

Ship name: **Duquesne**

Recon values Day: 0 Night: 0

Lyon Class BB 1914 to 1914 Ship Cost with Crew Code **D** : 2252 (Base Cost: 2371) Dataset: 4232

ARMOUR: Belt: **9** Deck: **3** CT: **9** Turrets #1: **[10]** Turrets #2: **n/a** Casemates: **{6}**

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: **7** 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:		
1-7	16	13.40	A:[T4] O K:[T4] OO Z:[T4] O	Pen:	12	10	8	7	6	9	9	No		

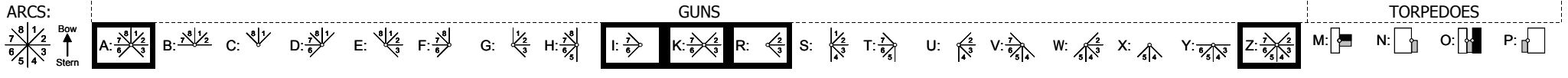
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.

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

OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:	
8-10	24	5.45	I:{C1} OOOOO...OOOOO...OO R:{C1} OOOOO...OOOOO...OO	Pen:	5	3	2	1	—	2	2	No	0	

TORPEDOES:

n/a



Structure (S): **87** S/3: **29** Flotation (F): **35** F/3: **12**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **5**

Speed: **23** MVR: **9** Steering #: **9** 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:

Special Effects: • Project

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 ()) 14/07/2016
 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: **Lille**

Recon values Day: 0 Night: 0

Lyon Class BB 1914 to 1914 Ship Cost with Crew Code **D** : 2252 (Base Cost: 2371) Dataset: 4232

ARMOUR: Belt: **9** Deck: **3** CT: **9** Turrets #1: **[10]** Turrets #2: **n/a** Casemates: **{6}**

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: **7** 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:		
1-7	16	13.40	A:[T4] O K:[T4] OO Z:[T4] O	Pen:	12	10	8	7	6	9	9	No		

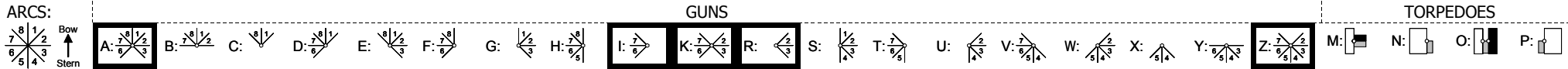
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.

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

OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:
8-10	24	5.45	I:{C1} OOOOO...OOOOO...OO R:{C1} OOOOO...OOOOO...OO	Pen:	5	3	2	1	—	2	2	No	0

TORPEDOES:

n/a



Structure (S): **87** S/3: **29** Flotation (F): **35** F/3: **12**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **5**

Speed: **23** MVR: **9** Steering #: **9** 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:

Special Effects: • Project

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
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 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: **Lyon**

Recon values Day: 0 Night: 0

Lyon Class BB 1914 to 1914 Ship Cost with Crew Code **D** : 2252 (Base Cost: 2371) Dataset: 4232

ARMOUR: Belt: **9** Deck: **3** CT: **9** Turrets #1: **[10]** Turrets #2: **n/a** Casemates: **{6}**

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: **7** 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:			
1-7	16	13.40	A:[T4] O K:[T4] OO Z:[T4] O	Pen:	12	10	8	7	6	9	9	No			

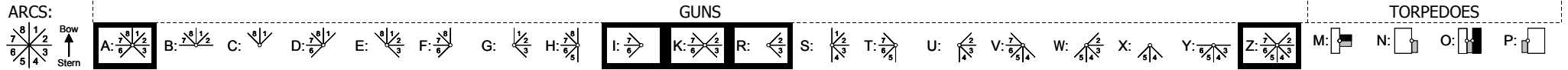
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.

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

OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:		
8-10	24	5.45	I:{C1} OOOOO...OOOOO...OO R:{C1} OOOOO...OOOOO...OO	Pen:	5	3	2	1	—	2	2	No	0		

TORPEDOES:

n/a



Structure (S): **87** S/3: **29** Flotation (F): **35** F/3: **12**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **5**

Speed: **23** MVR: **9** Steering #: **9** 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: • Project

Special Effects:

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
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 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: **Tourville**

Recon values Day: 0 Night: 0

Lyon Class BB 1914 to 1914 Ship Cost with Crew Code **D** : 2252 (Base Cost: 2371) Dataset: 4232

ARMOUR: Belt: **9** Deck: **3** CT: **9** Turrets #1: **[10]** Turrets #2: **n/a** Casemates: **{6}**

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: **7** 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:	
1-7	16	13.40	A:[T4] O K:[T4] OO Z:[T4] O	Pen:	12	10	8	7	6	9	9	No

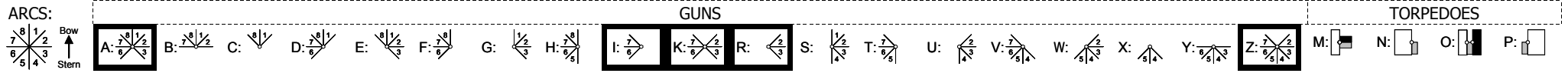
If a weapon 'Crit' lands in this section lose 1 MR factor for each 2 CV or part thereof.

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

OTHER guns: #:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:
8-10	24	5.45	I:{C1} OOOOO...OOOOO...OO	Pen:	5	3	2	1	—	2	2	No
			R:{C1} OOOOO...OOOOO...OO									

TORPEDOES:

n/a



Structure (S): **87** S/3: **29** Flotation (F): **35** F/3: **12**

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 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.