALL other ordnance: **6**

by Obscured CC: **n/a**

by other CC (vs small): **5,6**

by other CC (vs non-small): **4,5,6**

by ALL AA: **n/a**

- * Cannot be the target of a boarding assault by ANY model, other than by a Diving Robot.
- * Cannot initiate a boarding assault (unless you are a diving robot)
- * Cannot Ram or Collide with models (must be surfaced to do so)
- * Does move through Surface and other Submerged models
- * Does collide with terrain that occupies the Submerged level
- * Do not count as obstructing models for Line of Sight on any height level
- * Cannot become submerged if currently suffering from the Navigational Lock critical
- * Immediately becomes surfaced upon receiving a Navigational Lock critical
- * Cannot use AA for Attacks, Counterattacks, or Anti-Boarding
- * Can use Defensive Fire AA vs. Rockets
- * Models with Panic Dive MAR may become Submerged after making an attack from the Surface height level on a 5,6 (roll separate for each model in the squadron)
- * Water Hunter - models with Water Hunter MAR get +1 to hit submerged targets