

GE

## COMBAT STATISTICS

CLASS:	<b>BISMARCK</b>	TYPE:	<b>BB</b>	DATE:	<b>May-40</b>	PV:	<b>22</b>
MAIN BTY:	<b>9-4</b>	SIZE:	<b>0</b>	ASW:	<b>-</b>	AA:	<b>6-2</b>
SEC BTY:	<b>4-1</b>	TORPEDOES:	<b>-</b>	RADAR:	<b>S1</b>	DEF+TPS:	<b>9+1</b>
TER BTY:	<b>3-0</b>	SPEED:	<b>5</b>	ARMOR:	<b>3</b>		

## DAMAGE LEVELS

	MB	SB	TB	AA	ASW	TT	TPS	SPD
LIGHT	8	3	2	5-2	-	-	+1	3
MEDIUM	6	2	2	3-1	-	-	-	2
HEAVY	4	1	1	2-1	-	-	-	1

## SHIP 1 LOG

Division:  NAME:  SUNK: **O**

STRUCT DAMAGE: **L M H** FLOAT DAMAGE: **L M H**

MB AMMO: 00000 000

SB AMMO: 00000

TB AMMO: 00000 0

## SHIP 2 LOG

Division:  NAME:  SUNK: **O**

STRUCT DAMAGE: **L M H** FLOAT DAMAGE: **L M H**

MB AMMO: 00000 000

SB AMMO: 00000

TB AMMO: 00000 0

## SHIP 3 LOG

Division:  NAME:  SUNK: **O**

STRUCT DAMAGE: **L M H** FLOAT DAMAGE: **L M H**

MB AMMO: 00000 000

SB AMMO: 00000

TB AMMO: 00000 0

## SHIP 4 LOG

Division:  NAME:  SUNK: **O**

STRUCT DAMAGE: **L M H** FLOAT DAMAGE: **L M H**

MB AMMO: 00000 000

SB AMMO: 00000

TB AMMO: 00000 0

## SHIP 5 LOG

Division:  NAME:  SUNK: **O**

STRUCT DAMAGE: **L M H** FLOAT DAMAGE: **L M H**

MB AMMO: 00000 000

SB AMMO: 00000

TB AMMO: 00000 0

## SHIP 6 LOG

Division:  NAME:  SUNK: **O**

STRUCT DAMAGE: **L M H** FLOAT DAMAGE: **L M H**

MB AMMO: 00000 000

SB AMMO: 00000

TB AMMO: 00000 0

## SHIP 7 LOG

Division:  NAME:  SUNK: **O**

STRUCT DAMAGE: **L M H** FLOAT DAMAGE: **L M H**

MB AMMO: 00000 000

SB AMMO: 00000

TB AMMO: 00000 0

NOTES:



## Spotting Range Vs

BB/BC	CA	CL	DD
10	10	9	8

## Gunnery Range

	Short	Medium	Long
Main	0-3	4-6	7-9
Sec	0-2	3-4	5-6
Ter	0-1	2-3	4-5

Torp Rng	Short	Medium	Long
	-	-	-

## 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 < 2, +1 Speed 6,  
 +1 if Evading

## 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 >1

Defender = 1d6 + Defense + TPS

## 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