

Leyte Gulf Taffy Charts

REVISED TACTICAL SEQUENCE

Impulse	Action
1	Initiative
1a	Air Attack Phase
2	Non-Init speeds 4,3,2
3	Init speeds 4,3,2
4	Gunnery (Check for Squall)
5	Torpedo
6	Non-Init speeds 4,3,1
7	Init speeds 4,3,1
8	Gunnery (Check for Squall)
9	Torpedo
10	Non-Init speeds 4,2, Towed
11	Init speeds 4,2, Towed
12	Gunnery (Check for Squall)
13	Torpedo
14	Non-Init speeds 4,3,1
15	Init speeds 4,3,1
16	Gunnery (Check for Squall)
17	Torpedo
18	Non-Init speeds 4,3,2
29	Init speeds 4,3,2
20	Gunnery (Check for Squall)
21	Torpedo
22	Emergency Repairs, Kurita Check

Kurita Check

1-2 Round 2
1-4 Round 3

AIRCRAFT AVAILABILITY

1-2	FM-2
3-4	TBM unloaded
5-6	TBM bomb-armed

EVASION EFFECTS TABLE

1-2	No effect
3-5	Speed reduced 1; cannot shoot till 8-9
6	Speed reduced 2; cannot shoot till 12-13

DRMs (cumulative but max total shift of +1/-1)

-1	Fighter
-1	Target is BB, BC
-1	Attacker reduced by AA
+1	Bombing attack rolled (regardless of result)
+1	Target is DD

GUNNERY ADJUSTMENTS

1	Allied gunnery additional +1 DRM (max +2)
2	Primaries halved against DD, DE
3	<i>Yamato</i> primaries quartered against all targets

SQUALLS (Only hexes containing CVEs)

1-4	No squall
5-6	Squall