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# Stations Manned and Ready

## 2nd Edition

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Merchant Vessel Booklet

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*A and A Game Engineering*

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# *STATIONS MANNED AND READY*

## *MERCHANT VESSEL BOOKLET*

BY ANDREW FINCH AND ALAN BUTLER  
EDITION 2.1

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# INTRODUCTION

## Data Sets

This manual is part of a series of collated data for use with Stations Manned and Ready, 2nd Edition. The series comprises seven sets of data for major nations, plus one set for the Other Nations. The major nations are:

- France (incl. Vichy and FNFL forces)
- Germany
- Great Britain
- Italy
- Japan
- Russia
- United States

The Other Nations are:

- Argentina
- Austria-Hungary
- Brazil
- Chile
- China
- Colombia
- Denmark
- Finland
- Greece
- Jugoslavia
- Netherlands
- Norway
- Peru
- Poland
- Portugal
- Romania
- Siam
- Spain (incl. Nationalist and Republican)
- Sweden
- Turkey

Each set is available in three parts covering the periods or eras:

- 1885 to 1905
- 1906 to 1925
- 1926 to 1945

The parts are available separately or bundled so you can obtain all the ships for a nation, albeit with some overlap between eras.

In addition there is a separate booklet that comes with the Rules Support Package containing data sheets for a wide variety of Merchant Vessels.

A catalogue of all the available data sheets is available free of charge so you can decide which manuals you may need.

## Ship Types

The ship types are ordered as follows (with the abbreviations used with the rules):

Battleship .....	BB
Battle Cruiser .....	BC
Semi-Dreadnought .....	SD
"Pocket Battleship" .....	BBL
Pre Dreadnought .....	B
Coast Defence Battleship .....	BCD
Hybrid Battleship-Carrier .....	BBH
Aircraft Carrier .....	CV
Light Carrier .....	CVL
Light Carrier (M) .....	CVLM
Escort Carrier .....	CVE
Escort Carrier (M) .....	CVEM
Seaplane Carrier .....	CVS
Armoured Cruiser .....	AC
Heavy Cruiser .....	CA
Unprotected Cruiser .....	C
Light Cruiser .....	CL
Protected Cruiser .....	CP
Scout Cruiser .....	CS
Torpedo Cruiser .....	CT
Cruiser Minelayer .....	CM
Anti Aircraft Cruiser .....	CLAA
Destroyer .....	DD
Destroyer Escort .....	DDE
Torpedo Boat .....	TB
Destroyer Transport .....	DDT
Torpedo Boat Destroyer .....	TBD
Destroyer Minesweeper .....	DMS
Sloop .....	SL
Frigate .....	FRG
Corvette .....	COR
Minesweeper .....	MS
Minelayer .....	ML
Armed Merchant Cruiser .....	AMC
Merchant .....	MC
Aviso .....	MISC
Coast Defence Ironclad .....	CB
Monitor .....	MO
Gunboat .....	GB
Torpedo Boat Leader .....	TBL
1st class Torpedo Boat .....	TB1
2nd class Torpedo Boat .....	TB2
3rd class Torpedo Boat .....	TB3
MTB .....	MTB
MGB .....	MGB
Attack Transport .....	AT
Landing Ship .....	LS
Landing Craft .....	LC
Landing Craft – Support .....	LCS

The ships are grouped initially by type, then by Class name. These generally use the same class names as used in Conway's, so they might vary from other reference sources in some cases. For vessels larger than a destroyer, the individual ships in the class have separate data sheets. In the case of destroyers and smaller ships one sheet is provided for the class, and the names of ships which use the data are shown on the sheet. Multiple copies may have to be printed out in such cases. For very small ships which operate in groups, data sheets are provided which use a single sheet to represent more than one vessel. Such sheets are clearly marked.

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## ***How to use this manual***

The intent in providing this manual is that you can print out the data sheet for the ship 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.

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.

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### ***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.

**Unspecified Merchant**

Ship name: **Adana**

Recon values Day: 0 Night: 0

Adana Class MC 1900 to 1941 Ship Cost with Crew Code **E** : 30 (Base Cost: 33) Dataset: 3877

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

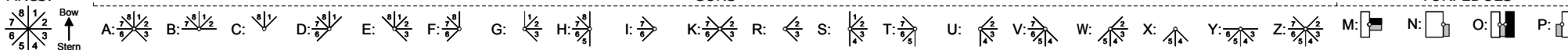
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **10** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:

None

Sunk in 1941

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 ( )) 11/01/2013  
 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.



**Unspecified Merchant**

Ship name: **Aegina**

Recon values Day: 0 Night: 0

Aegina Class MC 1900 to 1941 Ship Cost with Crew Code **E** : 26 (Base Cost: 29) Dataset: 3876

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

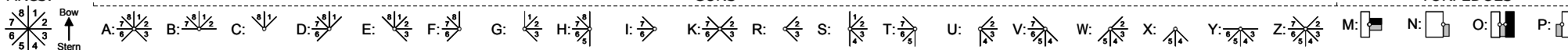
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **8** S/3: **3** Flotation (F): **8** F/3: **3**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **10** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:

None

Sunk in 1941

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 ( )) 11/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Ankara**

Recon values Day: 0 Night: 0

Ankara Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 40 (Base Cost: 44) Dataset: 3900

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

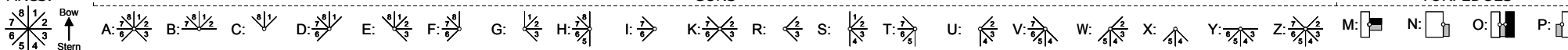
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **17** MVR: **7** Steering #: **7** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Arta**

Recon values Day: 0 Night: 0

Arta Class MC 1900 to 1941 Ship Cost with Crew Code **E** : 26 (Base Cost: 29) Dataset: 3880

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

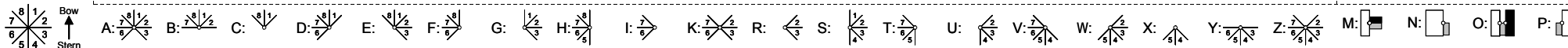
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **8** S/3: **3** Flotation (F): **8** F/3: **3**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **10** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:

None

Sunk in 1941

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 ( )) 11/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Breconshire**

Recon values Day: 0 Night: 0

Breconshire Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 51 (Base Cost: 57) Dataset: 3896

ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:

Size:  Target Type:  MSF:

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

Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

CRF:  MRF:

OTHER guns:

LRF:

**Special**

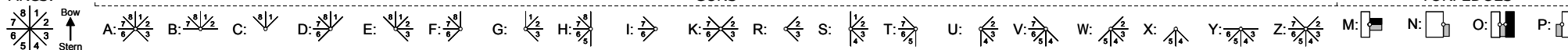
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

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

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

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Cape Clear**

Recon values Day: 0 Night: 0

Cape Clear Class MC 1939 to 1945 Ship Cost with Crew Code **E** : 32 (Base Cost: 35) Dataset: 3928

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

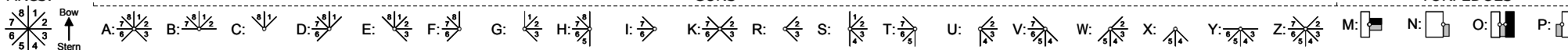
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **7** Steering #: **7** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Conte di Misurata**

Recon values Day: 0 Night: 0

Conte di Misurata Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 49 (Base Cost: 54) Dataset: 3895

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

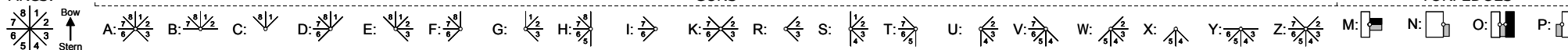
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Donau**

Recon values Day: 0 Night: 0

Donau Class MC 1937 to 1945 Ship Cost with Crew Code **E** : 41 (Base Cost: 46) Dataset: 3931

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

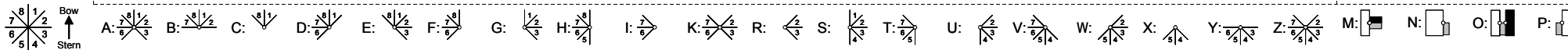
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **21** MVR: **9** Steering #: **9** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Duisburg**

Recon values Day: 0 Night: 0

Duisburg Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 49 (Base Cost: 54) Dataset: 3885

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

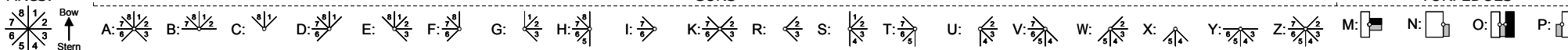
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.



**Unspecified Merchant**

Ship name: **Gloxinia**

Recon values Day: 0 Night: 0

Gloxinia Class MC 1926 to 1945 Ship Cost with Crew Code **E** : 39 (Base Cost: 43) Dataset: 3927

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

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: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

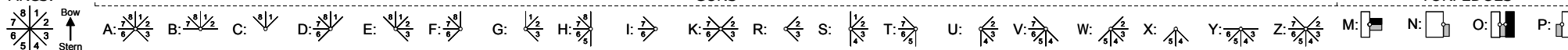
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **8** S/3: **3** Flotation (F): **8** F/3: **3**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Gran**

Recon values Day: 0 Night: 0

Gran Class MC 1930 to 1945 Ship Cost with Crew Code **E** : 45 (Base Cost: 50) Dataset: 3932

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location #

**WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

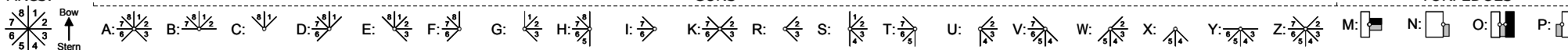
TORPEDOES:

**Special**

ARCS:

**GUNS**

**TORPEDOES**



Structure (S): **11**

S/3: **4** Flotation (F): **11**

F/3: **4**

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

Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6**

When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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.

**Unspecified Merchant**

Ship name: **Hakozaki Maru**

Recon values Day: 0 Night: 0

Hakusan Maru Class MC 1926 to 1945 Ship Cost with Crew Code **E** : 43 (Base Cost: 48) Dataset: 3924

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

Size: **+ 0** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

**Special**

LRF: **0**

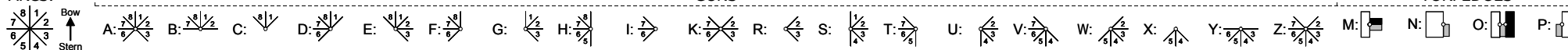
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **14**

S/3: **5** Flotation (F): **14**

F/3: **5**

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

Damage Control Teams: **0**

Speed: **15** MVR: **8** Steering #: **8**

When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Hakusan Maru**

Recon values Day: 0 Night: 0

Hakusan Maru Class MC 1926 to 1945 Ship Cost with Crew Code **E** : 43 (Base Cost: 48) Dataset: 3924

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

Size: **+ 0** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

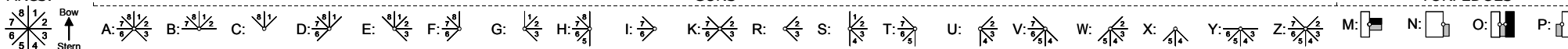
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **14**

S/3: **5** Flotation (F): **14**

F/3: **5**

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

Damage Control Teams: **0**

Speed: **15** MVR: **8** Steering #: **8**

When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Havana Maru**

Recon values Day: 0 Night: 0

Havana Maru Class MC 1926 to 1945 Ship Cost with Crew Code **E** : 22 (Base Cost: 24) Dataset: 3922

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

**Special**

LRF: **0**

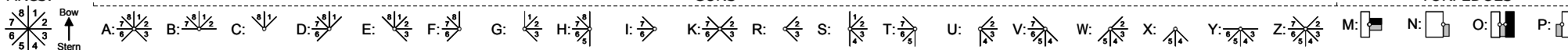
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **9** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Iserlohn**

Recon values Day: 0 Night: 0

Iserlohn Class MC 1900 to 1941 Ship Cost with Crew Code **E** : 27 (Base Cost: 30) Dataset: 3878

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

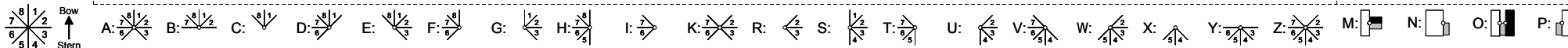
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **10** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:

None

Sunk in 1941

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 ( )) 11/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Maria**

Recon values Day: 0 Night: 0

Maria Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 49 (Base Cost: 54) Dataset: 3892

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

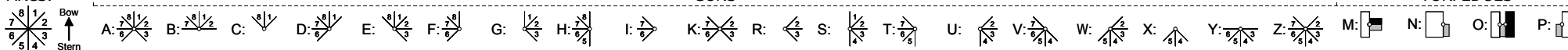
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **12**

S/3: **4** Flotation (F): **12**

F/3: **4**

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

Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6**

When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905)

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: A - 5,000 tons 12 knots Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 39 (Base Cost: 43) Dataset: 427

ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:  Size:  Target Type:  MSF:   
 Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:  Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

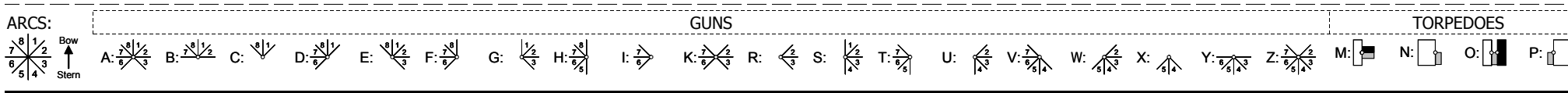
Hit Location # **WEAPONS**

MAIN guns: **Special**

CRF:  MRF:   
 LRF:

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S):  S/3:  Flotation (F):  F/3:   
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams:   
 Speed:  MVR:  Steering #:  When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • A - 5,000 tons 12 knots

Ships in class: N/A

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 09/03/2008



**Unspecified Merchant**

Ship name: *B - 7,000 ton 13 knot* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 50 (Base Cost: 56) Dataset: 37

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

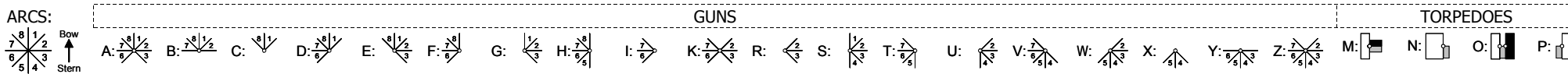
Spotting Distance: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns: **Special**

OTHER guns: **Special** CRF: **0** MRF: **0**  
 LRF: **0**

TORPEDOES: **Special**



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **13** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • B - 7,000 ton 13 knot

Ships in class: N/A

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 09/03/2008

**Unspecified Merchant**

Ship name: C - 8,000 tons 12 knots Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 39 (Base Cost: 43) Dataset: 384

ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:  Size:  Target Type:  MSF:   
 Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:  Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

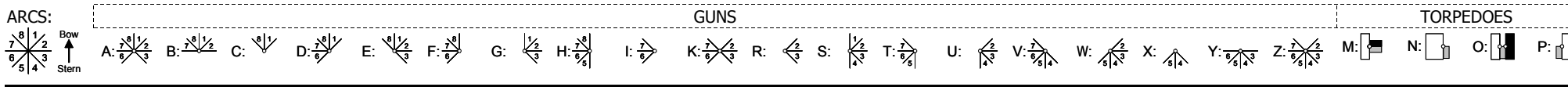
Hit Location # **WEAPONS**

MAIN guns: **Special**

CRF:  MRF:   
 LRF:

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S):  S/3:  Flotation (F):  F/3:   
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams:   
 Speed:  MVR:  Steering #:  When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • C - 8,000 tons 12 knots

Ships in class: N/A

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 09/03/2008

**Unspecified Merchant**

Ship name: *D - 8,000 tons 16 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 52 (Base Cost: 58) Dataset: 380

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

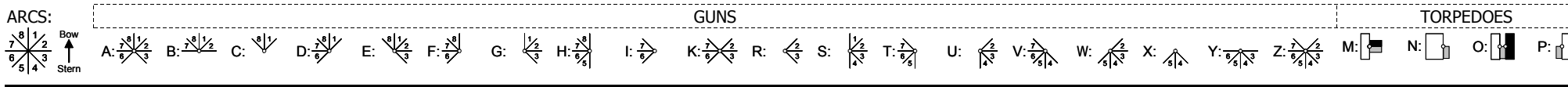
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **16** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • D - 8,000 tons 16 knots

Ships in class: N/A

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.

**Unspecified Merchant**

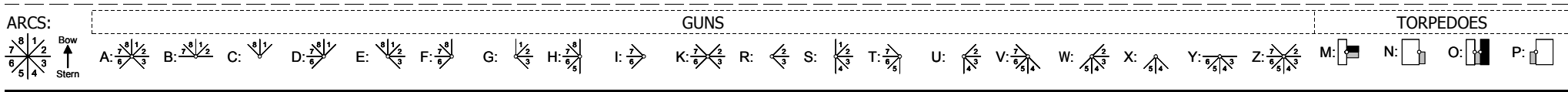
Ship name: *E - 8,000 tons 20 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 65 (Base Cost: 72) Dataset: 491  
 ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**  
 MAIN guns: **Special**

OTHER guns: **Special** CRF: **0** MRF: **0**  
 LRF: **0**

TORPEDOES: **Special**



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **20** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • E - 8,000 tons 20 knots

Ships in class: N/A

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 09/03/2008

**Unspecified Merchant**

Ship name: F - 9,000 tons 18 knots Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 73 (Base Cost: 81) Dataset: 269

ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:  Size:  Target Type:  MSF:   
 Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:  Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

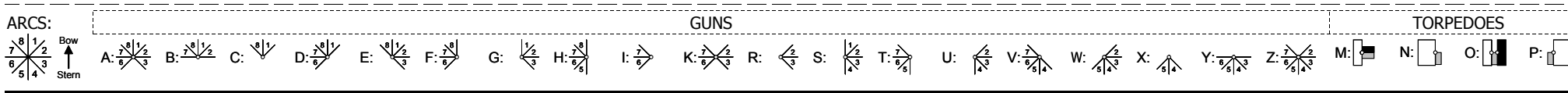
Hit Location # **WEAPONS**

MAIN guns: **Special**

CRF:  MRF:   
 LRF:

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S):  S/3:  Flotation (F):  F/3:   
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams:   
 Speed:  MVR:  Steering #:  When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • F - 9,000 tons 18 knots

Ships in class: N/A

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 09/03/2008

**Unspecified Merchant**

Ship name: *G - 10,000 tons 12 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 37 (Base Cost: 41) Dataset: 385

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **+ 0** Target Type: **A%∞** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

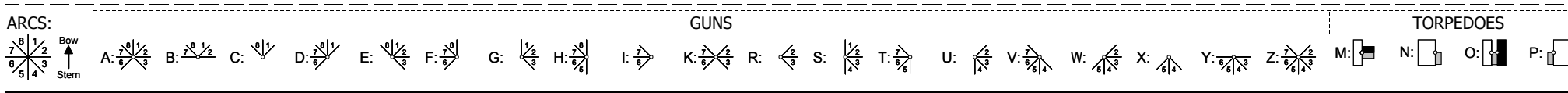
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



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: **0**  
 Speed: **12** MVR: **7** Steering #: **7** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • G - 10,000 tons 12 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: *H - 10,000 tons 18 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 55 (Base Cost: 61) Dataset: 489

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **+ 0** Target Type: **A%oo** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

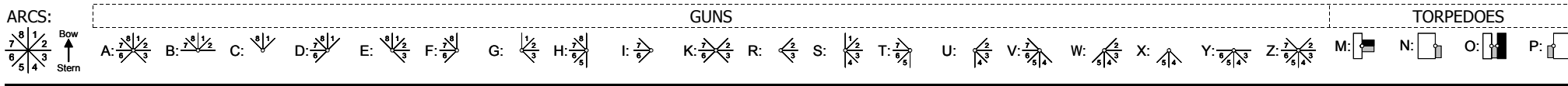
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **15** S/3: **5** Flotation (F): **15** F/3: **5**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **18** MVR: **8** Steering #: **8** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • H - 10,000 tons 18 knots

Ships in class: N/A

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 09/03/2008

**Unspecified Merchant**

Ship name: *I - 4,000 tons 10 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 26 (Base Cost: 29) Dataset: 3884

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

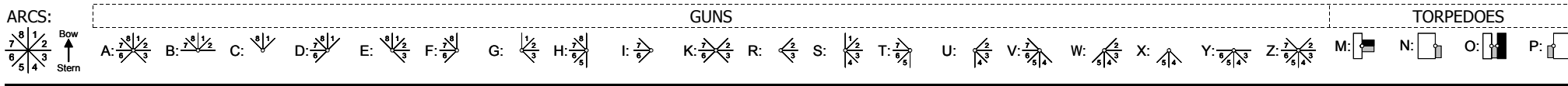
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **8** S/3: **3** Flotation (F): **8** F/3: **3**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **10** MVR: **5** Steering #: **5** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • I - 4,000 tons 10 knots

Ships in class: N/A

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.



**Unspecified Merchant**

Ship name: *J - 7,000 tons 10 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 30 (Base Cost: 33) Dataset: 3881  
 ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

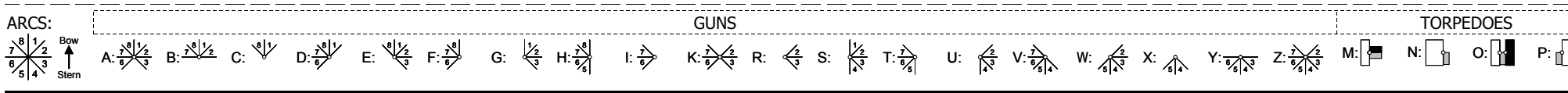
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **11** S/3: **4** Flotation (F): **11** F/3: **4**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **10** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • J - 7,000 tons 10 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: *K - 6,000 tons 10 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 27 (Base Cost: 30) Dataset: 3882

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

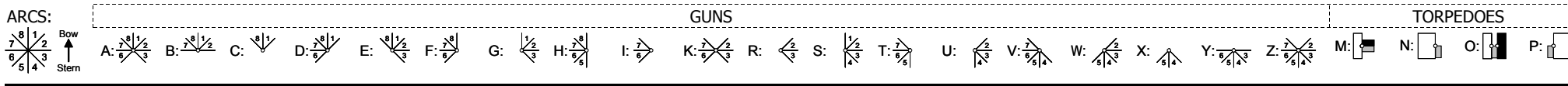
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **10** S/3: **3** Flotation (F): **10** F/3: **3**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **10** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • K - 6,000 tons 10 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: L - 3,000 tons 10 knots Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 24 (Base Cost: 27) Dataset: 3883

ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:  Size:  Target Type:  MSF:   
 Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns, Kamikaze Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:  Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

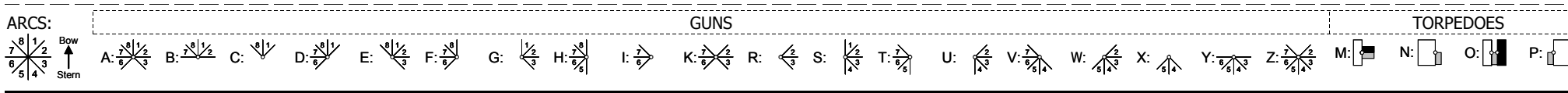
Hit Location # **WEAPONS**

MAIN guns: **Special**

CRF:  MRF:   
 LRF:

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S):  S/3:  Flotation (F):  F/3:   
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams:   
 Speed:  MVR:  Steering #:  When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • L - 3,000 tons 10 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: *M - 8,000 tons 15 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 49 (Base Cost: 54) Dataset: 3886

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

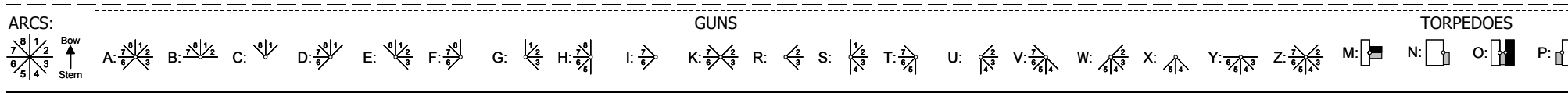
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • M - 8,000 tons 15 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: *N - 3,000 tons 15 knots* Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 49 (Base Cost: 54) Dataset: 3888

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **- 2** Target Type: **A%oo** MSF: **n/a**  
*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: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

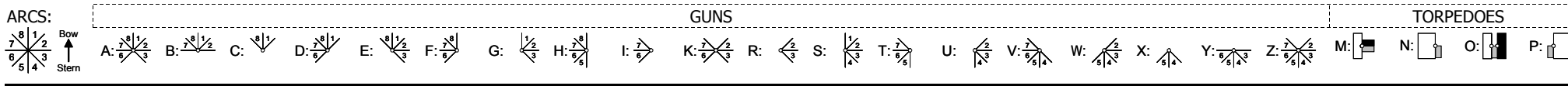
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **8** S/3: **3** Flotation (F): **8** F/3: **3**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **15** MVR: **4** Steering #: **4** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • N - 3,000 tons 15 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: O - 5,000 tons 15 knots Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 41 (Base Cost: 45) Dataset: 3890

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
 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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

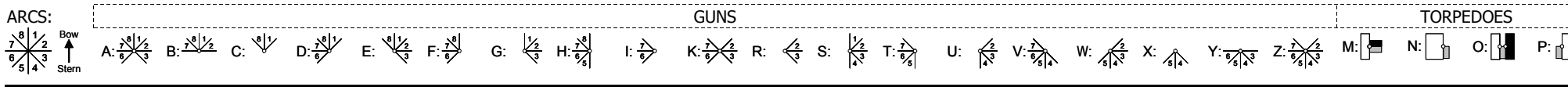
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **10** S/3: **3** Flotation (F): **10** F/3: **3**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • O - 5,000 tons 15 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: P - 6,000 tons 15 knots Recon values Day: 0 Night: 0  
 Merchant Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 49 (Base Cost: 54) Dataset: 3893

ARMOUR: Belt: **0** Deck: **0** CT: **0** Turrets #1: **n/a** Turrets #2: **n/a** Casemates: **n/a** Size: **-1** Target Type: **A%oo** MSF: **n/a**  
 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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a** Crew Quality: \_\_\_\_\_  
 Spotting Aircraft: \_\_\_\_\_

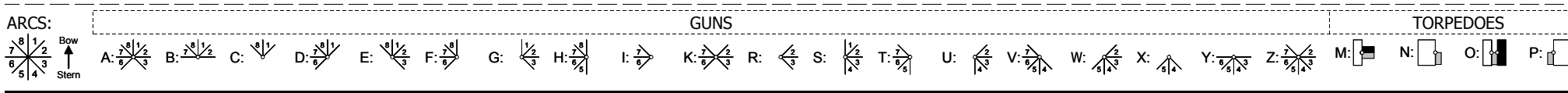
Hit Location # **WEAPONS**

MAIN guns: **Special**

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

OTHER guns: **Special**

TORPEDOES: **Special**



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**  
 Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**  
 Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Other Equipment (delete when lost): Searchlights (from 1905) None  
 Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:  
 • P - 6,000 tons 15 knots

Ships in class: N/A

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.

**Unspecified Merchant**

Ship name: **Minatitlan**

Recon values Day: 0 Night: 0

Minatitlan Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 41 (Base Cost: 45) Dataset: 3894

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

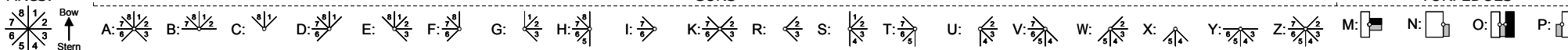
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.



**Unspecified Merchant**

Ship name: **Monginevro**

Recon values Day: 0 Night: 0

Monginevro Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 33 (Base Cost: 37) Dataset: 3897

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

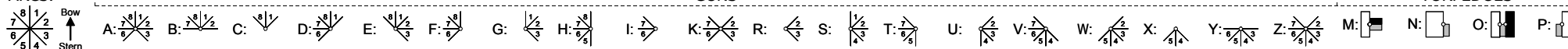
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **12** S/3: **4** Flotation (F): **12** F/3: **4**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **12** MVR: **7** Steering #: **7** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Nagara Maru**

Recon values Day: 0 Night: 0

Nagara Maru Class MC 1935 to 1945 Ship Cost with Crew Code **E** : 45 (Base Cost: 50) Dataset: 3923

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

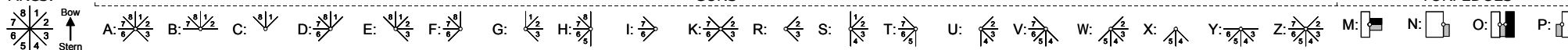
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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: **0**

Speed: **15** MVR: **7** Steering #: **7** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Napoli**

Recon values Day: 0 Night: 0

Napoli Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 32 (Base Cost: 36) Dataset: 3898

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

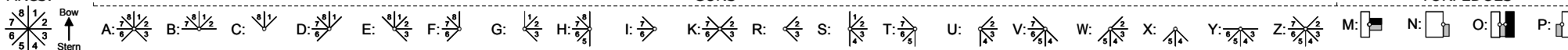
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **12** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Neosho**

Recon values Day: 0 Night: 0

Neosho Class MC 1938 to 1945 Ship Cost with Crew Code **E** : 48 (Base Cost: 53) Dataset: 3925

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

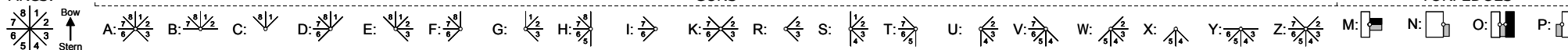
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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: **0**

Speed: **18** MVR: **8** Steering #: **8** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Newton Beech**

Recon values Day: 0 Night: 0

Newton Beech Class MC 0 to Ship Cost with Crew Code **E** : 27 (Base Cost: 30) Dataset: 3921

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

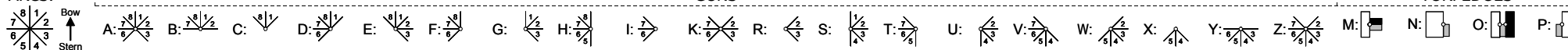
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **10** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

None

Other Equipment (delete when lost): #Error

Remarks:

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 25/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Otaio**

Recon values Day: 0 Night: 0

Otaio Class MC 1930 to 1945 Ship Cost with Crew Code **E** : 59 (Base Cost: 66) Dataset: 3926

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

Size: **+ 0** Target Type: **A%∞** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

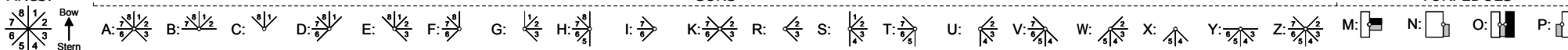
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



Structure (S): **17**

S/3: **6** Flotation (F): **17**

F/3: **6**

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

Damage Control Teams: **0**

Speed: **15** MVR: **7** Steering #: **7**

When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Reaveley**

Recon values Day: 0 Night: 0

Reaveley Class MC 1940 to 1945 Ship Cost with Crew Code **E** : 45 (Base Cost: 50) Dataset: 3930

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

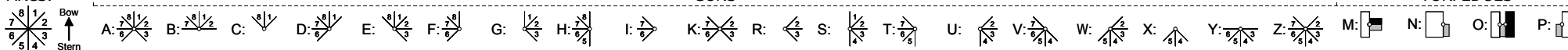
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Rina Corrado**

Recon values Day: 0 Night: 0

Rina Corrado Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 41 (Base Cost: 45) Dataset: 3891

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

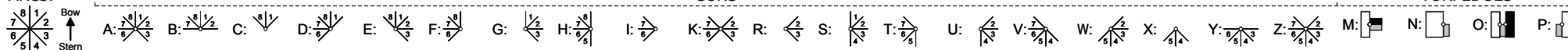
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.



**Unspecified Merchant**

Ship name: **Sabaudia**

Recon values Day: 0 Night: 0

Sabaudia Class MC 1900 to 1941 Ship Cost with Crew Code **E** : 24 (Base Cost: 27) Dataset: 3879

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

Size: **- 2** Target Type: **A%oo** MSF: **n/a**

*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: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

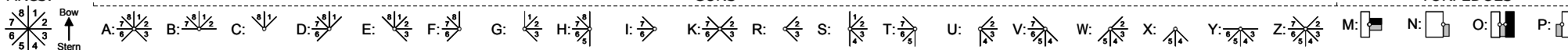
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **10** MVR: **4** Steering #: **4** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** Remarks:

None

Sunk in 1941

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 ( )) 11/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Sagitta**

Recon values Day: 0 Night: 0

Sagitta Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 41 (Base Cost: 45) Dataset: 3889

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

*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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

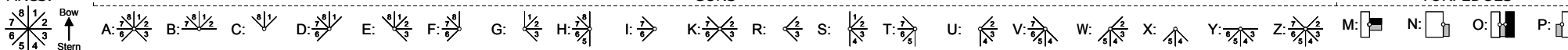
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: **San Marco**

Recon values Day: 0 Night: 0

San Marco Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 49 (Base Cost: 54) Dataset: 3887

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

Size: **-2** Target Type: **A%oo** MSF: **n/a**

*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: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location #

**WEAPONS**

MAIN guns:

**Special**

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

OTHER guns:

LRF: **0**

**Special**

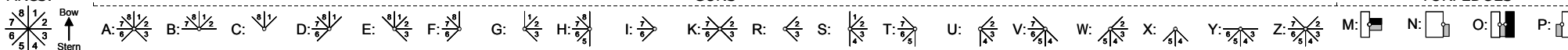
TORPEDOES:

**Special**

ARCS:

**GUNS**

**TORPEDOES**



Structure (S): **8** S/3: **3** Flotation (F): **8** F/3: **3**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **4** Steering #: **4** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.

**Unspecified Merchant**

Ship name: **Tower Hill**

Recon values Day: 0 Night: 0

Tower Hill Class MC 1942 to 1945 Ship Cost with Crew Code **E** : 57 (Base Cost: 63) Dataset: 3929

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

Size: **-1** Target Type: **A%oo** MSF: **n/a**

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: **4 RB** Fire Control Value: **0** Gunnery Modifier: **n/a**

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

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

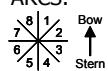
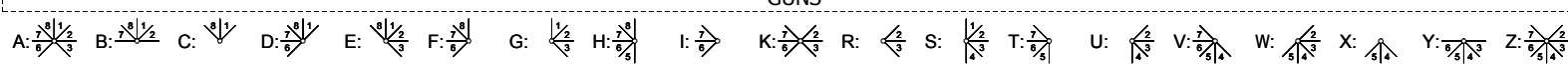
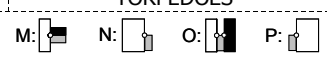
OTHER guns:

LRF: **0**

**Special**

TORPEDOES:

**Special**

ARCS:  **GUNS**  **TORPEDOES** 

Structure (S): **14** S/3: **5** Flotation (F): **14** F/3: **5**

Fires: \_\_\_\_\_ (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **0**

Speed: **15** MVR: **6** Steering #: **6** When Steering # reduced to 0 then the ship requires a Crew Test to turn

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights

None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit**

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 ( )) 26/05/2015  
 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.

**Unspecified Merchant**

Ship name: **Vettor Pisani**

Recon values Day: 0 Night: 0

Vettor Pisani Class MC 1900 to 1945 Ship Cost with Crew Code **E** : 32 (Base Cost: 35) Dataset: 3899

ARMOUR: Belt:  Deck:  CT:  Turrets #1:  Turrets #2:  Casemates:

Size:  Target Type:  MSF:

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

Saving Throw Modifier:

Spotting Distance:  Fire Control Value:  Gunnery Modifier:

Crew Quality: \_\_\_\_\_

Spotting Aircraft: \_\_\_\_\_

Hit Location # **WEAPONS**

MAIN guns:

**Special**

CRF:  MRF:

OTHER guns:

LRF:

**Special**

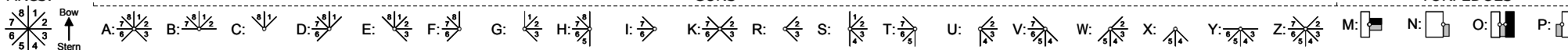
TORPEDOES:

**Special**

ARCS:

GUNS

TORPEDOES



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

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

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

Changes to CRF or MRF:

Other Equipment (delete when lost): Searchlights (from 1905) None

Special Effects: **• Poor Underwater Protection • Vessel takes 2xIP damage and rolls for one additional Crit. when hit** 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 ( )) 13/01/2013  
 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.