

This section shows the hit distribution score on a d10. This determines where a Critical Damage Effect on Weapons will be applied.

This area covers the top two segments of the weapons data for the MAIN and OTHER guns. It shows the base "To Hit" score at the 5 Range bands (I to V) as an aid in play at the top. The range over which a gun can fire is indicated by the presence of a Penetration Value at the Range Band in question. A PEN of 0 means that the gun can reach to this range band, a dash indicates that the gun will not reach this far. The maximum gun range is never greater than the Ship's Spotting Distance (shown here to the left), though it can be less (as shown in the entry for OTHER guns, where the guns only reach to 2RB).

All weapons have an IP and CV. These are shown here.

If the ship carries gunnery radar, each gun battery that can use radar support shows 'Yes' in this field, otherwise this shows 'No'. You will note that there are no Radar remarks in the section above the thick dividing line on this ship, which has no radar support for its guns.

Spotting Distance: **4 RB**

Hit Location #		WEAPONS														
MAIN guns:	#:	Cal:	Arcs:					Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 3	2	6.00	Z:S1 OO					Pen:	6	4	2	1	—	3	3	No
OTHER guns:	#:	Cal:	Arcs:					Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
4 - 8	8	4.00	B:S1 OO I:S1 OOO R:S1 OOO					Pen:	3	2	—	—	—	2	1	No
TORPEDOES:	#:	Cal:	Arcs:					Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:	
9 - 10	4	21.00	N:TT2 O P:TT2 O					Mod:	+0	-1	—	—	—	5	6	

CRF: **0** MRF: **2**
 LRF: **0**



Here we have the number and calibre of weapons on the ship.

Special codes are shown in this area for AA and ASW weapons. In this case the ship has no ASW or AA weapons. We will show these on separate sheets, explaining how ASW and AA weapons are depicted on the card.

The Arcs show the following:

- A code for the firing arc on the ship
- The mount type
- The number of tubes in the mount.

This is followed by a circular symbol 'O' for each mount in that arc.

The mount symbols are grouped in 5's separated by '...'. If there are several mounts of different types in an arc, they are linked by the '+' sign.

If the mount is armoured it will be shown in [square], (round) or {pointed} brackets according to whether it is a [(Turret)] or {Casemate}.

The Armour Class for the mounts is shown higher up on the sheet as explained on previous pages.

In the case of torpedoes, these are either in

- Normal mounts, shown as 'TT'
- Fixed mounts 'TF' (these are not very common), or
- Reloadable mounts (Japanese only), appearing as 'TR'.

There is a reload symbol '@' which is crossed out when the tubes have been reloaded.

ASW weapons have special symbols, which will be explained on another sheet.

The Close, Medium, and Long Range Factors are shown here (CRF, MRF, LRF). All can be used as AA weapons. CRF and MRF can also be used against Small ships of Type "X" MRF can be used against unarmoured ships.

To start the explanation of the Weapons area on the Ship Data Sheet, we will use this First World War light cruiser, which has weapons in the MAIN and OTHER guns, and the TORPEDOES Sections. There are several more pages following, which expand further aspects of the weapons area of the Ship Data Sheets.

The third segment of the weapon data covers TORPEDOES. It shows the base "To Hit" score at each of the 5 Range Bands. (Note it is worse than the gun "To Hit" score.) The range over which a torpedo is effective is indicated by the presence of a "To Hit" modifier at the relevant range band. If there is a dash, then the torpedo cannot reach that range. The modifier is used as the Speed setting in the game, limiting the range over which the torpedo will run. This is explained in detail in the Torpedo Rules. Torpedo attacks are declared in the Movement Phase and resolved in the Action Phase. In some cases the torpedo can still be effective at a range greater than the ship's Spotting Distance. In this case the modifier is shown (in parenthesis). For details of how such "overshoots" are applied please refer to the rules. A Short Range Torpedo will have '*' after the "To Hit" modifier and only has a range of 10cm.

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: **Caroline**

Recon values Day: 1 Night: 1

Caroline Class CL 1914 to 1916 Ship Cost with Crew Code **D** : 135 (Base Cost: 142) Dataset: 172

ARMOUR: Belt: Deck: CT: Turrets #1: Turrets #2: Casemates:

Size: Target Type: MSF:

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

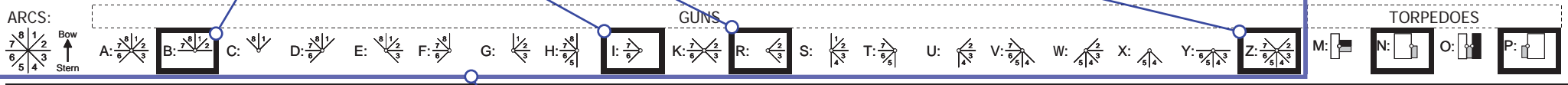
Saving Throw Modifier:

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 - 3	2	6.00	Z:S1 OO	Pen:	6	4	2	1	—	3	3	No	CRF:	0	MRF:	2
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.																
OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:	0		
4 - 8	8	4.00	B:S1 OO I:S1 OOO R:S1 OOO	Pen:	3	2	—	—	—	2	1	No				
TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:					
9 - 10	4	21.00	N:TT2 O P:TT2 O	Mod:	+0	-1	—	—	—	5	6					



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 #:

Other Equipment (delete when lost):

Searchlights (Optional) Smokescreen

Special Effects:

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

Changes to CRF or MRF: None

Remarks: None

This area shows all the Gun arcs of fire used in the rules. The arcs in use on the ship in question are marked with a heavy black outline.

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.

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Recon values Day: 1 Night: 1

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ARMOUR: Belt: Deck: CT: Turrets #1: Turrets #2: Casemates:

Size: Target Type: MSF:

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

Saving Throw Modifier:

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 - 3	2	6.00	Z:S1 OO	Pen:	6	4	2	1	—	3	3	No				
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.													CRF:	<input type="text" value="0"/>	MRF:	<input type="text" value="2"/>
OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:	<input type="text" value="0"/>		
4 - 8	8	4.00	B:S1 OO I:S1 OOO R:S1 OOO	Pen:	3	2	—	—	—	2	1	No				
TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:					
9 - 10	4	21.00	N:TT2 O P:TT2 O	Mod:	+0	-1	—	—	—	5	6					

ARCS:	GUNS															TORPEDOES							
	A:	B:	C:	D:	E:	F:	G:	H:	I:	K:	R:	S:	T:	U:	V:	W:	X:	Y:	Z:	M:	N:	O:	P:

Structure (S):	<input type="text" value="8"/>	S/3:	<input type="text" value="3"/>	Flotation (F):	<input type="text" value="6"/>	F/3:	<input type="text" value="2"/>
Fires:	(All Crew Tests are penalised if ship is on fire)					Damage Control Teams:	<input type="text" value="2"/>
Speed:	<input type="text" value="29"/>	MVR:	<input type="text" value="7"/>	Steering #:	<input type="text" value="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 - 2					Remarks:	None
Special Effects:							

This area shows all the Torpedo arcs of fire used in the rules. The arcs in use on the ship in question are marked with a heavy black outline. The same notation is used on the record sheets for Small ships of Type "X".

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.