



# GUNNERY

- \* Gunnery is an Ordnance Weapon
- \* Types include Guns, Turrets, Broadships, and Bombards
- \* Gunnery can only be used as an Attack

## To Hit with Gunnery

from  
Obscured



vs. TFTs or Submerged: **n/a**

vs. All other models: **6**

from  
Flying



vs. Obscured (small models): **6**

vs. Obscured (medium, large or massive): **5,6**

vs. Flying: **4,5,6**

vs. Surface (non-Diving): **4,5,6**

vs. Surface (Diving): **5,6**

vs. Submerged: **6**

vs. TFTs: **n/a**

from  
Surface



### RANGE BAND 1

vs. Obscured: **n/a**

vs. Flying: **n/a**

vs. Submerged: **n/a**

vs. Surface (Diving): **n/a**

Primary (P) vs. Surface: **5,6**

non-Primary vs. Surface: **4,5,6**

vs. TFTs: **n/a**

### RANGE BANDS 2, 3, 4

vs. Obscured (small): **6**

vs. Obscured (non-small): **5,6**

vs. Flying: **4,5,6**

vs. Surface (non-Diving): **4,5,6**

vs. Surface (Diving): **5,6**

vs. Submerged: **6**

vs. TFTs: **n/a**

from  
Submerged



Gunnery cannot be fired from the Submerged level

\*\*\* if any of the following conditions apply, they REPLACE the above to-hit numbers IF they are more advantageous for the TARGET \*\*\*

Small Target - Gunnery fired by Capital Class models vs. models with Small Target: **5,6**

Elusive Target - Gunnery fired by Small Size models vs. models with Elusive Target: **5,6**

Fast Target - Gunnery fired by Capital Class models vs. models with Fast Target: **6**

Cloud Generator - Gunnery fired by any model vs. models with an ACTIVE Cloud Generator: **5,6**

Impeded LOS - Gunnery fired by any model affected by impeded Line of Sight to its target: **5,6**

\* Gunnery AD is reduced by loss of HP.

\* Gunnery hits are canceled by successful Shield Generator saves of **4,5,6**

\* All Types of non-Primary Gunnery (P) may link to all other Types of non-Primary (P) Gunnery

\* Primary (P) Gunnery may be fired using Indirect Fire (see that Appendix)