

Ship name: **Alsace**

Recon values Day: 1 Night: 0

Province - Project 3 Class BB 1940 to 1940 Ship Cost with Crew Code D : 3208 (Base Cost: 3377) Dataset: 4242

ARMOUR: Belt: **10** Deck: **6** CT: **10** Turrets #1: **[12]** Turrets #2: **(5)** 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**

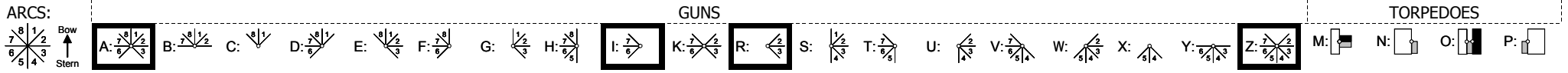
Crew Quality: _____

Spotting Aircraft: **1**

Hit Location #				WEAPONS											
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:			
1-6	12	15.00	A:[T4] OO Z:[T4] O	Pen:	15	13	11	9	8	10	12	No			
If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof.												CRF:	3	MRF:	0
OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:		
7-10	9	6.00	A:(T3) O Z:(T3) OO	Pen:	6	4	3	2	1	3	3	No	6		
	16	3.90	AA I:T2 OOOO R:T2 OOOO	Pen:	3	2	1	—	—	1	1	No		LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.	

TORPEDOES:

n/a



Structure (S): **101** S/3: **34** Flotation (F): **43** F/3: **14**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **7**

Speed: **30** MVR: **13** Steering #: **13** 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
 • 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: **Bourgogne**

Recon values Day: 1 Night: 0

Province - Project 3 Class BB 1940 to 1940 Ship Cost with Crew Code D : 3208 (Base Cost: 3377) Dataset: 4242

ARMOUR: Belt: **10** Deck: **6** CT: **10** Turrets #1: **[12]** Turrets #2: **(5)** 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: _____

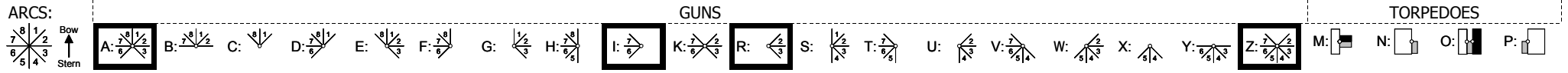
Spotting Aircraft: **1**

Hit Location #				WEAPONS											
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:			
1 - 6	12	15.00	A:[T4] OO Z:[T4] O	Pen:	15	13	11	9	8	10	12	No			
If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof.												CRF:	3	MRF:	0
OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:		
7 - 10	9	6.00	A:(T3) O Z:(T3) OO	Pen:	6	4	3	2	1	3	3	No	6		
	16	3.90	AA I:T2 OOOO R:T2 OOOO	Pen:	3	2	1	—	—	1	1	No			

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:

n/a



Structure (S): **101** S/3: **34** Flotation (F): **43** F/3: **14**

Fires: _____ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **7**

Speed: **30** MVR: **13** Steering #: **13** 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: _____

• 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: **Flandre**

Recon values Day: 1 Night: 0

Province - Project 3 Class BB 1940 to 1940 Ship Cost with Crew Code D : 3208 (Base Cost: 3377) Dataset: 4242

ARMOUR: Belt: **10** Deck: **6** CT: **10** Turrets #1: **[12]** Turrets #2: **(5)** 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**

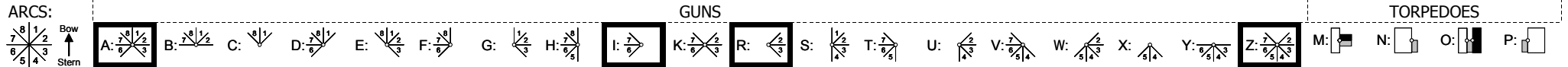
Crew Quality: _____

Spotting Aircraft: **1**

Hit Location #				WEAPONS												
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:				
1 - 6	12	15.00	A:[T4] OO Z:[T4] O	Pen:	15	13	11	9	8	10	12	No				
If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof.													CRF:	3	MRF:	0
OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:			
7 - 10	9	6.00	A:(T3) O Z:(T3) OO	Pen:	6	4	3	2	1	3	3	No	6			
	16	3.90	AA I:T2 OOOO R:T2 OOOO	Pen:	3	2	1	—	—	1	1	No	LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.			

TORPEDOES:

n/a



Structure (S): **101** S/3: **34** Flotation (F): **43** F/3: **14**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **7**

Speed: **30** MVR: **13** Steering #: **13** 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
 • 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: **Normadie**

Recon values Day: 1 Night: 0

Province - Project 3 Class BB 1940 to 1940 Ship Cost with Crew Code **D** : 3208 (Base Cost: 3377) Dataset: 4242

ARMOUR: Belt: **10** Deck: **6** CT: **10** Turrets #1: **[12]** Turrets #2: **(5)** 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**

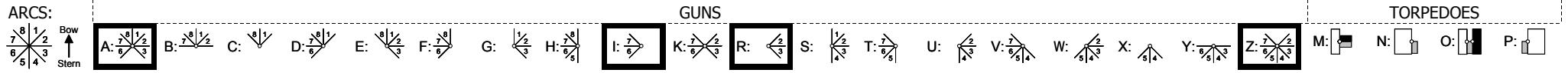
Crew Quality: _____

Spotting Aircraft: **1**

Hit Location #				WEAPONS										CRF: 3 MRF: 0	
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:		
1 - 6	12	15.00	A:[T4] OO Z:[T4] O	Pen:	15	13	11	9	8	10	12	No			
If a weapon 'Crit' lands in this section lose 1 CR 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:		
7 - 10	9	6.00	A:(T3) O Z:(T3) OO	Pen:	6	4	3	2	1	3	3	No	6		
	16	3.90	AA I:T2 OOOO R:T2 OOOO	Pen:	3	2	1	—	—	1	1	No		LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.	

TORPEDOES:

n/a



Structure (S): **101** S/3: **34** Flotation (F): **43** F/3: **14**

Fires: _____ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **7**

Speed: **30** MVR: **13** Steering #: **13** 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: _____

• 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.