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Target:
Ammo: (G/C/DS, default R)
Range: fires high at ≤ 5 distance
Basic Fire Number: (half bds.)
Standard Modifiers:
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Initial Broadside:
Rake: (stern)
Ammo modifier: (do not roll for G)
Modified Fire Nr:
Roll: FFN: Critical:
Result: H / C / R Crit. Nr:
Crit. roll: Cr.Hit:

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