GUNFIRE PLAY EXAMPLE

A Brooklyn class light cruiser has a Nagara class light cruiser in her sights and lets fly. The Brooklyn's main battery consists of 15 6"/47 guns disposed in 5 three-gun turrets. The hapless Nagara is 12 inches away, and all of the Brooklyn's guns can bear on the target.

First, the Brooklyn's owner rolls 1D10 to see if its guns are generally on target. At 12 inches he must roll 3 or less. He rolls a 2 and proceeds with detailed gunfire resolution.

Using the basic gunfire tables, each main battery turret of the Brooklyn has a value of 9 at 12 inches. Taking this as the base value, the firing player figures the effects of modifiers. He subtracts 1 based on the size of the target. He subtracts the visibility modifier for the scenario, which happens to be –3. He adds 1 due to the Brooklyn firing more than 10 guns in the main battery. This yields a final value of 6.

Our player now consults the Gunfire Resolution Tables (assuming that he is not using the chit pull method to resolve hits. He sees that he will be rolling percentile dice (2 D10 with faces labeled 0 through 9, with one die read as a 1s value and the other as a 10s value) on the main table. Cross-indexing the 6 value column with the 5 row (for the 5 turrets firing), the player sees that he will score 1 hit on a roll of 67 through 92, 2 hits on a roll of 33 through 66, 3 hits on a roll of 10 through 32, 4 hits on a roll of 2 through 9, and an impressive 5 hits if he rolls a 1.

Our player rolls a 34 and tells his opponent that the Nagara has taken 2 6" shells aboard.