Stations Manned and Ready

2nd Edition

Naval Battles in the Age of Steel

The Battle of Tassafaronga

or

The Battle Lunga Point

30th November 1942

A and A Game Engineering

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Naval Battles in the Age of Steel

The Battle of Tassafaronga or The Battle of Lunga Point

14th/15th November 1942

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

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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 TASSAFARONGA OR THE BATTLE OF LUNGA POINT

30th November 1942

This was the last attempt by the Japanese to supply their troops on the island. For this purpose they loaded down a destroyer force with supplies, such that their guns and torpedoes were blocked, and went down Ironbottom Sound. The idea was to drop the supplies overboard and let the current carry them to shore. The plan succeeded largely. The unit was then to attack targets of opportunity (including bombardment).

Scenario Description

This is a night-time Convoy battle.

In the south east is an island 6" in diameter (Savo Island).

Victory Conditions

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

American Forces

The American forces are deployed on the southern half of the eastern edge of the table at the start of the game.

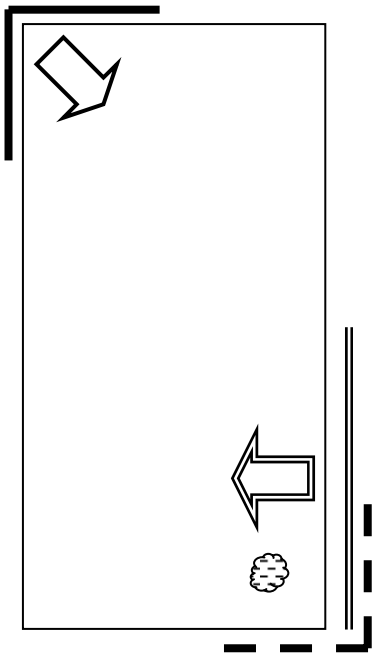
Japanese Forces

The Japanese forces deploy in the north-western corner of the table at the start of the game.

Japanese Special Rules

The convoy rules for using warships to carry cargo are applied in this game.

Japanese forces deploy in the north-western corner of the table .



American forces deploy on the southern half of the eastern edge of the table.

American Forces

CruDiv 1 (Wright)

CA	Pensacola
CA	New Orleans, Minneapolis
CA	Northampton
CL	Honolulu
DD	Lamson, Drayton, Perkins – (**Mahan**)
DD	Lardner – (**Bristol**)
DD	**Fletcher**
DD	Maury – (**Gridley**)

Japanese Forces

(Tanaka)

DD	Suzukaze, Kawakaze – (**Shiratsuyu**)
DD	**Kagero**, Kuroshio, Oyashio
DD	Makinami, Naganami, Takanami – (**Yugumo**)

How to use the Ship Data Sheets

You can print out the data sheets for the ships with 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.

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, and revised values are shown in each case..

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.

Basic Data

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. These changes are 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.

Armour

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.

Target Size and Type

The last part, on the right, shows the ship's Size for when it is shot at, and the Target Type, which may restrict what can shoot at it.

Magazine Safety Factor

To the right of the Target Size is 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.

Critical Hit Table and Types of Attack usable against this ship

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.

Saving Throw Modifier

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.

Spotting Distance

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.

Fire Control Value

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.

Gunnery Modifier

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

Crew Quality

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

Radar and Spotter Aircraft

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.

Weapons

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 also 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.

Weapon Arcs of Fire

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.

Aircraft Carriers

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

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

Fires and Damage Control

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

Speed and Manoeuvre Rating

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

Other Equipment

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.

Ships in the Class

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.

CV Cost of loss of weapons

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

Dataset Version and Date

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.

Basic Data

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.

Critical Hit Table and Types of Attack usable against this ship

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.

Target Size and Type

Next, on the right, shows the ship's Size for when it is shot at, and the Target Type, which may restrict what can shoot at it.

Saving Throw Modifier

The Saving Throw Modifier is used during combat to see what effect a hit will have on the craft.

Below this there are three boxes.

Spotting Distance

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.

Speed and Manoeuvre Rating

Next are the speed of the vessel and the Manoeuvre rating (MVR).

Crew Quality

To the right is a space for you to enter the Crew Quality of your ship. You roll for this before the game.

Special Effects and Remarks

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

Weapons

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.

Weapon Arcs of Fire

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

Formation Record

Below the second thick black divider line you will find a section that you can use to record any formations or 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.

Ship in the Class

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

Summarised Method of determining Attack Dice

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.

Saving Throws

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

Dataset Version and Date

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

United States

Ship name: **Minneapolis** Recon values Day: 2 Night: 0

New Orleans Class CA 1942 to 1942 Ship Cost with Crew Code **D** : 694 (Base Cost: 730) Dataset: 3528

ARMOUR: Belt: **6** Deck: **3** CT: **0** Turrets #1: **[6]** 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: **2** Gunnery Modifier: **+ 1** Crew Quality:

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 - 6	9	8.00	A:[T3] OO Z:[T3] O	Pen:	8	6	4	3	—	3	4	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:
7 -10	8	5.00	AA	I:O1 OOOO R:O1 OOOO	Pen:	4	2	1	—	—	3	2	No

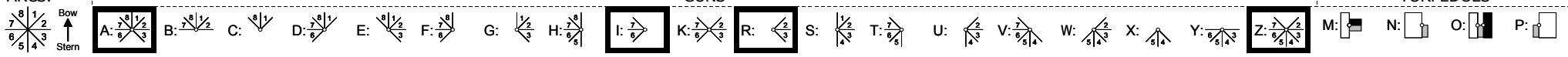
LRF: **7**

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): **21** S/3: **7** Flotation (F): **12** 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: **New Orleans** Recon values Day: 2 Night: 0

New Orleans Class CA 1942 to 1942 Ship Cost with Crew Code **D** : 694 (Base Cost: 730) Dataset: 3528

ARMOUR: Belt: **6** Deck: **3** CT: **0** Turrets #1: **[6]** 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: **2** Gunnery Modifier: **+ 1** Crew Quality:

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 - 6	9	8.00	A:[T3] OO Z:[T3] O	Pen:	8	6	4	3	—	3	4	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:
7 -10	8	5.00	AA	I:O1 OOOO R:O1 OOOO	Pen:	4	2	1	—	—	3	2	No

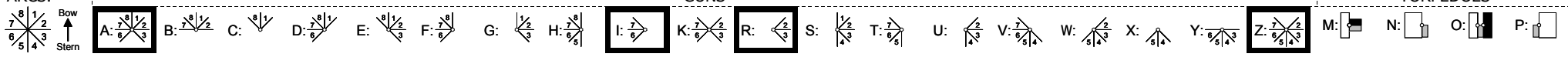
LRF: **7**

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): **21** S/3: **7** Flotation (F): **12** 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.)
• 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
07/01/2009

Ship name: **Northampton** *From November 1942* Recon values Day: 2 Night: 0

Northampton Class CA 1942 to 1942 Ship Cost with Crew Code **D** : 758 (Base Cost: 798) Dataset: 3368

ARMOUR: Belt: **4** Deck: **3** CT: **0** Turrets #1: **[3]** Turrets #2: **n/a** Casemates: **n/a** Size: **- 1** 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: **2** 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	9	8.00	A:[T3] OO Z:[T3] O	Pen:	8	6	4	3	—	3	4	Yes	

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof. CRF: **6** 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**

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: 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): **19** S/3: **6** Flotation (F): **12** 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:

• From November 1942

Sunk in 1942

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: **Pensacola** Recon values Day: 2 Night: 0

Pensacola Class CA 1940 to 1942 Ship Cost with Crew Code **D** : 686 (Base Cost: 722) Dataset: 2731 See below for changes to CRF/MRF

ARMOUR: Belt: **5** Deck: **2** CT: **0** Turrets #1: **[3]** Turrets #2: **n/a** Casemates: **n/a** Size: **- 1** 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: **2** Gunnery Modifier: **+ 0** Crew Quality:

Spotting Aircraft: **2**

Hit Location #

WEAPONS

	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
MAIN guns:													
1 - 6	10	8.00		A:[T2] O +[T3] O Z:[T2] O +[T3] O	Pen:	8	6	4	3	—	3	4	No
OTHER guns:													
7 -10	8	5.00	AA	I:O1 OOOO R:O1 OOOO	Pen:	4	2	1	—	—	3	2	No

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

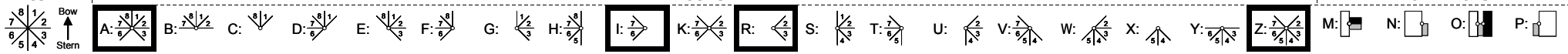
LRF: **7**

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:



Structure (S): **20** S/3: **7** Flotation (F): **12** 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):

Searchlights (Optional) Smokescreen; test at - 2

Special Effects:

Changes to CRF or MRF:

• CRF of 3 fitted in 1941 then increased to 5 by 1942
•• (Revised ship cost with crew = 693 then 696 [Base cost = 729 then 733])

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.)
• 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
07/01/2009

United States

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

Brooklyn (1st group) Class CL 1941 to 1942 Ship Cost with Crew Code **D** : 834 (Base Cost: 878) Dataset: 3374

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 MR or CR factor for each 2 CV or part thereof. Lose factors in order: MRF then CRF CRF: **3** MRF: **2**

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**

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: 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): **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.)
• 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 1941 to 1942 Ship Cost with Crew Code **D** : 266 (Base Cost: 280) Dataset: 282

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:

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

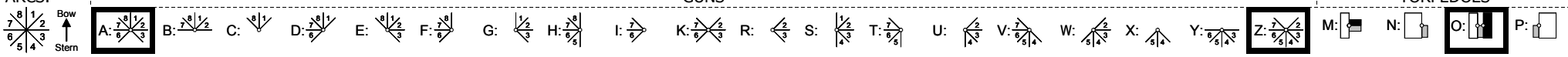
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 7			ASW	Z: DC Ω Ω (10cm)									

LRF: **5**

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	—	—	6	7

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, Ellyson, Hambleton, Rodman, Emmons, Macomb, Laffey (+1942), Woodworth, Forrest, Fitch, Corry, Hobson, Aaron Ward, Buchanan, Duncan (+1942), Lansdowne, Lardner, McCalla, Mervine, Quick, Farenholt, Bailey, Carmick, Doyle, Endicott, McCook, Frankford, Bancroft, Barton (+1942), Boyle, Champlin, Meade, Murphy, Parker, Caldwell, Coghlan, Frazier, Gansevoort, Gillespie, Hobby, Kalk, Kendrick, Laub, Mackenzie, McLanahan, Nields, Ordronaux, Davison, Edwards, Glennon, Jeffers, Maddox, Nelson, Baldwin, Harding, Satterlee, Thompson, Welles, Cowie, Knight, Doran, Earle, Butler, Gherardi, Herndon, Shubrick, Beatty, 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 1942 to 1942 Ship Cost with Crew Code **D** : 424 (Base Cost: 446) Dataset: 457 **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: **3** MRF: **0**

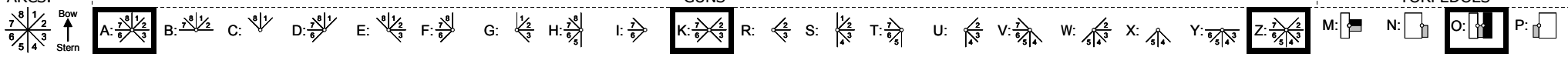
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 - 6			ASW	Z: DC Ω Ω (10cm)									

LRF: **6**

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	—	—	6	7

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): Changes to CRF or MRF:

Searchlights Smokescreen; test at + 0 None

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

None

Ships in class: Very large number in class

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.5
• 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.

United States

Ship name: Recon values Day: 1 Night: 1

Gridley Class DD 1942 to 1942 Ship Cost with Crew Code **D** : 377 (Base Cost: 397) Dataset: 3534

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:

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	—	—	3	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**

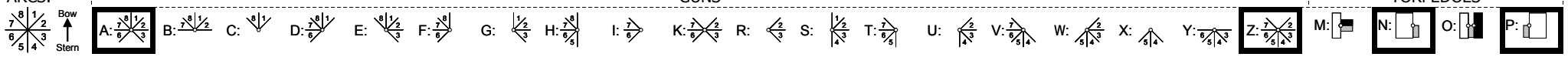
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5			ASW	Z: DC Ω Ω (10cm)									

LRF: **5**

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	—	—	6	7

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.

Ship name: Recon values Day: 1 Night: 1

Mahan Class DD 1942 to 1942 Ship Cost with Crew Code **D** : 360 (Base Cost: 379) Dataset: 3535 **Ship has Search Radar**

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

WEAPONS

Hit Location #														
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:S1 OO K:O1 O 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: **2** MRF: **0**

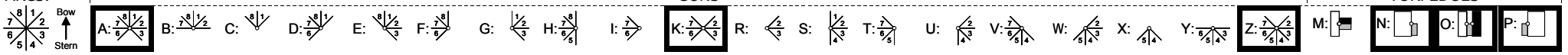
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5			ASW	Z: DC Ω (10cm)									

LRF: **5**

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	12	21.00	N:TT4 O O:TT4 O P:TT4 O	Mod:	+0	-1	-2	—	—	6	7

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:

- Dunlap and Fanning had different equipment - {see dataset 3715}
- Cassin and Downes were reconstructed following damage at Pearl Harbour and relaunched in 1944 - {see dataset 3989}

Ships in class: Mahan, Cummings, Drayton, Lamson, Flusser, Reid, Case, Conyngham, Shaw, Tucker (+1942), Cushing (+1942), Perkins, Smith, Preston (+1942)

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 1940 to 1942 Ship Cost with Crew Code **A** : 503 (Base Cost: 457) Dataset: 246

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 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: **1** MRF: **0**

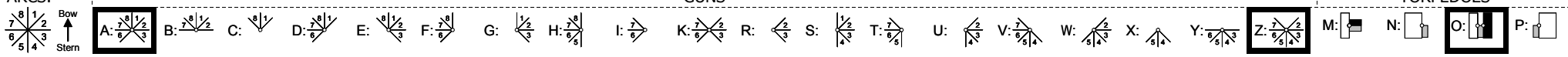
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6			ASW	Z: DC Ω (10cm)									

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	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, Kuroshio, Oyashio, Hatsukaze, Natsushio (+1942), Yukikaze, Hayashio (+1942), Maikaze, Isokaze, Shiranui, Amatsukaze, Tokitsukaze, Urakaze, Hamakaze, Nowaki, Arashi, Hagikaze, 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

Shiratsuyu Class DD 1937 to 1942 Ship Cost with Crew Code **A** : 480 (Base Cost: 436) Dataset: 248

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 - 5	5	5.00	AA	A:T2 O K:T1 O Z:T2 O	Pen:	5	3	2	—	—	2	2	No	

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

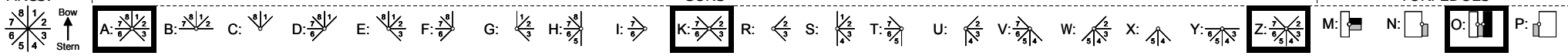
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
6			ASW	Z: DC Ω (10cm)									

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	8	24.00	[∞] O:TR4 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: **34** 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: Shiratsuyu, Shigure, Murasame (+1942), Yudachi (+1942), Samidare, Harusame, Yamakaze (+1942), Kawakaze, Umikaze, Suzukaze

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 1942 to 1942 Ship Cost with Crew Code **A** : 518 (Base Cost: 471) Dataset: 379

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**

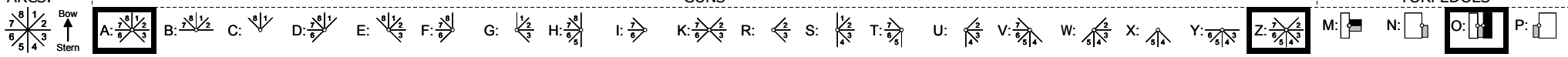
OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5			ASW	Z: DC Ω (10cm)									

LRF: **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, Akigumo, Kazekumo, Makikumo, Makinami, Takanami (+1942), Naganami, Onami

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 ( )) 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.