

COMBAT STATISTICS

UNIT: **MED GUN BATTERY** TYPE: **MG** DATE: **1914** PV: **3**

MAIN BTY: **2-0** SIZE: **1** AA: **-**

SEC BTY: **-** TORPEDOES: **-** DEF: **4**

ARMOR: **1**

NATION:

DAMAGE LEVELS

	MB	SB	AA	TT
LIGHT	2	-	-	-
MEDIUM	1	-	-	-
HEAVY	1	-	-	-



SPOTTING RANGE ROLL = 1d6 + 1

Gunnery Range

	Short	Medium	Long
Main Bty	0-1	2	3
Sec Bty	-	-	-

GUNNERY DAMAGE**Attacker FP Modifiers: 1d6 + Base FP +**

-1 Evading, -1 Poor Crew, +1 Crack Crew
 +1 Short Rng, -2 Long Rng
 -1 Poor Weather, -1 Night, + (PEN - ARM),
 -1 Unit Line Abreast**, -1/-2 OverPen by 3/4+

Defender FP modifiers: 1d6 + Defense Rating +

+Size Rating, -1 Speed < 2, +1 Speed 5+,
 +1 if Evading

ANTI-AIRCRAFT COMBAT**Attacker AA Modifiers: 1d6 + ATA Rating +**

-1 Poor Weather, -2 Night
 -3 vs Hi-Altitude (Area AA only)

Defender modifiers: 1d6 + Defense Rating**Aircraft Altitude Effects on AA Fire**

Altitude	Area AA	Light AA
High	-3	N/A
Medium	-1	-3
Low	0	0

DAMAGE LEVEL TABLE

Result	Damage Inflicted
<= -3	None
-2	Roll 1d6: 6 = 1 DL
-1	Roll 1d6: 5,6 = 1 DL
0	Roll 1d6: 4,5,6 = 1 DL
1	1 DL
2	2 DL
3	3 DL
4	4 DL
5	5 DL
6+	6 DL

Structure / Floatation Loss

Gunnery/Aerial		Torpedo/Mine Damage	
1d6	Loss	1d6	Loss
1-4	S	1-4	F
5	F	5	S
6	S + F	6	S + F

MULTIPLE UNIT ATTACK TABLE

Net Unit	2nd	3rd	4th
FP	Unit	Unit	Unit
0-1	1	0	0
2	1	1	0
3	1	1	1
4-5	2	1	1
6-7	3	2	1
8+	4	2	1

UNIT 1 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

UNIT 2 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

UNIT 3 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

UNIT 4 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

UNIT 5 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

UNIT 6 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

UNIT 7 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

UNIT 8 LOG

Location: NAME: DESTROYED:

STRUCT DAMAGE: **L M H** Spotting Range:

MB AMMO: 00000 00000 00000 00000

NOTES: Artillery battery with 4"-6" guns.