
FIRE WHEN READY

RULES SUPPORT PACKAGE

DATE: 8 APRIL 2014

Preamble

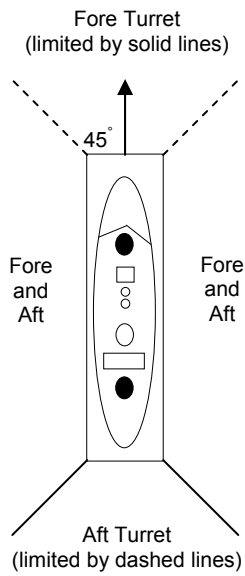
The Rules Support package incorporates the following items:

A set of Game Play Templates with Firing Arc Indicators

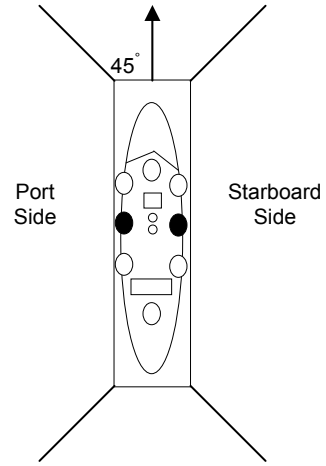
A Set of Ship Record Sheets.

FIRING ARC INDICATORS

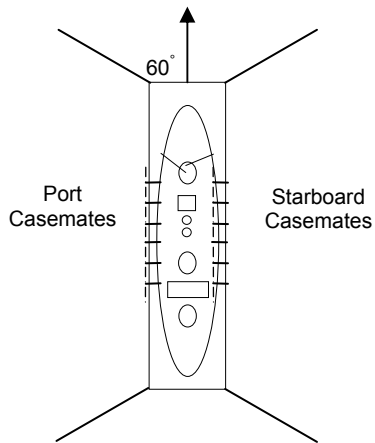
Fore and Aft Turrets



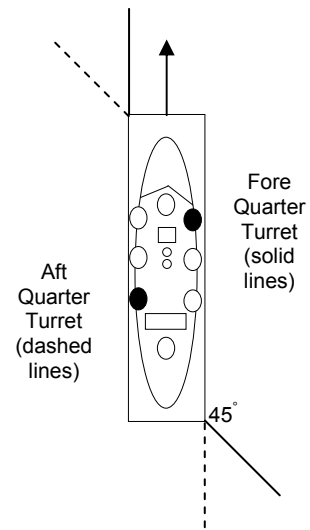
Centreline Turrets



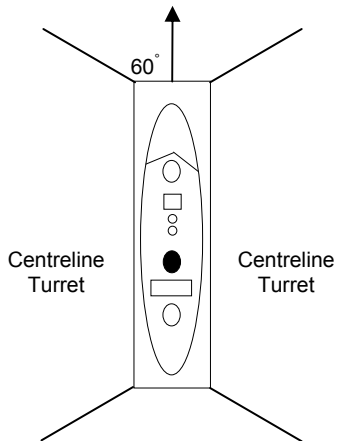
Casemates



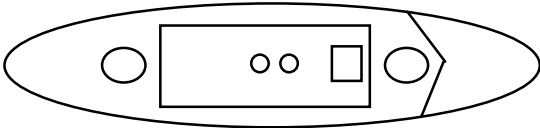
Quarter Turrets



Centreline Turrets



SHIP RECORD SHEETS

Ship name:						Command:	Crew:	Target Size:
Belt:	Barbette:	Turret:	C. Tower:	Battery:	Vitals:	ADV:	BDV:	
						1/3:	1/3:	
Rangefinders: (When all lost gunnery is at -2)						Speed:	Turn Angle:	
Armament						Special Damage:		
Gun	Arcs	Class	Penetration	Sp. Ammo	Fires:	Raging Fires:	Floods:	
					Helmsman Hit:			
					Conning Tower Hit:			
					Rudder Jammed:			
					Other Special Hits:			
QF/SL:		P:		S:				
Torpedoes:		Type:		Range:				
		P:	S:	F:	A:			
Notes:								

Ship name:						Command:	Crew:	Target Size:
Belt:	Barbette:	Turret:	C. Tower:	Battery:	Vitals:	ADV:	BDV:	
						1/3:	1/3:	
Rangefinders: (When all lost gunnery is at -2)						Speed:	Turn Angle:	
Armament						Special Damage:		
Gun	Arcs	Class	Penetration	Sp. Ammo	Fires:	Raging Fires:	Floods:	
					Helmsman Hit:			
					Conning Tower Hit:			
					Rudder Jammed:			
					Other Special Hits:			
QF/SL:		P:		S:				
Torpedoes:		Type:		Range:				
		P:	S:	F:	A:			
Notes:						