Sighting Range (0 – 33⅓”) Spotting Range + 6⅔” (Max 40”) Record Chart

1”	2”	3”	4”	5”	6”	7”	8”	9”	10”	11”
12”	13”	14”	15”	16”	17”	18”	19”	20”	21”	22”
23”	24”	25”	26”	27”	28”	29”	30”	31”	32”	33”
34”	35”	36”	37”	38”	39”	40” [max]		0”	⅓”	⅔”

Sighting Visibility Variable

Die Roll (**1D6**)
1 = -750 yds (1”)
2 = -500 yds (⅔”)
3 – 5 = **no effect**
6 = +1500 yds (2”) up to max poss.

(Base) Sighting Ranges

Daylight (Clear/Cloudy): 25,000 yds (33⅓”)
Moonless Night or **Fog**: 2,000 yds (2⅔”)
Squall or **Mist:** 14,000 yds (18⅔”)
Gale, **Storm** & **Moonlit night:** 7,000 yds (9⅓”)
If **aircraft/airship** spotting for **Ship** in **Group** if Clear **= + 4,000 yds** (5⅓”)

Use 2 dice or counters, one to indicate the distance in inches and the other any fractions of an inch.