

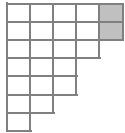
USS Kansas

Armament Table

Gun	Ranges					ROF	Rel. Rating	Armor Damage - Roll D10+ Range Bonus																
	PB+7	S+5	M+3	L+1	Ext			1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17
32 pdr Smooth Bore	0-2	3-4	5-7	8-10	11	1	1	1	1	1	2	2	2	3	3	4	4	5	5	6	7	8	9	
30 pdr Parrott Rifle	0-3	4-7	8-16	17-25	26-32	1	2	1	1	1	2	2	2	3	3	3	4	4	4	5	6	8	10	12
6.4" RML	0-3	4-7	8-13	14-20	21-32	1	1	1	1	1	2	2	2	3	3	3	4	5	6	8	10	12	15	18

Crew

Normal
Morale -1
Morale -2
Morale -3
Morale -4
Morale -5
Morale -6



Speed Bands & Maneuverability

6-10 Medium Arc

1-5 Small Arc

1-4 Medium Arc Reverse

Flotation



Engine Power

+3 / -3 Emergency
+2 / -2 Normal

Structural



Notes

Ram Rating: 1
Mass Value: 3

Hit Allocation Table

Bow	Port Side	Starboard Side	Stern
1	1	1	1
2	2	2	2
3	3	3	3
4	4	4	4
5	5	5	5
6	6	6	6
7	7	7	7
8	8	8	8
9	9	9	9
10	10	10	10
11	11	11	11
12	12	12	12
13	13	13	13
14	14	14	14
15	15	15	15
16	16	16	16
17 * Check Firers Gun	17 * Check Firers Gun	17 * Check Firers Gun	17 * Check Firers Gun
18	18 Hull Section 1	18 Hull Section 1	18
19	19 Hull Section 2	19 Hull Section 2	19
20	20 Hull Section 3	20 Hull Section 3	20
21 Hull	21 Topside	21 Topside	21 Hull
22 Hull	22 Waterline	22 Waterline	22 Hull
23	23	23	23
24	24 Topside	24 Topside	24
25 Topside	25 Hull Section 1	25 Hull Section 1	25 Stack
26 Hull	26 Hull Section 2	26 Hull Section 2	26 Hull
27	27 Hull Section 3	27 Hull Section 3	27
28	28 Topside	28 Topside	28
29 Mast	29 Mast	29 Mast	29 Mast
30 Lucky Shot	30 Lucky Shot	30 Lucky Shot	30 Lucky Shot
31	31	31	31
32	32 Topside	32 Topside	32
33 Pilot House	33 Pilot House	33 Pilot House	33 Topside
34	34 Hull Section 1	34 Hull Section 1	34
35	35 Hull Section 2	35 Hull Section 2	35
36 Hull	36 Hull Section 3	36 Hull Section 3	36 Hull
37 Stack	37 Stack	37 Stack	37 Stack
38 Waterline	38 Waterline	38 Waterline	38 Waterline
39 Topside	39 Topside	39 Topside	39 Topside
40 Deck	40 Deck	40 Deck	40 Deck

General Damage Locations



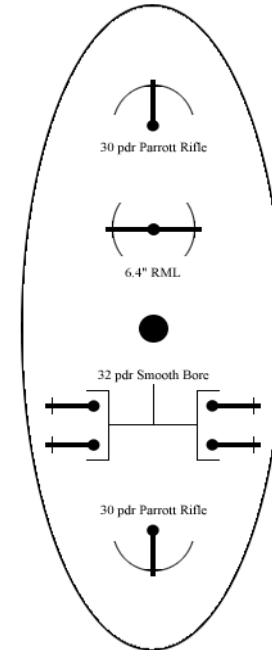
Bow Damage Locations



Port Damage Locations



Starboard Damage Locations



Stern Damage Locations

