

Ship name:

Recon values Day: 1 Night: 1

Tribal Class DD 1938 to 1941 Ship Cost with Crew Code C : 201 (Base Cost: 201) Dataset: 138

ARMOUR: Belt: 0 Deck: 0 CT: 0 Turrets #1: n/a Turrets #2: n/a Casemates: n/a

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze

Size: -2 Target Type: A%o MSF: +0

Saving Throw Modifier: +0

Spotting Distance: 3 RB Fire Control Value: 1 Gunnery Modifier: +1

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 - 5	8	4.70	A:S2 OO Z:S2 OO	Pen:	4	3	1	—	—	2	2	No			
If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF															
												CRF:	2	MRF:	0
OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:		
6 - 7			ASW: 7: DC O O (10cm)	Hit#:	I:14	II:1					CV:				
Mod: +1 +															

This field shows, firstly, which Critical hit tables are used.

- 'Normal' signifies that you use the Structural and Flotation tables.
- 'Carrier' indicates that you use the Carrier and Flotation tables.

This is followed by a list of the attack types that can be used on the ship concerned.

Unarmoured ships can be attacked using Medium Range factors (MRF), and get a saving throw to see if the hit causes any damage.

Bear in mind that not all attacks are going to be appropriate in some eras.

This is the Target Size of the ship, which is used when the ship is being attacked. It is also used as a modifier for some tests.

The Magazine Safety Factor is a modifier that is applied should the ship suffer a hit that penetrates to its magazine.

The Target Type of the ship is used to define which weapons may be able to attack it, and which Critical Damage Table is used when necessary.

- A and C are ships that are to a lesser or greater extent protected by armour.
- A%o and C%o are ships that have no armour protection at all, and can be damaged by smaller calibre weapons.
- X is a type used to classify ships of small size such as early predreadnought torpedo craft, and Motor Torpedo Boats as found in the Second World War. Ships of Type "X" have a different form of Record Sheet, described later in this document.

The Saving Throw Modifier appears on unarmoured ships. These can be attacked by small calibre weapons using MR Factors, and they get a saving throw to gauge their effectiveness.

S/3: 1 Flotation (F): 4

(All Crew Tests are penalised if ship is on fire)

Speed: 36

MVR: 6 Steering #: 6

Other Equipment (delete when lost):

Searchlights

Smokescreen; test at +0

Special Effects:

Ships in class: Afridi (+1940), Ashanti, Bedouin, Cossack, Eskimo, Gurkha (+1940), Maori, Mashona, Matabele, Mohawk, Nubian, Punjabi, Sikh, Somali, Tartar, Zulu

Ship name: Iowa (BB 61)

Recon values Day: 2 Night: 0

Iowa Class BB 1943 to 1943 Ship Cost with Crew Code C : 5477 (Base Cost: 5477) Dataset: 458

Ship has Search Radar

ARMOUR: Belt: 10 Deck: 6 CT: 13 Turrets #1: [14] Turrets #2: (3) Casemates: n/a

Size: +2 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: 5 RB Fire Control Value: 8 Gunnery Modifier: +1 Crew Quality: _____

RADAR: Radar for MAIN Guns Radar for OTHER Guns DPAA Radar: +1 to hit Spotting Aircraft: 2

Hit Location #	MAIN guns:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1-6	9	16.00	Pen:	16	14	13	11	10	16	13	Yes

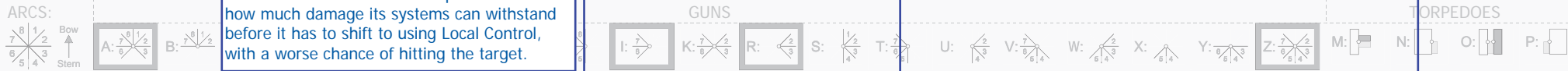
This is the Spotting Distance (SD) from the ship, based on its size. This varies between 2 Range Bands (RB) for destroyer types up to 5RB for battleships.

This ship has radar support for its 16" MAIN guns.

The Gunnery Modifier on a ship can be between -2 and +1, depending on the technology available. This gunnery modifier is applied at all times in gunnery using the MAIN and OTHER guns. It can be reduced due to damage.

The Crew Quality of a ship is determined at the start of a game, and will range between +2 and -2, depending on date and nationality. It can be reduced during the game, and this may also take it below -2.

The Fire Control value of a ship is a measure of how much damage its systems can withstand before it has to shift to using Local Control, with a worse chance of hitting the target.

ARCSES: 

This ship also has radar support for its OTHER guns. In this case the 5" guns. We will return to this point when we examine the weapons fit on a ship.

Finally, this ship also has radar support for its heavy AA guns. We will return to this point later as well.

Ships are also often equipped with Spotting Aircraft, which can be used to assist gunnery instead of radar. The number shown may be lower than the actual complement of aircraft carried by the ship.

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.) Dataset v.1
• 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 ()) 07/01/2009
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.