

SU

## COMBAT STATISTICS

CLASS: **SERIES XIV** TYPE: **SS** DATE: **1940** PV: **5**  
 MAIN BTY: **1-0** SIZE: **2** ASW: **-** AA: **1-0**  
 SEC BTY: **-** TORPEDOES: **10-5** RELOADS: **10** DEF: **1/6**  
 SURF/SUB SPEED: **3/1** RADAR: **-** ARMOR: **0**

## DAMAGE LEVELS

	MB	SB	AA	TT	SURF SPD	SUB SPD
LIGHT	1	-	1-0	8-5	2	1
MEDIUM	0	-	1-0	5-5	1	0
HEAVY	x	-	x	x	0	0

## SUB 1 LOG

Division:  NAME:  SUNK: ☐ O  
 STRUCT DAMAGE: **L** **M** **H** FLOAT DAMAGE: **L** **M** **H**  
 MB AMMO: 0000

Reload Turn: 

TORPEDOES: 00000 00000R 00000 00000

## SUB 2 LOG

Division:  NAME:  SUNK: ☐ O  
 STRUCT DAMAGE: **L** **M** **H** FLOAT DAMAGE: **L** **M** **H**  
 MB AMMO: 0000

Reload Turn: 

TORPEDOES: 00000 00000R 00000 00000

## SUB 3 LOG

Division:  NAME:  SUNK: ☐ O  
 STRUCT DAMAGE: **L** **M** **H** FLOAT DAMAGE: **L** **M** **H**  
 MB AMMO: 0000

Reload Turn: 

TORPEDOES: 00000 00000R 00000 00000

## SUB 4 LOG

Division:  NAME:  SUNK: ☐ O  
 STRUCT DAMAGE: **L** **M** **H** FLOAT DAMAGE: **L** **M** **H**  
 MB AMMO: 0000

Reload Turn: 

TORPEDOES: 00000 00000R 00000 00000

## SUB 5 LOG

Division:  NAME:  SUNK: ☐ O  
 STRUCT DAMAGE: **L** **M** **H** FLOAT DAMAGE: **L** **M** **H**  
 MB AMMO: 0000

Reload Turn: 

TORPEDOES: 00000 00000R 00000 00000

## SUB 6 LOG

Division:  NAME:  SUNK: ☐ O  
 STRUCT DAMAGE: **L** **M** **H** FLOAT DAMAGE: **L** **M** **H**  
 MB AMMO: 0000

Reload Turn: 

TORPEDOES: 00000 00000R 00000 00000

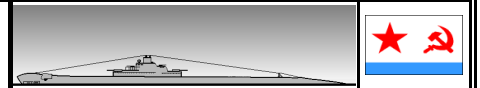
## SUB 7 LOG

Division:  NAME:  SUNK: ☐ O  
 STRUCT DAMAGE: **L** **M** **H** FLOAT DAMAGE: **L** **M** **H**  
 MB AMMO: 0000

Reload Turn: 

TORPEDOES: 00000 00000R 00000 00000

NOTES:



## Spotting Range Vs

BB/BC	CA	CL	DD
7	6	5	4

## Torpedo Range

Short	Medium	Long
0-1	2	3

## Gunnery Range

Short	Medium	Long
0-1	2-3	4
Main		
Sec	-	-

## TORPEDO HIT/DAMAGE

## Attacker to-hit Modifiers: 1d6 + THF +

-1 Poor Crew, +1 Crack Crew, -1 Evading

-1 Medium Range, -3 Long Range

## Defender modifiers: 1d6 + Speed +

+ Size, +1 Evading, +1 Bow/Stern Arc

+1 Poor Weather, +1 Night, +1 Line Abstr

## # Hits result:

#Torp	THF	Result	# Hits
1	1	<= -2	None
2	2	-1	Roll 1d6: 6 = 1 Hit
3	3	0	Roll 1d6: 5,6 = 1 Hit
4-5	4	1	Roll 1d6: 4,5,6 = 1 Hit
6-8	5	2	Roll 1d6: 3,4,5,6 = 1 Hit
9-12	6	3	1 Hit
13-17	7	4	2 Hits
18-23	8	5	3 Hits
24+	9	6+	4 Hits

## TORPEDO DAMAGE

Attacker = 1d6 + Damage + 2 per hit &gt;1

Defender = 1d6 + Defense + TPS

## GUNNERY DAMAGE

## Attacker FP Modifiers: 1d6 + Base FP +

-1 Evading, -1 Poor Crew, +1 Crack Crew

+1 FC Radar\*, +1 Short Rng, -2 Long Rng

-1 Poor Weather, -1 Night, + (PEN - ARM),

-1 Unit Line Abreast\*\*, -1/-2 OverPen by 3/4+

-1 firing at target in Bow/Stern Arc\*\*

## Defender FP modifiers: 1d6 + Defense Rating +

+Size Rating, -1 Speed &lt; 2, +1 Speed 6,

+1 if Evading

## 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

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