

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											
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:			
1 - 3	4	12.00	A:[T2] O Z:[T2] O	Pen:	12	9	8	6	—	8	8	No	CRF:	0	
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.														MRF:	1
OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:		
4 -10	8	9.40	I:(T2) OO R:(T2) OO	Pen:	7	5	4	2	—	4	5	No			
	20	3.90	I:{C1} OOOOO...OOOOO R:{C1} OOOOO...OOOOO	Pen:	4	2	1	—	—	1	1	No			

TORPEDOES:

n/a

ARCS:



In this case the gun mounts are all armoured in both the MAIN and OTHER Weapons sections.

The MAIN 12" turrets are in [square brackets] and have AC 8 in accordance with the Armour details for Turrets #1 above.

The OTHER 9.4" turrets are in (round brackets) and have an AC of 7 as shown in Turrets #2.

The 3.9" guns in Casemates are shown with {pointed brackets} and have AC 5 as shown under Casemates.

Any hits on weapon mounts weapon mount would have to penetrate the appropriate armour class in order to have any effect at all. If they do not penetrate the armour then this would normally mean that the Critical Damage effect is stopped.

If the armour is penetrated the effects are resolved as follows:

- MAIN gun hits eliminate ONE gun mount, and after this the ship must test for its Magazine.
- OTHER guns are lost by "spending" points of CV as shown below. In this case a 9.4" mount in an armoured turret is eliminated for every 4 points of CV (or part thereof), while the 3.9" in armoured casemates cost 3 points of CV.

If the hit on the weapon was the result of a "Flashover Critical" where a re-roll was required to apply residual unspent CV, then armour penetration is not required.

- When eliminating mounts, you look first at the worst protected, so in this case, if the hit landed in the OTHER guns section, the 3.9" casemate guns would be selected before the 9.4" turrets. However, if they had the same armour class then the 9.4" turrets would be struck first because the larger calibre mounts are lost first. If the ship had a mix of twin and single mounts, then the twin mounts would be lost before single guns.

TORPEDOES



Damage Control Teams: 4

to 0 then the ship requires a Crew Test to turn

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: Minas Gerais

Recon values Day: 0 Night: 0

Minas Gerais Class BB 1910 to 1918 Ship Cost with Crew Code D : 1047 (Base Cost: 1102) Dataset: 1221

ARMOUR: Belt: 8 Deck: 3 CT: 9 Turrets #1: 9 Turrets #2: n/a Casemates: 8

Size: +1 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: 6 Gunnery Modifier: +0

Crew Quality:

Spotting Aircraft:

Hit Location #	WEAPON
MAIN guns: #:	Hit#:
1 - 6 12 12.00	Pen:
Arcs: A:[T2] OO H:[T2] O S:[T2] O Z:[T2] OO	
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.	
OTHER guns: #:	Hit#:
7 -10 22 4.70	Pen:
Arcs: I:{C1} OOOOO...OO +S1 OOOO R:{C1} OOOOO...OO +S1 OOOO	

TORPEDOES:

n/a



Structure (S): 68 S/3: 23 Flotation (F): 27
 Fires: (All Crew Tests are penalised if ship is on fire)
 Speed: 21 MVR: 8 Steering #: 8
 Other Equipment (delete when lost):
 Searchlights (Optional) Smokescreen; test at - 3
 Special Effects: • Poor Underwater Protection

Here the gun mounts are armoured in the MAIN sections, but in the OTHER section there are both armoured and unarmoured mounts.

The MAIN 12" guns are in [Turrets] and have AC 9 in accordance with the Armour details for Turrets #1 above.

The OTHER 4.7" guns are in {Casemates} with AC 8, and in single Shielded mounts, which are not protected by armour.

Hits on the MAIN weapons are treated as described on the previous sheet.
 Hits on the OTHER weapons are resolved as follows:

- Shielded mounts (shown as 'S1') are lost first at a cost of 2 CV or part thereof for each mount lost, until there are only casemate mounts left.
- The casemate mounts will only be eliminated if the shell will penetrate the Armour Class (in this case AC 8), and then at a cost of 3CV or part thereof for each mount lost.

As mentioned before, if the hit on the weapon was the result of a "Flashover Critical" where a re-roll was required to apply residual unspent CV, then armour penetration is not required (assuming that the only mounts left that should be hit are behind armour). The mounts are still lost by removing any remaining shielded guns before losing casemate guns.

The tariff is shown at the foot of each Ship Data Sheet.

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.

Armour Protection on Weapons #2

Ship name: Caroline

Recon values Day: 1 Night: 1

Caroline Class CL 1914 to 1916 Ship Cost
ARMOUR: Belt: 4 Deck: 1 CT: 6 Turrets #
Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Star

Size: -1 Target Type: A MSF: -1
Saving Throw Modifier: n/a

Spotting Distance: 4 RB Fire Control Value: 2

Crew Quality:

Spotting Aircraft:

If a critical hit is applied in this section, in addition to applying damage to gun mounts (here the 4" guns) any of the weapons on the ship that use factors will be lost to incidental damage. These are lost in the order:

- ASW
- MRF
- CRF

If we assume that an CV of 3 landed here, this would eliminate both points of MRF.

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

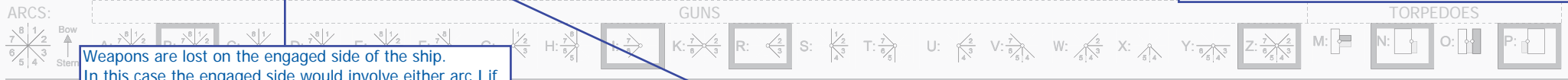
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.

CRF: 0 MRF: 2

OTHER guns: #:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:
4 - 8	8	4.00	B:S1 OO I:S1 OOO R:S1 OOO	Pen:	3	2	—	—	—	2	1	No

Taking the same hit with a CV of 3 as shown above, this would eliminate two shielded gun mounts on the engaged side of the ship (these cost 2 CV per mount or part thereof as shown at the foot of the page).

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



Weapons are lost on the engaged side of the ship. In this case the engaged side would involve either arc I if on the Port side, or R if Starboard, in both cases arc B, which is to the front of the ship. If raked from the bow, all the 4" guns are at risk because, in addition to arc B, both arcs I and R can be hit. If raked from the stern, arc B could not be hit.

Torpedo tubes are lost in similar fashion. In this case a hit with a CV of 1 or 2 landing here will destroy one mount, and a hit with a CV of more than 2 could destroy two mounts if the shot was raking, which can hit either side of the ship. The nominal cost in CV to lose a torpedo mount is 1 per tube in the mount, as shown at the bottom of the page.

The order in which mounts are lost, as well as the cost in CV for OTHER and TORPEDO mounts is shown at the foot of every sheet.

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.

Loss of OTHER guns and TORPEDOES, Incidental damage