Stations Manned and Ready

2nd Edition

Naval Battles in the Age of Steel

The Battle of Kolombangara

or

The 2nd Battle of Kula Gulf

12th/13th July 1943

A and A Game Engineering

Terms and Conditions

This product is made available for your personal use only.

The ship data sheets in this document may be printed for use when playing a wargame using the Stations Manned and Ready 2nd Edition rules.

This document file may not otherwise be copied or reproduced, wholly or in part, and/or distributed to other users. If you do this, you defeat the purpose of our offering the product at a lower price for a download version, and this also works against our continuing to provide you with our products in this way.

Visit our website for additional information, Clarifications and FAQs on all our products, as well as supporting material and useful links. We hope that you enjoy using this product, and by recommending it to fellow wargamers you will support our further development of rules.

If you have any questions regarding the rules or other products, contact us via the links on the website, or through the email address shown below.

Andrew Finch and Alan Butler
Partners, A & A Game Engineering

Published by	***A&A Game Engineering*** *20 Shrublands Court* *Mill Crescent* *Tonbridge* *Kent TN9 1PH* *Great Britain*
Email	*Info@AandAGames.co.uk*
Website	*http://www.AandAGames.co.uk*

Product Code AA596WVrev1

Naval Battles in the Age of Steel

The Battle of Kolombangara or The Second Battle of Kula Gulf

12th/13th July 1943

A Battle Scenario for use with

Stations Manned and Ready

2nd Edition

Naval Wargames Rules for the period 1885 to 1945
using Model Ships and Aircraft

By Andrew Finch and Alan Butler

Edition 1.1a

First published by A&AGE 2013

Updated December 2015; February 2016

INTRODUCTION

This volume is part of a series of booklets providing scenarios for Naval Battles from the Pre-Dreadnought era through to the end of the Second World War, the "Age of Steel" referred to in the title.

This introduction is common to all the booklets, therefore it may refer to items that are not present in all.

Scenario Description

Following a brief introduction, a "potted history" if you like, we suggest the type of battle to be fought, if this is appropriate. Mostly a game will be fought as a typical fleet encounter.

A table set-up is provided describing the scene.

Victory conditions

Unless the game is a meeting engagement the victory conditions are defined. Many games are Breakthrough actions where one side has to get his forces off the table. The method is described in the rule book.

Forces and Special Rules

The deployment requirements for each side, and any special rules applying to the forces are shown separately. Some formations may have a delayed entry.

In some cases we may also specify some additional rules.

The map

A small map is provided, which defines which side starts where. As a convention, North is always at the top of the page, and the table is laid out so that it is based on an 8 foot by 4 foot playing area. Any terrain that should be present is also denoted on the map. The home edge for each side is defined by thicker black lines. In many cases the home edge is adjusted so that it does not follow the standard as laid down in the rules. If a force has to exit from an edge, then this is represented by a wavy line.

Fleets

The ships involved in each action are listed. As far as possible, where research has revealed the information, we have also shown the tactical orders of battle with names of the commanders of formations (shown in brackets). The ships in each formation are usually listed in descending order of size, so capital ships are listed before cruisers and destroyers. The actual composition of each squadron is left to the players. The listing shows the ship type, then the names of the ships in the class that were involved in the action.

In some cases you can choose whether to deploy the entire force at the start, or keep some off table in order to make flanking manoeuvre. Off table forces are treated as being in reserve.

Ships in the same class are grouped together and they will also appear grouped in the ship data sheets.

Aircraft

Some scenarios may include aircraft. In these cases players should organise them according to the tactical doctrine as shown in the rules. This allows some flexibility in squadrons in cases where fewer than the normal number are indicated.

Some large scenarios list a large number of separate formations of the same aircraft. These usually represent the appearance of repeat strikes by the same aircraft over a prolonged period. For this reason these separate formations should not be combined.

Comments:

Class names:

These have been taken from the names as defined in the Conway's series of books on Warships from 1860 onwards. They may be at variance to those that appear elsewhere, such as in '*Jane's Fighting Ships*' for example.

Ship data:

The ship data sheets appear in the same order as mentioned earlier, which means that larger ships appear first. They are then sorted by class, then by ship name in the class. This means that when perusing the ship names these will often not be in alphabetical order.

In some cases you will find that the ship name is blank on a sheet. Check at the bottom left of the sheet in such cases and you will find the names of the ships in the class (unless the list of names is prohibitively long). Enter the name of the ship you need.

In larger battles you will have to print multiple copies of the data sheets for destroyers and smaller ships, entering the names required, so you have one sheet per ship.

In the cases where one sheet is used to provide data for multiple ships, the class name for the ships concerned is shown in bold type. If the "name ship" of the class is not in the fleet, then this name is shown in parenthesis after the list of ships at the battle.

Optional Ships:

Some scenarios allow for optional vessels and squadrons. These are shown in italics in the fleet lists, and may be used if the players wish. Bear in mind that in some cases this may make the battle rather one-sided.

THE BATTLE OF KOLOMBANGARA OR THE SECOND BATTLE OF KULA GULF

12th/13th July 1943

The Japanese were running a another transport mission of the "Tokyo Express" down 'The Slot' towards the Kula Gulf. This was a strong force, escorting four destroyer transports. They were intercepted by a stronger American force. The battle was a tactical victory for the Japanese force.

Scenario Description

This is a night-time Convoy battle.

Victory Conditions

The Japanese destroyer transports must leave the table via the south -western corner in order to determine their level of victory.

American Forces

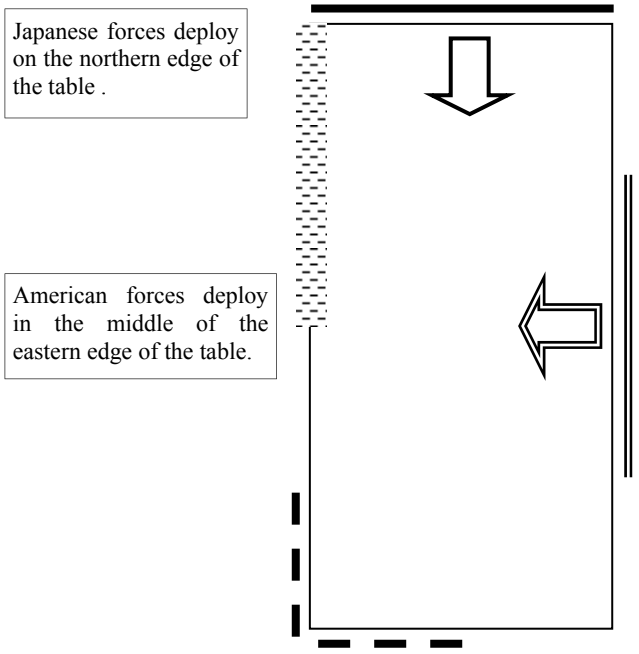
The American forces are deployed in the middle of the eastern edge of the table at the start of the game.

Japanese Forces

The Japanese forces deploy on the northern edge of the table at the start of the game.

Japanese Special Rules

The convoy rules for using warships to carry cargo are applied to the destroyer transports only in this game.



American Forces

Task Group 36.1 (Ainsworth)

CL Honolulu
CL St Louis
CL Leander (RNZS)
DD Nicholas, O'Bannon, Taylor, Jenkins, Radford – (**Fletcher**)
DD Ralph Talbot – (**Bagley**)
DD Buchanan, Woodworth – (**Bristol**)
DD Gwin (**Benson/Gleaves**)
DD Maury – (**Gridley**)

Japanese Forces

(Izaki)

CL Jintsu
DD Yukikaze, Hamakaze – (**Kagero**)
DD Kiyonami – (**Yugumo**)
DD Yugure – (**Hatusharu**)

DD Transports
DDT No.32 (ex-Mikazuki), No.27 (ex-Satsuki), No.28 (ex-Minazuki) – (**Mutsuki**)
DD Yunagi, Matsukaze – (**Kamikaze**)

Alternative data sheets are provided for the Japanese ships giving them an optional Incendiary Shrapnel AA attack where appropriate.

HOW TO USE THE SHIP DATA SHEETS

You can print out the data sheet for the ships you want to use in your game. There is little or no manual intervention required on your part. You will have to enter the crew quality on all ships, generated at the start of the game. In the case of destroyers and smaller vessels you will usually have to print multiple copies of sheets and add the ship names as appropriate.

Some ships have minor changes to their close range defence weapons, noted on the sheets, which you can apply if you wish to do so. Note that these changes also have an effect on the points value of the ship, as shown.

Ship Data – Normal Ships

The ship data on the sheets follows a standard pattern, and is explained in more detail in the Ship Data Glossary, available free of charge. This takes each part of the data sheet and briefly explains its use in the game. The fields are laid out as follows, starting at the top of the sheet. Not all fields appear on all the sheets.

The top section, above the armour boxes, shows on the left the ship name and under this its class. The ship name may be blank in the case of destroyers and smaller ships. In such cases there is a usually list of ships for which the sheet is valid at the bottom of the page.

An abbreviated ship type, a date range for which the sheet is valid, the cost in points of a ship with the indicated crew code, the base cost of the ship is shown (in parenthesis), and then the dataset number for the current sheet. A remark may also appear drawing your attention to changes to the ship's light anti aircraft or smaller calibre guns during the validity of the sheet, shown towards the bottom right of the sheet along with the adjusted points values.

On the right hand side is shown the nationality and a box showing the reconnaissance values, which are used during game set up.

At the top of some sheets there may be an additional italicised remark in the centre which identifies a variant of a ship, or otherwise shows some identifying remark.

The next row starts with the Armour on the ship in six main areas. An Armour Class of 0 means that the ship has negligible armour and is treated as unarmoured. This is explained in the rules themselves. Turrets and Casemates may be armoured or may show an entry of "n/a" which means that this ship does not have any weapons in the location.

You will see that in the case of Turrets and Casemates the armour value is shown in various sorts of brackets: [], () and {}. This is just intended as a handy reference to the weapons mounts shown lower down on the sheets.

To the right of the casemate entry there may be a special remark about armour on a specific part of the ship.

The last part, on the right, shows the ship's Size for when it is shot at, the Target Type, which may restrict what can shoot at it, and the Magazine Safety Factor (MSF), which has an effect if the ship suffers a main gun hit. Ships with no guns will not have an MSF.

In the next line there is an italicised section which tells you which Critical Hit table should be used, and which attack types can be used against the ship in question. On the right of this you will find reference to a Saving Throw Modifier. On larger ships this will show "n/a" to indicate that it does not apply. On many smaller and unarmoured vessels you will find a modifier, which is applied when testing the effectiveness of certain attacks on the ship in question.

Below the first black dividing line you will find the ship's Spotting Distance, which is how far the ship can see and engage a target. This may well be greater or less than the tactical visibility in your game.

Next is the Fire Control value, which is the resilience of the fire control systems on your ship. If reduced to zero, the ship must shoot using local control.

This is followed by the Gunnery Modifier, which reflects the level of technology for gunnery control when the ship was fitted out.

Finally, in this row, is a space for you to enter the Crew Quality of your ship. You roll for this before the game.

Below this row, above the next dividing line, you may find information about Radar on the ship. From the left you may find radar for MAIN guns, radar for OTHER guns and radar for Dual Purpose AA guns. In the latter case they get a +1 to hit bonus. On the far right on all sheets is a field for any spotting aircraft the ship may carry. If there are no aircraft this field will be blank.

The next section holds the weapons on a ship. This is divided into three groups: MAIN, OTHER and TORPEDOES. You will notice that above the data on the right is the to hit score at the 5 range bands for the weapons concerned. This may be helpful in play.

On the very left is the hit location number, which is used to determine where damage occurs when weapons are hit by Critical Damage Effects.

The number (of barrels/tubes) and calibre follow.

In some cases after the calibre there may be a special code showing AA and ASW weapons. Detailed explanations are given in the rules.

Under the section on arcs these are each defined with the letter code for the arc (which matches the graphic depiction shown at the bottom on the section, gun arcs to the left and torpedo arcs to the right). There is a letter and number code showing the mount type and number of guns or tubes in the mount. If the mount is armoured it is shown in one of the brackets which also appear in the armour section higher up. The mount is followed by a circle, and/or a special symbol, for each mount.

On the right centre are the penetration values for guns and to hit modifiers for torpedoes in each Range Band. A "–" means that a gun or torpedo will not go that far, and a to hit modifier in parenthesis shows a torpedo that can be effective at a range longer than the ship can see.

This is followed by the weapon IP and CV, and a notation whether this weapon has radar support.

In the OTHER weapon section you will find the Close, Medium and Long range Factors which are mainly used for AA fire. If the ship has Anti Submarine Weapons, Long, Medium or Short Range Factors then there is a remark at the top of the OTHER weapon section about how these are lost to incidental damage.

The final information in this part of the form is the weapon arc row, where the arcs in use on this ship in question are outlined with a thick black line.

Immediately below the third dividing line, Aircraft Carriers have details of their Handling, RRR Limit, Flight Deck Catapults and Aircraft Capacity. On non carriers this area is left blank.

Structure and Flotation are on the next line, along with their value/3, which is linked to the Morale system.

The next row has space to record Fire on board ship, and on the right are details of the number of Damage Control Teams.

Finally there is the speed of the ship, its Manoeuvre Rating (MVR) and Steering # to record damage.

At the bottom of the page there are sections for Other Equipment and Special Effects. Any changes to the light anti-aircraft or other smaller calibre guns appear here, as do other remarks concerning the ship.

On ships with one sheet for a class of ships (in the case of destroyers and smaller) there is a list of the ships in the class, for which this sheet can be used.

The page footer on all sheets shows the CV costs for the loss of weapons.

On the bottom right of the sheet you will find a version number and date for the dataset in question.

Ship Data – Small Ships of Type "X"

The ship data for small ships is slightly different and the sheets are designed to be used as a record for one or more squadrons of such ships.

Again, the detail of how to use the sheets is explained in more detail in the Ship Data Glossary.

The top section, above the armour boxes, shows on the left the ship name and under this its class. The ship name will usually be blank in the case of smaller ships. In such cases there is a usually list of ships for which the sheet is valid at the bottom of the page.

An abbreviated ship type, a date range for which the sheet is valid, the cost in points of a ship with the indicated crew code, the base cost of the ship is shown (in parenthesis), and then the dataset number for the current sheet. When you are using the ship in this case, you must multiply the ship cost by the number of ships being used.

A remark may also appear drawing your attention to changes to the ship's light anti aircraft or smaller calibre guns during the validity of the sheet, shown lower down the sheet along with the adjusted points values.

On the right hand side is shown the nationality and a box showing the reconnaissance values, which are used during game set up.

At the top of some sheets there may be an additional italicised remark in the centre which identifies a variant of a ship, or otherwise shows some identifying remark.

In the next line there is an italicised section which tells you that Critical Hit tables are NOT used; then it shows which attack types can be used against the craft in question.

Next, on the right, shows the ship's Size for when it is shot at, the Target Type, which may restrict what can shoot at it, and the Saving Throw Modifier, which is used during combat to see what effect a hit will have on the craft.

Below this there are three boxes. The first shows the vessel's Spotting Distance, which is how far the it can see and engage a target. This may well be greater or less than the tactical visibility in your game. Next are the speed of the vessel and the Manoeuvre rating (MVR). To the right is a space for you to enter the Crew Quality of your ship. You roll for this before the game.

Next there is an area where there may be some remarks concerning Special Effects that may apply, and other information about the craft concerned.

Below the first thick line across the form you will find the section referring to the weapon outfit. The first information shows the Close Range and Medium Range factors on the vessel, followed by any information about changes to the ship's light anti aircraft or smaller calibre guns during the validity of the sheet, with the adjusted points values.

The only weapons shown in detail in the case of smaller ships will be Torpedoes. Again, these are each defined with the letter code for the arc (which matches the graphic depiction shown to the right of the section). There is a letter and number code showing the mount type and number of tubes in the mount. The mount is followed by a circle, and/or a special symbol, for each mount.

On the right centre are the to hit modifiers for torpedoes in each Range Band. A "–" means that the torpedo will not go that far, and a to hit modifier in parenthesis shows a torpedo that can be effective at a range longer than the ship can see.

The arcs in use on this ship in question are outlined with a thick black line.

Below the second thick black divider line you will find a section that you can use to record any squadrons of these ships you have in use in the game. The method should be fairly obvious. the first column is to record the ID if the squadron in use, then the stand #, each of which will be in the form of counters or single small models representing the squadron. Finally there is a space to record the number of craft in the squadron.

To the right the weapon fit is repeated for each stand you are using. here you will cross out the torpedoes that the stand has expended, and if you need to make any notes, there is space for that as well.

Bear in mind that small craft are either in action, or they have been eliminated, as they do not have individual hit points.

On small vessels record sheets there is nearly always a list of the ships in the class.

The page footer shows in abbreviated form how you make use of the number of vessels remaining, linked to the number of Factors or tubes being fired to determine how many attack dice you roll.

Also, in abbreviated form, there is information about how the saving throw system works when small ships are attacked.

On the bottom right of the sheet you will find a version number and date for the dataset in question.

Ship name: **Jintsu** Recon values Day: 2 Night: 1

Sendai Class CL 1943 to 1943 Ship Cost with Crew Code **C** : 228 (Base Cost: 228) Dataset: 242

ARMOUR: Belt: **3** Deck: **1** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **- 1** Target Type: **A** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: **n/a**

Spotting Distance: **4 RB** Fire Control Value: **2** Gunnery Modifier: **+ 0** Crew Quality:

Spotting Aircraft: **1**

WEAPONS

Hit Location #

MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 5	7	5.50	A:S1 O I:S1 O K:S1 OOO R:S1 O Z:S1 O	Pen:	5	4	2	1	—	3	2	No

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof. CRF: **5** MRF: **0**

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6 -10	2	5.00	AA	K:S2 O	Pen:	4	2	1	—	—	2	2	No

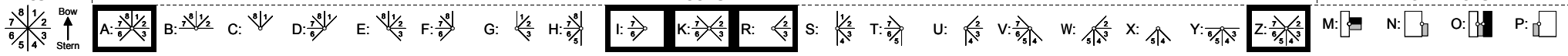
LRF: **3**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:

n/a

ARCS: GUNS TORPEDOES



Structure (S): **9** S/3: **3** Flotation (F): **7** F/3: **2**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **2**

Speed: **35** MVR: **8** Steering #: **8** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights (Optional) Smokescreen; test at - 2 None

Special Effects: Remarks:

None

Sunk in 1943

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.1 08/11/2008
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: **Jintsu** *IS option* Recon values Day: 2 Night: 1

Sendai Class CL 1943 to 1943 Ship Cost with Crew Code **C** : 305 (Base Cost: 305) Dataset: 3631

ARMOUR: Belt: **3** Deck: **1** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **- 1** Target Type: **A** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: **n/a**

Spotting Distance: **4 RB** Fire Control Value: **2** Gunnery Modifier: **+ 0** Crew Quality:

Spotting Aircraft: **1**

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 5	7	5.50		A:S1 OØ I:S1 OØ K:S1 OØOØOØ R:S1 OØ Z:S1 OØ	Pen:	5	4	2	1	—	3	2	No
	7	5.50	IS	1 AA factor is provided by each mount above, fired into its arc. These can be used once only. Cross off 'Ø' boxes above when used. Special AA rules apply if target is hit.									

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof. CRF: **5** MRF: **0**

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6 -10	2	5.00	AA	K:S2 OØ	Pen:	4	2	1	—	—	2	2	No
	1	5.00	IS	3 AA factors are provided by each mount above, fired into its arc. These can be used once only. Cross off 'Ø' boxes above when used. Special AA rules apply if target is hit.									

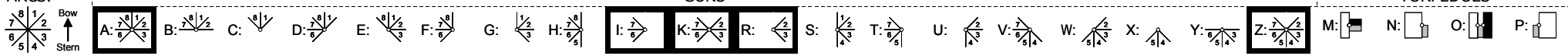
LRF: **3**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:

n/a

ARCS: GUNS TORPEDOES



Structure (S): **9** S/3: **3** Flotation (F): **7** F/3: **2**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **2**

Speed: **35** MVR: **8** Steering #: **8** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost):

Searchlights (Optional) Smokescreen; test at - 2

Special Effects:

Sunk in 1943

Changes to CRF or MRF:

None

Remarks:

• IS option

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Recon values Day: 1 Night: 1

Hatsuharu (Type 93 torpedoes) Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 346 (Base Cost: 346) Dataset: 358

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

Spotting Aircraft:

Hit Location # **WEAPONS**

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	4	5.00	AA	A:T2 O Z:T2 O	Pen:	5	3	2	—	—	2	2	No

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

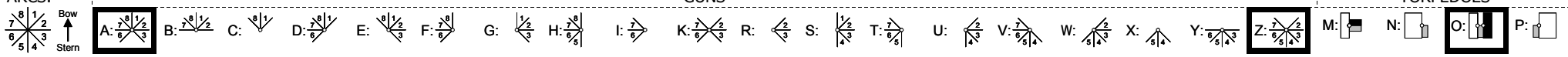
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 6			ASW	Z: DC Ω (10cm)									

LRF: **3**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
7 -10	6	24.00	[∞] O:TR3 O®O O®O	Mod:	+2	+2	+2	(+2)	(+2)	7	9

ARCS: GUNS TORPEDOES



Structure (S): **3** S/3: **1** Flotation (F): **3** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **33** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: • **NOTE: Vessel is subject to special critical hit effects if a torpedo mount is lost which is still loaded.** Remarks:

• Carries Type 93 "Long Lance" torpedo

Ships in class: Hatsuharu, Hatsushimo, Wakaba, Yugure (+1943), Ariake (+1943)

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.4
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( )) 27/09/2015
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: *IS option* Recon values Day: 1 Night: 1

Hatsuharu (Type 93 torpedoes) Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 392 (Base Cost: 392) Dataset: 3653

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

Spotting Aircraft:

Hit Location # **WEAPONS**

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	4	5.00	AA	A:T2 OØ Z:T2 OØ	Pen:	5	3	2	—	—	2	2	No
	2	5.00	IS	2 AA factors are provided by each mount above, fired into its arc. These can be used once only. Cross off 'Ø' boxes above when used. Special AA rules apply if target is hit.									

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 6			ASW	Z: DC Ω (10cm)									

LRF: **3**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
7 -10	6	24.00	[∞] O:TR3 O®O O®O	Mod:	+2	+2	+2	(+2)	(+2)	7	9

ARCS: Bow Stern GUNS A: B: C: D: E: F: G: H: I: K: R: S: T: U: V: W: X: Y: Z: TORPEDOES M: N: O: P:

Structure (S): **3** S/3: **1** Flotation (F): **3** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **33** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: • **NOTE: Vessel is subject to special critical hit effects if a torpedo mount is lost which is still loaded.**

Remarks:

• Carries Type 93 "Long Lance" torpedo
• IS option

Ships in class: Hatsuharu, Hatsushimo, Wakaba, Yugure (+1943), Ariake (+1943)

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Recon values Day: 1 Night: 1

Kagero Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 461 (Base Cost: 461) Dataset: 247

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

Spotting Aircraft:

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	6	5.00	AA	A:T2 O Z:T2 OO	Pen:	5	3	2	—	—	2	2	No

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

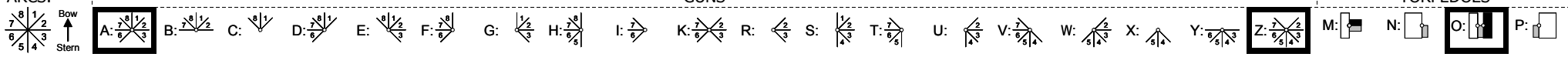
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5			ASW	Z: DC Ω (10cm)									

LRF: **3**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
6 -10	8	24.00	[∞] O:TR4 O®O O®O	Mod:	+2	+2	+2	(+2)	(+2)	7	9

ARCS: GUNS TORPEDOES



Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **35** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: • **NOTE: Vessel is subject to special critical hit effects if a torpedo mount is lost which is still loaded.**

Remarks:

• Carries Type 93 "Long Lance" torpedo

Ships in class: Kagero (+1943), Kuroshio (+1943), Oyashio (+1943), Hatsukaze (+1943), Yukikaze, Maikaze, Isokaze, Shiranui, Amatsukaze, Tokitsukaze (+1943), Urakaze, Hamakaze, Nowaki, Arashi (+1943), Hagikaze (+1943), Tanikaze

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: *IS option* Recon values Day: 1 Night: 1

Kagero Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 518 (Base Cost: 518) Dataset: 3667

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

Spotting Aircraft:

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 5	6	5.00	AA	A:T2 O Ø Z:T2 O Ø O Ø	Pen:	5	3	2	—	—	2	2	No
	3	5.00	IS	2 AA factors are provided by each mount above, fired into its arc. These can be used once only. Cross off 'Ø' boxes above when used. Special AA rules apply if target is hit.									

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6 - 7			ASW	Z: DC Ω (10cm)									

LRF: **3**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
8 -10	8	24.00	[∞] O:TR4 O®O O®O	Mod:	+2	+2	+2	(+2)	(+2)	7	9

ARCS: Bow Stern GUNS A: B: C: D: E: F: G: H: I: K: R: S: T: U: V: W: X: Y: Z: TORPEDOES M: N: O: P:

Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **35** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: • **NOTE: Vessel is subject to special critical hit effects if a torpedo mount is lost which is still loaded.**

Remarks:

• Carries Type 93 "Long Lance" torpedo
• IS option

Ships in class: Kagero (+1943), Kuroshio (+1943), Oyashio (+1943), Hatsukaze (+1943), Yukikaze, Maikaze, Isokaze, Shiranui, Amatsukaze, Tokitsukaze (+1943), Urakaze, Hamakaze, Nowaki, Arashi (+1943), Hagikaze (+1943), Tanikaze

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Recon values Day: 1 Night: 1

Kamikaze Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 128 (Base Cost: 128) Dataset: 3144

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 0** Crew Quality:

Spotting Aircraft:

Hit Location # **WEAPONS**

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 5	3	4.70	AA	A:S1 O K:S1 O Z:S1 O	Pen:	4	3	1	—	—	1	2	No

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **2** MRF: **0**

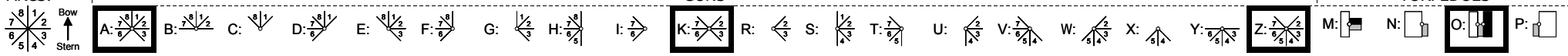
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6 - 7			ASW	Z: DC Ω (10cm)									

LRF: **2**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
8 -10	4	21.00	O:TT2 OO	Mod:	+1	+1	+0	—	—	4	6

ARCS: GUNS TORPEDOES



Structure (S): **3** S/3: **1** Flotation (F): **3** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **37** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: Remarks:

None

Ships in class: Asakaze, Asanagi, Harukaze, Hatakaze, Kamikaze, Matsukaze, Oite, Yunagi

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Recon values Day: 1 Night: 1

Yugumo Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 471 (Base Cost: 471) Dataset: 1818

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

Spotting Aircraft:

WEAPONS

Hit Location #

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	6	5.00	AA	A:T2 O Z:T2 OO	Pen:	5	3	2	—	—	2	2	No

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

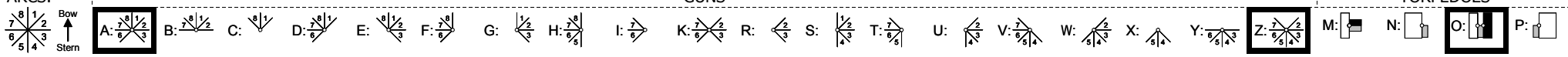
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5			ASW	Z: DC Ω (10cm)									

LRF: **4**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
6 -10	8	24.00	[∞] O:TR4 O®O O®O	Mod:	+2	+2	+2	(+2)	(+2)	7	9

ARCS: GUNS TORPEDOES



Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **35** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: **• NOTE: Vessel is subject to special critical hit effects if a torpedo mount is lost which is still loaded.**

Remarks:

• Carries Type 93 "Long Lance" torpedo

Ships in class: Yugumo (+1943), Akigumo, Kazekumo, Makikumo (+1943), Makinami (+1943), Naganami, Tamanami, Suzunami (+1943), Onami (+1943), Fujinami, Kishinami, Hayanami, Kiyonami (+1943), Okinami, Hamanami, Asashimo

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: *IS option* Recon values Day: 1 Night: 1

Yugumo Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 538 (Base Cost: 538) Dataset: 3661

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

Spotting Aircraft:

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	6	5.00	AA	A:T2 OØ Z:T2 OØOØ	Pen:	5	3	2	—	—	2	2	No
	3	5.00	IS	2 AA factors are provided by each mount above, fired into its arc. These can be used once only. Cross off 'Ø' boxes above when used. Special AA rules apply if target is hit.									

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5			ASW	Z: DC Ω (10cm)									

LRF: **4**

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
6 -10	8	24.00	[∞] O:TR4 O®O O®O	Mod:	+2	+2	+2	(+2)	(+2)	7	9

ARCS: Bow Stern GUNS A: B: C: D: E: F: G: H: I: K: R: S: T: U: V: W: X: Y: Z: TORPEDOES M: N: O: P:

Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **35** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: • **NOTE: Vessel is subject to special critical hit effects if a torpedo mount is lost which is still loaded.**

Remarks:

• Carries Type 93 "Long Lance" torpedo
• IS option

Ships in class: Yugumo (+1943), Akigumo, Kazekumo, Makikumo (+1943), Makinami (+1943), Naganami, Tamanami, Suzunami (+1943), Onami (+1943), Fujinami, Kishinami, Hayanami, Kiyonami (+1943), Okinami, Hamanami, Asashimo

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Recon values Day: 0 Night: 0

Mutsuki Class DDT 1943 to 1943 Ship Cost with Crew Code **C** : 189 (Base Cost: 189) Dataset: 3182

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 0** Crew Quality:

Spotting Aircraft:

Hit Location #

WEAPONS

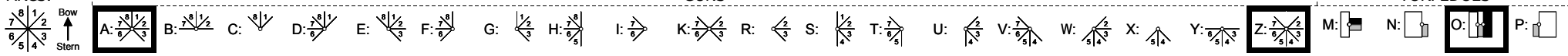
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 3	2	4.70	A:S1 O Z:S1 O	Pen:	4	3	1	—	—	1	2	No

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF: **0**
4 - 5			ASW Z: DC Ω (10cm)										

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
6 -10	6	24.00	O:TT3 OO	Mod:	+1	+1	+1	(+0)	—	6	7

ARCS: GUNS TORPEDOES



Structure (S): **2** S/3: **1** Flotation (F): **2** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **37** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: Remarks:

None

Ships in class: No.25 ex-Uzuki, No.27 ex-Satsuki, No.28 ex-Minazuki, No.29 ex-Fumizuki, No.30 ex-Nagatsuki (+1943), No.32 ex-Mikazuki (+1943), No.33 ex-Mochizuki (+1943), No.34 ex-Yuzuki

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

United States

Ship name: **Honolulu** Recon values Day: 3 Night: 1

Brooklyn (1st group) Class CL 1943 to 1943 Ship Cost with Crew Code **C** : 965 (Base Cost: 965) Dataset: 2734

ARMOUR: Belt: **6** Deck: **3** CT: **6** Turrets #1: **[7]** Turrets #2: **n/a** Casemates: **n/a** Size: **+ 0** Target Type: **A** MSF: **+ 1**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: **n/a**

Spotting Distance: **4 RB** Fire Control Value: **3** Gunnery Modifier: **+ 1** Crew Quality:

RADAR: Radar for MAIN Guns Radar for OTHER Guns DPAA Radar: +1 to hit Spotting Aircraft: **2**

WEAPONS

Hit Location #														
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:		
1 - 5	15	6.00	A:[T3] OO K:[T3] O Z:[T3] OO	Pen:	6	4	3	2	—	4	3	Yes		

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof. CRF: **8** MRF: **0**

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6 -10	8	5.00	AA+	I:O1 OOOO R:O1 OOOO	Pen:	4	2	1	—	—	3	2	Yes

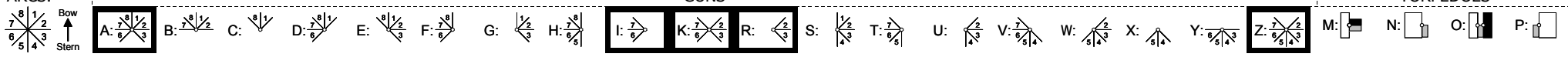
LRF: **7** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:

n/a

ARCS: GUNS TORPEDOES



Structure (S): **23** S/3: **8** Flotation (F): **11** F/3: **4**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **3**

Speed: **33** MVR: **9** Steering #: **9** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights (Optional) Smokescreen; test at - 2 None

Special Effects: Remarks:

None

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.1
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( )) 07/01/2009
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

United States

Ship name: **St Louis** Recon values Day: 3 Night: 1

Brooklyn (2nd group) Class CL 1943 to 1943 Ship Cost with Crew Code **C** : 999 (Base Cost: 999) Dataset: 3810

ARMOUR: Belt: **6** Deck: **3** CT: **6** Turrets #1: **[7]** Turrets #2: **(2)** Casemates: **n/a** Size: **+ 0** Target Type: **A** MSF: **+ 1**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: **n/a**

Spotting Distance: **4 RB** Fire Control Value: **3** Gunnery Modifier: **+ 1** Crew Quality:

RADAR: Radar for MAIN Guns Radar for OTHER Guns DPAA Radar: +1 to hit Spotting Aircraft: **2**

WEAPONS

Hit Location #														
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:		
1 - 5	15	6.00	A:[T3] OO K:[T3] O Z:[T3] OO	Pen:	6	4	3	2	—	4	3	Yes		

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof. CRF: **8** MRF: **0**

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6 -10	8	5.00	AA+	I:(T2) OO R:(T2) OO	Pen:	4	3	2	—	—	4	2	Yes

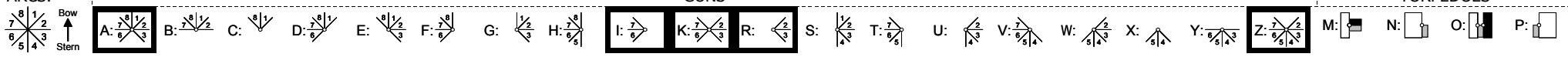
LRF: **7** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:

n/a

ARCS: GUNS TORPEDOES



Structure (S): **24** S/3: **8** Flotation (F): **11** F/3: **4**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **3**

Speed: **33** MVR: **9** Steering #: **9** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights (Optional) Smokescreen; test at - 2 None

Special Effects: Remarks:

None

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.1
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( )) 07/01/2009
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Recon values Day: 1 Night: 1

Bagley Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 621 (Base Cost: 621) Dataset: 2748 **Ship has Search Radar**

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 1**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

RADAR: Radar for MAIN Guns DPAA Radar: +1 to hit Spotting Aircraft:

Hit Location # **WEAPONS**

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 3	4	5.00	AA+	A:S1 OO Z:O1 OO	Pen:	4	3	2	—	—	3	2	Yes

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

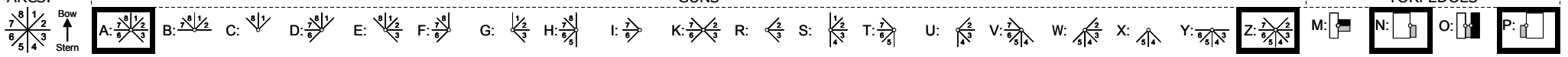
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
4 - 5			ASW	Z: DC Ω Ω (10cm)									

LRF: **5** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
6 -10	16	21.00	N:TT4 OO P:TT4 OO	Mod:	+0	-1	-2	—	—	7	9

ARCS: GUNS TORPEDOES



Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **39** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: Remarks:

None

Ships in class: Bagley, Helm, Mugford, Ralph Talbot, Henley (+1943), Patterson

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

United States

Ship name:

Recon values Day: 1 Night: 1

Benson/Gleaves Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 555 (Base Cost: 555) Dataset: 2756

Ship has Search Radar

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a**

Size: **- 2** Target Type: **A‰** MSF: **+ 1**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze

Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1**

Crew Quality:

RADAR: Radar for MAIN Guns

DPAA Radar: +1 to hit

Spotting Aircraft:

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	4	5.00	AA+	A:T1 OO Z:S1 OO	Pen:	4	3	2	—	—	4	2	Yes

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF

CRF: **3** MRF: **0**

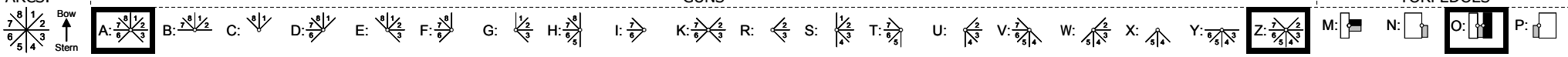
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 6			ASW	Z: DC Ω Ω Ω (10cm)									

LRF: **5** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
7 -10	10	21.00	O:TT5 OO	Mod:	+0	-1	-2	—	—	7	9

ARCS: GUNS TORPEDOES



Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **35** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: Remarks:

None

Ships in class: Benson, Mayo, Gleaves, Niblack, Madison, Lansdale, Hilary P. Jones, Charles F. Hughes, Livermore, Eberle, Plunkett, Kearny, Gwin (+1943), Grayson, Woolsey, Ludlow, Edison, Ericsson, Wilkes, Nicholson, Swanson

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name:

Recon values Day: 1 Night: 1

Bristol (later build Benson/Gleaves) Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 433 (Base Cost: 433) Dataset: 2757

Ship has Search Radar

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a**

Size: **- 2** Target Type: **A‰** MSF: **+ 1**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze

Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1**

Crew Quality:

RADAR: Radar for MAIN Guns

DPAA Radar: +1 to hit

Spotting Aircraft:

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	4	5.00	AA+	A:T1 OO Z:T1 OO	Pen:	4	3	2	—	—	4	2	Yes

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF

CRF: **4** MRF: **0**

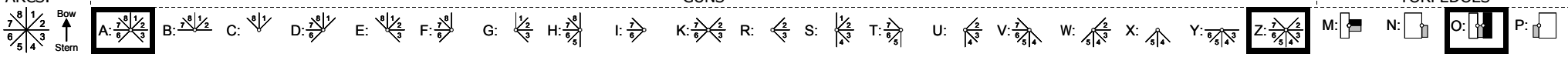
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 7			ASW	Z: DC Ω Ω Ω (10cm)									

LRF: **5** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
8 -10	5	21.00	O:TT5 O	Mod:	+0	-1	-2	—	—	7	9

ARCS: GUNS TORPEDOES



Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **35** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: Remarks:

None

Ships in class: Bristol (+1943), Ellyson, Hambleton, Rodman, Emmons, Macomb, Woodworth, Forrest, Fitch, Corry, Hobson, Aaron Ward (+1943), Buchanan, Lansdowne, Lardner, McCalla, Mervine, Quick, Farenholt, Bailey, Carmick, Doyle, Endicott, McCook, Frankford, Bancroft, Boyle, Champlin, Meade, Murphy, Parker, Caldwell, Coghlan, Frazier, Gansevoort, Gillespie, Hobby, Kalk, Kendrick, Laub, Mackenzie, McLanahan, Nields, Ordronaux, Davison, Edwards, Glennon, Jeffers, Maddox (+1943), Nelson, Baldwin, Harding, Satterlee, Thompson, Welles, Cowie, Knight, Doran, Earle, Butler, Gherardi, Herndon, Shubrick, Beatty (+1943), Tillmann, Stevenson, Stockton, Thorn, Turner

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

United States

Ship name: Recon values Day: 1 Night: 1

Fletcher Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 620 (Base Cost: 620) Dataset: 2762 See below for changes to CRF/MRF **Ship has Search Radar**

ARMOUR: Belt: **1** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A** MSF: **+ 1**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze Saving Throw Modifier: **n/a**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

RADAR: Radar for MAIN Guns DPAA Radar: +1 to hit Spotting Aircraft:

Hit Location # **WEAPONS**

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	5	5.00	AA+	A:T1 OO K:T1 O Z:T1 OO	Pen:	4	3	2	—	—	4	2	Yes

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **4** MRF: **0**

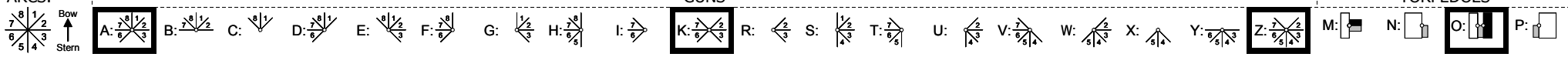
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 6			ASW	Z: DC Ω Ω Ω (10cm)									

LRF: **6** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
7 -10	10	21.00	O:TT5 OO	Mod:	+0	-1	-2	—	—	7	9

ARCS: GUNS TORPEDOES



Structure (S): **6** S/3: **2** Flotation (F): **5** F/3: **2**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **2**

Speed: **38** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost):

Searchlights Smokescreen; test at + 0

Special Effects: • **Note that the armoured hull means that this ship cannot be engaged by MRF.**

Changes to CRF or MRF:

• CRF increased to 5 from mid 1943
•• (Revised ship cost with crew = 623 [Base cost = 623])

Remarks:

None

Ships in class: Very large number in class
• Wartime losses:
(+1943): Chevalier, Strong, De Haven, Brownson

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Ship name: Recon values Day: 1 Night: 1

Gridley Class DD 1943 to 1943 Ship Cost with Crew Code **C** : 621 (Base Cost: 621) Dataset: 2763 **Ship has Search Radar**

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A‰** MSF: **+ 1**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier: **+ 0**

Spotting Distance: **3 RB** Fire Control Value: **1** Gunnery Modifier: **+ 1** Crew Quality:

RADAR: Radar for MAIN Guns DPAA Radar: +1 to hit Spotting Aircraft:

Hit Location # **WEAPONS**

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 3	4	5.00	AA+	A:T1 OO Z:S1 OO	Pen:	4	3	2	—	—	3	2	Yes

If a weapon 'Crit' lands in this section lose 1 ASW or CR factor for each 2 CV or part thereof. Lose factors in order: ASW then CRF CRF: **3** MRF: **0**

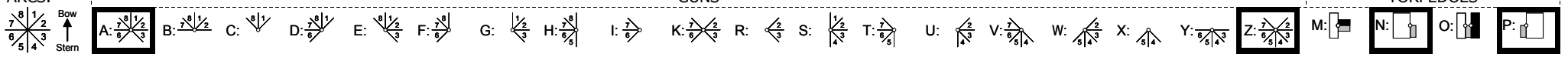
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
4 - 5			ASW	Z: DC Ω Ω (10cm)									

LRF: **5** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
6 -10	16	21.00	N:TT4 OO P:TT4 OO	Mod:	+0	-1	-2	—	—	7	9

ARCS: GUNS TORPEDOES



Structure (S): **4** S/3: **1** Flotation (F): **4** F/3: **1**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **1**

Speed: **39** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

Special Effects: Remarks:

None

Ships in class: Gridley, Craven, McCall, Maury

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.3
• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( )) 28/09/2015
Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.

Great Britain

Ship name: **Leander (RNZS)**

Recon values Day: 1 Night: 1

Leander Class CL 1943 to 1943 Ship Cost with Crew Code **B** : 698 (Base Cost: 665) Dataset: 1971

Ship has Search Radar

ARMOUR: Belt: **4** Deck: **3** CT: **0** Turrets #1: **[1]** Turrets #2: **n/a** Casemates: **n/a** Size: **- 1** Target Type: **A** MSF: **+ 0**

Crit. table: Normal; Can be attacked by: Guns, Torpedoes, Bombs, Standoff Weapons, Rockets, Kamikaze

Saving Throw Modifier: **n/a**

Spotting Distance: **4 RB** Fire Control Value: **2** Gunnery Modifier: **+ 1** Crew Quality:

RADAR: Radar for MAIN Guns Radar for OTHER Guns Spotting Aircraft:

WEAPONS

Hit Location #														
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:		
1 - 4	8	6.00	A:[T2] OO Z:[T2] OO	Pen:	6	4	3	1	—	3	2	Yes		

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof.

CRF: **3** MRF: **0**

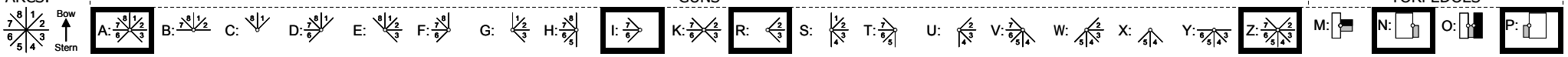
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 7	8	4.00	AA+	I:S2 OO R:S2 OO	Pen:	4	2	1	0	—	2	1	Yes

LRF: **5** Aircraft save at -2

LRF loses 1 factor for each MAIN or OTHER gun mount marked 'AA' or 'AA+' that is lost. When all such mounts are lost the LRF is reduced to 0.

TORPEDOES:	#:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
8 -10	8	21.00	N:TT4 O P:TT4 O	Mod:	+1	+1	+1	—	—	7	9

ARCS: GUNS TORPEDOES



Structure (S): **15** S/3: **5** Flotation (F): **10** F/3: **3**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **3**

Speed: **33** MVR: **8** Steering #: **8** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Changes to CRF or MRF:

Searchlights (Optional) Smokescreen; test at - 2 None

Special Effects: Remarks:

None

Gun mounts are lost starting with the mounts with least protection in the order of priority shown below, followed by the largest calibre, then by highest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.) Dataset v.1 01/10/2008

• O (Open) 1CV • S (Shielded) 2CV • C (Unarmoured Casemate) 3CV • T (Unarmoured Turret) 4CV • {C} (Armoured Casemate)* 3CV • (T) (Armoured Turret)* 4CV (* If armour is penetrated in case of mount marked { } or ( ))

Torpedoes are lost starting with the mount with the largest calibre (if there is a choice) followed by the mount with the greatest number of tubes. The cost in CV is equal to the number of tubes.