

Ship name:

Hatsuharu (Type 93 torpedoes) Class DD 1935 to 1937 Ship Cost with Crew Code A : 406 (Base Cost: 369)

ARMOUR: Belt: 0 Deck: 0 CT: 0 Turrets #1: 0 Turrets #2: n/a Casemates: n/a  
Crit. table: Normal; Can be attacked by: Guns, Torpedoes, MRF (s/t applies), Bombs, Standoff Weapons, Rockets, A/s Guns,

Spotting Distance: 3 RB

These tubes are identified as being 'TR' so they have a reload potential shown by '@'. In this case there are two mounts each with 3 torpedoes.  
When the mount has been fired the first time, the symbol is crossed out.  
In a subsequent turn, if the ship moves Slowly in the Movement Phase, and does not declare any Torpedo Attacks, the crew can attempt to reload the mount during the Action Phase.  
If the crew pass their reload test, the '@' is crossed out and the second mount box can then be fired in a subsequent turn.

This shows the effects of torpedoes with long ranges. In the case of this ship, it can see 3 RB (its Spotting Distance), and can therefore declare a torpedo attack on a target up to that range. In the case of this torpedo, it reaches to 5 RB with the same "to hit" modifier. Torpedoes which can run further than the ship can see indicate this by showing the modifier (in brackets). This means that torpedoes that miss targets in the initial 3 RB will continue to run to 5 RB and attacks must be resolved any targets (both enemy and friendly) they encounter in the extended beaten zone.

Hit Location #	MAIN guns: #:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
	1 - 6	4	5.00 AA	A:T2	6	3	2	—	—	2	2	No
		1	5.00 AA	K:T1	3	2	—	—	—	2	2	No

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

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

TORPEDOES: #:	Cal:	Arcs:	Hit#:	I:14	II:17	III:19	IV:20	V:21	IP:	CV:
8 - 10	6	24.00	[∞] O:TR3 O@O@O@O	6	3	2	(+2)	(+2)	7	9

ARCS: 

GUNS: 

TORPEDOES: 

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

Fires: (All C) Damage Control Teams: 1

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

Other Equipment (delete when lost): Searchlights Smokescreen; test at + 0 Changes to CRF or MRF: None

Special Effects: • Mixed Battery Rules apply to the 5" guns. Remarks: • Carries Type 93 "Long Lance" torpedo

The destroyer is carrying Long Lance Torpedoes (indicated by '[∞]' in front of the mounts), and therefore subject to special damage effects if a Critical Hit affects the Torpedo area. These are described in the rules.

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

Ships in class: Yugure, Ariake

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.

Japanese "Long Lance" Torpedoes, Japanese Torpedo Reloads, Long Range Torpedoes

Ship name: **Scharnhorst**

Recon values Day: 0 Night: 0

Scharnhorst Class AC 1907 to 1914 Ship Cost with Crew Code B : 438 (Base Cost: 417) Dataset: 8

ARMOUR: Belt: **4** Deck: **2** CT: **7** Turrets #1: **[6]** Turrets #2: **n/a** Casemates: **{6}**

Size: **+0** Target Type: **A** MSF: **+0**

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

Saving Throw Modifier: **n/a**

Spotting Distance: **4 RB** Fire Control Value: **3** Gunnery Modifier: **-1**

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

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

Hit Location #				WEAPONS									
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	
<b>1 - 6</b>	<b>4</b>	<b>8.20</b>	<b>A:[T2] O Z:[T2] O</b>	Pen:	<b>7</b>	<b>5</b>	<b>4</b>	<b>2</b>	<b>—</b>	<b>4</b>	<b>4</b>	<b>No</b>	
	<b>4</b>	<b>8.20</b>	<b>F:{C1} O G:{C1} O T:{C1} O U:{C1} O</b>	Pen:	<b>7</b>	<b>5</b>	<b>4</b>	<b>—</b>	<b>—</b>	<b>4</b>	<b>4</b>	<b>No</b>	

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

CRF: **0** MRF: **6**

OTHER guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	LRF:
<b>7 - 10</b>	<b>6</b>	<b>5.90</b>	<b>I:{C1} OOO R:{C1} OOO</b>	Pen:	<b>5</b>	<b>3</b>	<b>2</b>	<b>—</b>	<b>—</b>	<b>2</b>	<b>2</b>	<b>No</b>	<b>0</b>

TORPEDOES:

n/a



The mixed Battery Rule applies here to the 8.2" guns.  
 In accordance with the rules, when fired these must be combined into a single salvo of against a single target.  
 A broadside from the Scharnhorst would be made up of the two Turrets in arcs A and Z, plus two Casemate guns in either arcs F and T or G and U. As can be seen above a broadside of 6 guns is only possible up to 3RB, the Turrets being able to reach to 4RB while the Casemates cannot.  
 When applying the effects of a hit from Mixed Batteries, the following restrictions apply:  
 • Use the worst IP if there is a choice  
 • Use the best CV  
 • Use the worst penetration  
 (In this case there are no differences)  
 If the MAIN guns were hit as a result of Critical Damage then one of the twin turrets would be lost before a single gun in a Casemate. The decision sequence here is:  
 1) protection (all have Armour Class 6)  
 2) calibre (all are 8.2")  
 3) number of guns ... the twin turrets are lost before a single Casemate.

Structure (S): **35** S/3: **12** Flotation (F): **20**  
 Fires: (All Crew Tests are penalised if ship is on fire)  
 Speed: **24** MVR: **7** Steering #: **7**

Other Equipment (delete when lost):  
 Searchlights (Optional) Smokescreen; test at - 2

Special Effects: • **Mixed Gun Battery Rules apply to the 8.2" guns.** • **Poor Underwater Protection**

Sunk in 1914

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

Ship name: \_\_\_\_\_ Recon values Day: 0 Night: 0

Espera Class TB 1890 to 1905 Ship Cost with Crew Code D : 32 (Base Cost: 34) Dataset: 1128

ARMOUR: Belt: 0 Deck: 0 CT: 0 Turrets #1: n/a Turrets #2: n/a Casemates: n/a Size: -3 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: 2 RB Fire Control Value: 1 Gunnery Modifier: -1 Crew Quality: \_\_\_\_\_

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

Hit Location # \_\_\_\_\_ WEAPONS

MAIN guns: n/a

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

CRF: 0 MRF: 2

OTHER guns: \_\_\_\_\_ LRF: 0

1 - 2

TORPEDOES: #: 3-10 Cal: 5 18.00 Arcs: M:TF1 O O:TT2 OO Hit#: I:14 II:17 III:19 IV:20 V:21 IP: CV: Mod: -2\* - - - - 2 3

ARCS: GUNS TORPEDOES (Visual representation of arcs and weapons)

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

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

Speed: 19 MVR: 3 Steering #: 3 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 (from 1905) (Optional) Smokescreen; test at +0 (- 1 if action set before 1905) None

Special Effect: • Short range torpedoes • Poor Underwater Protection Remarks: \_\_\_\_\_

Ships in class: Espera, Rosales None

From 1905 all ships are treated as being equipped with effective searchlights, to be used in night actions. The remark "(from 1905)" only appears on sheets with a date range which includes a date prior to 1905.

The ability to make smoke has been extended to cover a wider range of vessels than Destroyers, though this is also optional so the players should agree if they wish to allow this. If a ship can make smoke it is shown here, as well as if the ability is optional. To make smoke requires a successful Crew Test in all cases. Vessels other than destroyers have a penalty when attempting to make smoke, depending on their size. In addition if the action is set on a date before 1905, all vessels which may make smoke incur an additional -1 penalty, as shown here. The additional penalty is only shown if the ship data sheet is valid for a date earlier than 1905 (as in this case)

Gun 1 (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.2 08/04/2015

Searchlights and Smoke

Ship name:

Recon values Day: 1 Night: 1

V and W (L/R escorts) Class DD 1943 to 1943 Ship Cost with Crew Code B : 98 (Base Cost: 93) Dataset: 2044

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

Ship has Search Radar  
Size: -2 Target Type: A% MSF: +0  
Saving Throw Modifier: +0

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

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

Crew Quality: \_\_\_\_\_  
Spotting Aircraft: \_\_\_\_\_

Hit Location #				WEAPONS									
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	
1 - 5	2	4.00	A:S1 O Z:S1 O	Pen:	3	2	1	—	—	2	1	No	

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

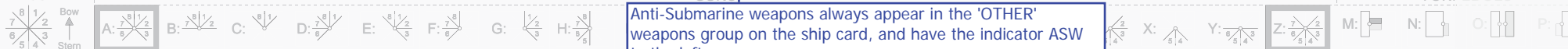
CRF: 2 MRF: 0

OTHER guns: #: Cal: Arcs: Hit#: I:6 II:9 III:12 IV:15 V:18 IP: CV: Radar: LRF: 0

6 - 10 ASW A: ATW D (5cm; +1 to hit; S/T -1)  
Z: DC Ω Ω Ω (10cm; +1 to hit)

TORPEDOES:

n/a

ARCS:  GUNS TORPEDOES

Anti-Submarine weapons always appear in the 'OTHER' weapons group on the ship card, and have the indicator ASW to the left.

These weapons have a special form of attack within the rules, and do not have any details in the right hand side of the area on the sheet.

There are two symbols in use to depict the number of factors available:

- 'D' is used to show factors for Ahead Throwing Weapons (Hedgehog and Mousetrap). This is always just one.
- 'Ω' is used to show Depth Charge factors. These will be one or more.

The information shows the ranges at which they may be used, attack modifiers, and saving throw modifiers. These are the same as those in the tables in the rules.

Structure (S): 3 S/3: 1 Flotilla

Fires: \_\_\_\_\_ (All Crew Tests are per

Speed: 25 MVR: 5 Steering

Other Equipment (delete when lost):

Searchlights \_\_\_\_\_ Smokescreen; test at + 0

Special Effects:

Ships in class: Vanoc, Vanquisher, Velox, Versatile, Vesper, Vidette, Walker, Warwick, Wrestler

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.