

**Naval Warfare
Advanced Combat Tables
V1.1**

| GUNNERY TABLE | | | | |
|----------------------|---|---------------------|-------------------------------|-------------|
| STEP 1: | Attackers FirePower - Targets Defense = Base | | | |
| STEP 2: | Base + Modifiers Below = Attack Factor | | | |
| | <i>Attacker:</i> FC Radar +1, Crack Crew +1, Poor Crew -1, Evading -1 Night -1, Poor Weather -1 | | | |
| | <i>Target:</i> - Size, Speed < 2 +1, Speed > 5 -1, Evading -1 | | | |
| STEP 3: | Attack Factor - Penetration Modifier = Modified Attack Factor (MAF) | | | |
| | <i>Penetration Modifier:</i> | | | |
| | <u>(Pen) minus (Arm)</u> | <u>Pen Modifier</u> | | |
| | 4+ | 2 | | |
| | 3 | 1 | | |
| | 0,1,2 | 0 | | |
| | -1 | 1 | | |
| | -2 | 2 | | |
| | -3 | 3 | | |
| | < -3 | 4 | | |
| STEP 4: | <i>Final Attack Factor</i> = MAF + Attacker roll 1d6 - Defender Roll 1d6 | | | |
| STEP 5: | Index <i>Final Attack Factor</i> with target range on Combat Results Table | | | |
| | COMBAT RESULTS TABLE (CRT) | | | |
| | Final Attack Factor | <u>Close</u> | <u>Range</u> <u>Medium</u> | <u>Long</u> |
| | <= -5 | Miss | Miss | Miss |
| | -4 | (6) | Miss | Miss |
| | -3 | (5) | (6) | Miss |
| | -2 | (4) | (5) | Miss |
| | -1 | (3) | (4) | (6) |
| | 0 | 1 DL | (3) | (5) |
| | 1 | 2 DL | 1 DL | (4) |
| | 2 | 3 DL | 2 DL | (3) |
| | 3 | 4 DL | 3 DL | 1 DL |
| | 4 | 4 DL | 4 DL | 2 DL |
| | 5 | 4 DL | 4 DL | 3 DL |
| | 6+ | 4 DL | 4 DL | 4 DL |
| | Note: A value of (#) on the CRT means you should roll 1D6: if the result is >= to the #, then the target sustains 1DL. | | | |

| TORPEDO TABLE | | | | | | |
|----------------------|--|------------------|-----------------------------|--------------|-------------------------------|-------------|
| STEP 1: | Index the Torpedo Hit Factor chart with the number of torpedoes fired at the unit to get the Attack Number. | | | | | |
| STEP 2: | Attack Number + Modifiers Below = Attack Factor | | | | | |
| | <i>Attacker:</i> Crack Crew +1, Poor Crew -1 | | | | | |
| | <i>Target:</i> - Speed Rating, - Size Rating, Evading -1 Night -1, Poor Weather -1, in Line Abreast formation -1 | | | | | |
| STEP 3: | <i>Final Hit Factor</i> = Attack Factor + Attacker roll 1d6 - Defender Roll 1d6 | | | | | |
| STEP 4: | Index <i>Final Hit Factor</i> with target range on Number of Hits Table, which will determine the number of hits achieved. | | | | | |
| Step 5: | Base Damage equals: Toredpo Damage Rating + 2 for each hit past the first. | | | | | |
| Step 6: | <i>Final Damage</i> = (Base Damage + Attacker roll 1d6) - (Defender Roll 1d6 + Def + TPS) | | | | | |
| | <u>Torpedo Hit Factor</u> | | <u>Number of Hits Table</u> | | | |
| | # Torps In Attack | Attack Number | Final Hit Factor | <u>Close</u> | <u>Range</u> <u>Medium</u> | <u>Long</u> |
| | 1 | 1 | <= -2 | Miss | Miss | Miss |
| | 2 | 2 | -1 | (6) | Miss | Miss |
| | 3 | 3 | 0 | (5) | (6) | Miss |
| | 4-5 | 4 | 1 | (4) | (5) | Miss |
| | 6-8 | 5 | 2 | (3) | (4) | (6) |
| | 9-12 | 6 | 3 | 1 Hit | (3) | (5) |
| | 13-17 | 7 | 4 | 2 Hits | 1 Hit | (4) |
| | 18-23 | 8 | 5 | 3 Hits | 2 Hits | (3) |
| | 24+ | 9 | 6-7 | 4 Hits | 3 Hits | 1 Hit |
| | | | 8+ | 4 Hits | 3 Hits | 2 Hits |
| | Note: A value of (#) on the Number of Hits Table means you should roll 1D6: if the result is > = to the #, then the target takes 1 hit. | | | | | |