CREW QUALITY EFFECTS UPON RADAR USE
For *Naval Warfare - World War 2*
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OPTIONAL RULE: CREW QUALITY EFFECT UPON RADAR (Version 1)

Crew quality affects the spotting and fire control range of radar. Early radars are more difficult to use than late-war radar, and thus require greater skill to use effectively -- hence the later radars are somewhat less dependent upon crew quality.

'Poor' crew: Subtract 2 from all search -and- FC ranges.
'Average' crew: Subtract 1 from all search ranges.
'Crack' crew: No changes.

For F0 radar with a Poor crew, count its search range as a 1 and its FC range as ZERO (i.e. no FC ability).

OPTIONAL RULE: CREW QUALITY EFFECT UPON RADAR (Version 2)

Crew quality affects the spotting and fire control range of radar. Early radars are more difficult to use than late-war radar, and thus require greater skill to use effectively -- hence the later radars are somewhat less dependent upon crew quality.

Under this optional rule, radar does not automatically spot targets within range -- a 1d6 roll is required to spot a target, with the number-or-less required to spot the target dependent upon crew quality, the type of radar, and other factors. This roll can be made each turn until a target is spotted. If a spotted target is lost (i.e. it passes out of range) then new rolls to re-acquire it must be made each turn if it passes back into range. The below chart shows the required number (or less) you need to roll to spot a target:

Crew Quality	S/F0	S/F1	S/F2	S/F3
Poor	3-	4-	5-	6-
Average	4-	5-	6-	7-
Crack	5-	6-	7-	8-

If any ship searched for is within 3 hexes of any land hex, add 1 to the die roll. If any ship is within 1 hex of any land hex, add 2 to the die roll (this accounts for land clutter).