

Ship name: **Ryuho**

Ryuho Class

From June 1944; IS option

Recon values Day: 3 Night: 2
Ship has Search Radar


CV 1944 to 1944 Ship Cost with Crew Code **D** : 547 (Base Cost: 576) Dataset: 3701

ARMOUR: Belt: Deck: CT: Turrets #1: Turrets #2: Casemates: Size: Target Type: MSR: Saving Throw Modifier:

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

Hit Location # MAIN guns: # 1 - 4 8 5.00 AA I:S2 O0C0 R:S2 O0C0 Hit#: I:6 II:9 III:12 IV:15 V:18 IP: CV: Radar: No

OTHER guns: #: Cal: Arcs: 5 - 10 6 4.70 RP Each mount box provides 3 AA factors, against target in contact. Cross off boxes when used or lost to damage. Special AA rules apply if target is hit. ...OOOOO

TORPEDOES: n/a
ARCS: 
CV Handling (H): 8 CV RRR limit: 6 FD Catapults: 0 Aircraft Capacity at start: 31
Structure (S): 13 S/3: 4 Flotation (F): 13 F/3: 4
Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: 4
Speed: 27 MVR: 10 Steering #: 10
When Steering # reduced to 0 then the ship requires a Crew Test to turn
Other Equipment (delete when lost): Searchlights (Optional) Smokescreen; test at - 3
Special Effects: • Poor Underwater Protection • Poor Carrier Safety
Remarks: • From June 1944 • IS option

The name of the ship. On Ship Data Sheets for smaller vessels, this area is left blank.

The Class of the ship.

An abbreviation of the ship type.

This is the cost of the ship modified by the effects of the Crew Code shown to the left, here 'D'. This code is used when generating the Crew Quality for the game.

The Base Cost of a ship is the points value without the application of any modifiers for its crew.

Each dataset has a unique number that identifies this version of the ship class.

These dates show the first and last years for which the data on this sheet is valid.

Some Ship Data Sheets may offer alternative weapons for the same ship during the same time frame, and/or until or after specific dates.

This is the nationality of the ship.

These are the Recon values used at the game set-up stage to determine who gets Strategic Initiative. This ship would contribute 3 points towards reconnaissance by day and 2 at night. If a ship has also been equipped with Search Radar this information appears here.

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.
Dataset v.1 08/11/2008

Ship name: WRITE THE NAME OF THE SHIP HERE

Recon values Day: 1 Night: 1

Tribal Class DD 1938 to 1941 Ship Cost with Crew Code C : 201 (Base Cost: 201) Dataset: 138

ARMOUR: Belt: 0 Deck: 0 CT: 0 Turrets #1: n/a Turrets #2: n/a Casemates: n/a Size: -2 Target Type: A%o 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	8	4.70	A:S2 OO Z:S2 OO	Pen:	4	3	1	—	—	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: 2 MRF: 0

OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:
6 - 7			ASW Z: DC Ω Ω (10cm)										0

In the case of destroyers and ships of that size and smaller, where there are a larger number of vessels using the same data, players will normally need a few record sheets for selected ships in the class.
 Here the ship name is left blank. Rather than produce hundreds of identical sheets for destroyer and smaller classes, one blank sheet is provided with the game data, which should be copied as many times as required.
 The names of the ships in the class appear at the bottom of the Ship Data Sheet, here. Ships that were sunk during the period covered by the dataset show the year (in brackets preceded by a '+').

Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
Mod:	+1	+1	+0	—	—	5	7

GUNS										TORPEDOES				
I:	K:	R:	S:	T:	U:	V:	W:	X:	Y:	Z:	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: 36 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: None
 Searchlights Smokescreen; test at +0 Remarks: None
 Special Effects: None

Ships in class: Afridi (+1940), Ashanti, Bedouin, Cossack, Eskimo, Gurkha (+1940), Maori, Mashona, Matabele, Mohawk, Nubian, Punjabi, Sikh, Somali, Tartar, Zulu

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 • 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: Nelson

Recon values Day: 0 Night: 0

Nelson Class BB 1943 to 1945 Ship Cost with Crew Code **B** : 2623 (Base Cost: 2498) Dataset: 1894 **See below for changes to CRF/MRF** Ship has Search Radar

ARMOUR: Belt: **11** Deck: **6** CT: **11** Turrets #1: **[11]** Turrets #2: **(2)** Casemates: **n/a** Size: **+ 2** 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: **5 RB** Fire Control Value: **7** Gunnery Modifier: **+ 0** Crew Quality: _____

RADAR: Radar for MAIN Guns Radar for OTHER 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 - 5	9	16.00	A:[T3] OO K:[T3] O	Pen:	14	13	11	10	9	7	11	Yes


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

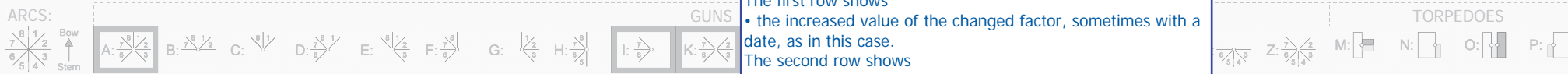
OTHER guns:	#:	Cal:	Arcs:	CRF:	MRF:
6 - 10	12	6.00	I:(T2) OOO R:(T2) OOO	10	0
	6	4.70	AA+ I:S1 OOO R:S1 OOO	5	Aircraft save at -2


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:

n/a

ARCS: 

GUNS: 

TORPEDOES: 

Some ships have changes to their small calibre guns which appear as:

- Close range Factors (CRF)
- or
- Medium Range Factors (MRF)

on the Ship Data Card.

Any change means that the points values are altered for the ship, and the revised figures appear below.

The first row shows

- the increased value of the changed factor, sometimes with a date, as in this case.

The second row shows

- firstly, the revised ship cost taking account of the Crew Code (which is shown at the top of the sheet). Then [in brackets] the revised Base Cost of the ship, which you may wish to use under certain circumstances.

Structure (S): **90** S/3: **30** Flotation (F): **37** Damage Control Teams: **6**

Fires: (All Crew Tests are penalised if ship is on fire)

Speed: **23** MVR: **11** Steering #: **11** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost):

Searchlights (Optional) Smokescreen; test at - 3

Special Effects:

Changes to CRF or MRF:

- CRF increased 13 in January 1945
- (Revised ship cost with crew = 2631 [Base cost = 2506])

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.)

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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.

Dataset v.1 01/10/2008

Changes to Small Calibre Weapons (Close and Medium Range Factors)