

Ship name: **Radetzky**

Recon values Day: 0 Night: 0

Radetzky Class SD 1910 to 1915 Ship Cost with Crew Code D : 749 (Base Cost: 788) Dataset: 645

ARMOUR: Belt: **7** Deck: **2** CT: **8** Turrets #1: **[8]** Turrets #2: **(7)** Casemates: **{5}**

Size: **+ 0** Target Type: **A** MSF: **- 1**

Crit. table: Normal Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze

Saving Throw Modifier: **n/a**

Spotting Distance: **4 RB** Fire Control Value: **5** Gunnery Modifier: **+ 0**

Crew Quality: _____

Spotting Aircraft: _____

Hit Location # WEAPONS Hit#: I:6 II:9 III:12 IV:15 V:18 IP: CV: Radar:

MAIN	Cal:	DECK Armour Class	Turret Armour Class for the MAIN guns on a ship. This is shown in [Square brackets].	Armour Class of Turrets housing guns other than the Main guns. This is shown in (Round Brackets). As will be seen on a subsequent sheet this field may also be used to show a different Armour Class for a MAIN gun turret.	CASEMATE Armour Class for guns mounted in the sides of the ship. This is shown in {Pointed brackets}. These guns may appear in both the MAIN and OTHER gun sections on the sheet.
1	12.00				
If a weapon 'Crit' lands in this section lose 1 MR factor					
OTHER guns: #:	Cal:	Arcs:			
4 -10	8 9.40				
	20 3.90				

TORPEDOES:

n/a

ARCS:   

GUNS:          

TORPEDOES:    

All ships will show an Armour Class for the Belt, Deck and Conning Tower. This will often be 0, which indicates no armour protection.
If ships have armour protection on the gun mounts, then the values will be shown in [], (), or { } if such protection exists, otherwise the field will show "n/a".
These symbols are also repeated in the weapon sections on the various gun mounts.

Structure (S): **57** S/3: **19** Flotation (F): **26** F/3: **9**
 Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **4**
 Speed: **21** MVR: **7** Steering #: **7** When Steering # reduced to 0 then the ship requires a Crew Test to turn
 Other Equipment (delete when lost): Changes to CRF or MRF: None
 Searchlights (Optional) Smokescreen; test at - 3 Remarks: None
 Special Effects: **• Poor Underwater Protection**

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
 • O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ())
 Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: **Bretagne**

Recon values Day: 0 Night: 0

Bretagne Class BB 1915 to 1932 Ship Cost with Crew Code D : 1583 (Base Cost: 1666) Dataset: 414

ARMOUR: Belt: Deck: CT: Turrets #1: Turrets #2: Casemates: Size: Target Type: MSF:

- Bow and Stern turrets: AC 9
- Centre Turret: AC 11

Saving Throw Modifier:

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze

Spotting Distance: Fire Control Value: Gunnery Modifier: Crew Quality: _____
Spotting Aircraft: _____

Hit Location #	WEAPONS											
MAIN guns: #:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	
1 - 6	10	13.40	A:[T2] OO K:(T2) O Z:[T2] OO	Pen:	12	10	8	7	6	9	9	No

If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.

CRF: MRF:

OTHER guns: #:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:
7 - 10	22	5.45	I:{C1} OOOOO...OOOOO...O R:{C1} OOOOO...OOOOO...O	Pen:	1	1	1	1	2	2	No	<input type="text" value="0"/>

In some cases there are additional remarks regarding armour protection. These may define the protection on specific turrets (as in this case), or a variation in the extent of protection.

TORPEDOES:

n/a

ARCS: GUNS: TORPEDOES:

Structure (S): S/3: Flotation (F): F/3:

Fires: _____ (All Crew Tests are penalised if ship is on fire) Damage Control Teams:

Speed: MVR: Steering #: When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): _____ Changes to CRF or MRF: _____

Searchlights (Optional) Smokescreen; test at - 3 None

Special Effects: _____ Remarks: _____

None

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
 • O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • {T} (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ())
 Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Variation in the Armour Protection