

# GQ3 Golf Tees

Look like Shell Splashes used as naturalistic Markers



Side Placed	Tracks	# of Tees Represent
Facing Enemy	Fire From Enemy	<b>0</b> (no tees placed) if your ship is <i>not</i> fired at, gives you a bonus <b>shift down for your untargeted ship</b>
		<b>1</b> tee, if your ship is fired upon by <i>only one</i> battery, <b>no shifts for firing enemy ship or target</b> <i>(the default)</i>
		<b>2</b> tees, if fired at by <i>2 or more</i> batteries, <b>each firer gets a penalty shift up 1 row</b>
<b>Dead In The Water:</b> Target is DIW <i>shift down</i> ; <b>Night:</b> Target Illuminated <i>shift down</i> , and/or, RFC out <i>shift up</i>		
Side Placed	Tracks	Each is a penalty shift up
Behind ship	Ship's own fire penalties	Made a 4+ point turn <i>(or turns totalling 4+ points)</i>
		<i>Each</i> DCT out <i>(if both operational, Director Control Towers allow splitting main battery)</i>
		8"+ vs. DD