Japan

Ship name: **Ryuho**

From June 1944; IS option

Recon values Day: 3 Night: 2

Ship has Search Radar

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

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

Crit table: Carrier; 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: **2** Gunnery Modifier: **+ 1** Crew Quality:

Spotting Aircraft:

Hit Location #

MAIN guns: #: Cal: Arcs: WEAPONS Hit#: I:6 II:9 III:12 IV:15 V:18 IP: CV: Radar:

1 - 4 8 5.00 AA I:S2 ØØOØ R:S2 ØØOØ Pen: 4 3 1 — 2 2 No

provided by each … used once only … boxes above when used. Special AA rules apply if target is hit.

If a weapon 'Crit' lands in this section … or part thereof. CRF: 6 MRF: 0

OTHER guns: #: Cal: Arcs: I:9 III:12 IV:15 V:18 IP: CV: Radar: LRF: 6

5 -10 6 4.70 RP Each mount box provides 3 AA factors, against tar… in contact. Cross off boxes when used or lost to d… Special AA rules apply if target is hit. …OOOOO.

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

TORPEDOES:

n/a

ARCS: GUNS

CV Handling (H): **8** CV RRR limit: **6** FD Catapults: **0** Aircraft Capacity at start: 31

Structure (S): **13** S/3: **4** Flotation (F): **13** F/3: **4**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **4**

Speed: **27** MVR: **10** Steering #: **10** When Steering # reduced to 0 then the ship requires a Crew Test to turn

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

Searchlights (Optional) Smokescreen; test at - 3 None

Special Effects: • **Poor Underwater Protection** • **Poor Carrier Safety** Remarks:

• From June 1944
• IS option

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

Dataset v.1
08/11/2008

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

The Class of the ship.

An abbreviation of the ship type.

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

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

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

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

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

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

This is the nationality of the ship.

The Initial Ship Data, RECON values, and Option Flag

Great Britain

Ship name: WRITE THE NAME OF THE SHIP HERE

Recon values Day: 1 Night: 1

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

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

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

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

Spotting Aircraft:

Hit Location #

WEAPONS

	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
MAIN guns:	1 - 5	8	4.70	A:S2 OO Z:S2 OO	Pen:	4	3	1	—	—	2	2	No

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

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

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

GUNS I: K: R: S: T: U: V: W: X: Y: Z:

TORPEDOES M: N: O: P:

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

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

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

Speed: 36 MVR: 6 Steering #: 6 When Steering # reduced to 0 then the ship requires a Crew Test to turn

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

Searchlights Smokescreen; test at + 0 None

Special Effects: Remarks:

None

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

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.3
26/09/2015

The Initial Ship Data for a class of ships with a large number of vessels.

Great Britain

Ship name: **Nelson** Recon values Day: 0 Night: 0

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

ARMOUR: Belt: **11** Deck: **6** CT: **11** Turrets #1: **[11]** Turrets #2: **(2)** Casemates: **n/a** Size: **+ 2** Target Type: **A** MSF: **+ 0**

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

Spotting Distance: **5 RB** Fire Control Value: **7** Gunnery Modifier: **+ 0** Crew Quality:

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

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 5	9	16.00	A:[T3] OO K:[T3] O	Pen:	14	13	11	10	9	7	11	Yes

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof. CRF: **10** MRF: **0**

OTHER guns:	#:	Cal:	Arcs:	LRF: **5**
6 -10	12	6.00	I:(T2) OOO R:(T2) OOO	
	6	4.70	AA+ I:S1 OOO R:S1 OOO	

Aircraft save at -2

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

TORPEDOES:

n/a

ARCS: Bow Stern GUNS A: B: C: D: E: F: G: H: I: K: TORPEDOES Z: M: N: O: P:

Some ships have changes to their small calibre guns which appear as:
• Close range Factors (CRF)
or
• Medium Range Factors (MRF)
on the Ship Data Card.
Any change means that the points values are altered for the ship, and the revised figures appear below.

The first row shows
• the increased value of the changed factor, sometimes with a date, as in this case.
The second row shows
•• firstly, the revised ship cost taking account of the Crew Code (which is shown at the top of the sheet). Then [in brackets] the revised Base Cost of the ship, which you may wish to use under certain circumstances.

Structure (S): **90** S/3: **30** Flotation (F): **37**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **6**

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

Other Equipment (delete when lost):

Searchlights (Optional) Smokescreen; test at - 3

Special Effects:

Changes to CRF or MRF:

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

Remarks:

None

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

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