

Ship name: Exeter

Recon values Day: 1 Night: 0

Exeter Class  
ARMOUR: Belt: 4 Deck:   
Crit. table: Normal; Can be attacked

This shows that the gun is also an AA gun, and can be fired either at a ship or at an aircraft target. The code here could show the following:  
• 'AA' for a basic heavy AA gun  
• 'AA+' for an Allied late-war AA gun with VT fuses  
• 'IS' for a Japanese gun equipped with Incendiary Shrapnel  
• 'RP' for a Japanese Rocket Projector  
Examples are shown on following pages.

This ship has an LRF (AA) factor of 3

Spotting Distance: 4 RB

Hit Location #	MAIN guns: #:	Cal:	Arcs:
1 - 5	6	8.00	A:[T2] OO Z:[T2] O

Hit Location #	OTHER guns: #:	Cal:	Arcs:
6 - 8	4	4.00	AA I:S1 OO R:S1 OO

AA

Grey shaded areas (on the left) and text (on the right) link features applicable to the heavy AA weapons on a ship.

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.

Hit Location #	TORPEDOES: #:	Cal:	Arcs:
9 - 10	6	21.00	N:TT3 O P:TT3 O

ARCS: GUNS: TORPEDOES:

If it loses any of these mounts, the LRF will be reduced by 1 for each mount lost. You will see in this case that there are 4 mounts but only 3 LRF. In some cases there is a higher LRF value than the number of mounts, and in such cases, when the last mount is eliminated, the LRF is reduced immediately to 0.

Structure (S): 16  
Fires:  
Speed: 32  
Other Equipment (delete when lost):  
Searchlights (Optional) Smokescreen; test at - 2  
Special Effects:

F/3: 4  
Damage Control Teams: 3  
When Steering # reduced to 0 then the ship requires a Crew Test to turn  
Changes to CRF or MRF:  
None  
Remarks:  
None

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

Ship name: Rodney

Recon values Day: 1 Night: 0

Nelson Class BB 1942 to 1942 Ship Cost with Crew Code C : 2405 (Base Cost: 2405) Dataset: 3332 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 DPAARadar: +1 to hit Spotting Aircraft: 1

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		

OTHER guns:				WEAPONS										
#:	Cal:	Arcs:		Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:	CRF:	MRF:
6 - 10	12	6.00	L:(T2) OOO R:(T2) OOO									No	8	0
	6	4.70	AA OOO R:01 OOO									No	5	

This ship has radar support for its AA guns, giving +1 to hit.  
 This means that each LRF factor will get this 'to hit' bonus.  
 However, the 4.7" gun does NOT get this bonus if attacking a ship, because this ship does not have radar support for OTHER guns.

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

TORPEDOES:

n/a

ARCS: 

Structure (S): 90 S/3: 30 Flotation (F): 37 F/3: 12

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 Changes to CRF or MRF:

- CRF increased to 9 from May 1942
- (Revised ship cost with crew = 2408 [Base cost = 2408])

Special Effects: 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.

Heavy AA Guns #2 - Anti-aircraft Radar

Ship name: Nelson

Recon values Day: 0 Night: 0

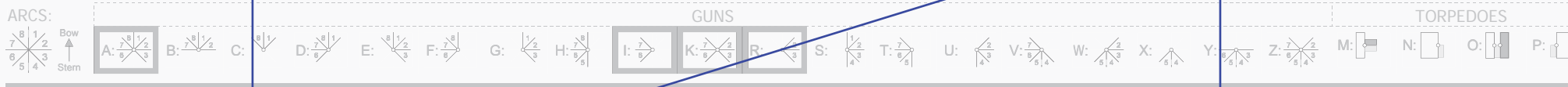
Nelson Class BB 1943 to 1945 Ship Cost with Crew Code B : 2623 (Base Cost: 2498) Dataset: 1894 See below for changes to CRF/MRF Ship has Search Radar  
ARMOUR: Belt: 11 Deck: 6 CT: 11 Turrets #1: [11] Turrets #2: (2) Casemates: n/a Size: +2 Target Type: A MSF: +0  
Crit. table: Normal; Can be attacked 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

OTHER guns: #: Cal: Arcs: Hit#: I:5 V:18 IP: CV: Radar: LRF: 5 MRF: 0  
6 -10 12 6.00 I:(T2) OOO R:(T2) OOO Pen: 1 3 2 Yes Aircraft save at -2  
6 4.70 AA+ I:S1 OOO R:S1 OOO Pen: 4 2 1 Yes 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



The code 'AA+' indicates that this weapon has VT fuses for its heavy AA guns, which gives a target aircraft a modifier of -2 when it rolls its saving throw. NOTE that you may find ships which have VT fuses but do NOT have radar support for their AA guns. In this case, the 4.7" guns also have radar support when used against surface vessels.

Structure (S): \_\_\_\_\_ Rotation (F): 37 F/3: 12  
Fires: \_\_\_\_\_ (penalised if ship is on fire)  
Speed: \_\_\_\_\_ Steering #: 11 Damage Control Teams: 6  
Other Equipment \_\_\_\_\_ When Steering # reduced to 0 then the ship requires a Crew Test to turn

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.

Heavy AA Guns #3 - VT Fuses

Ship name: Ryuho

From June 1944; IS option

Recon values Day: 3 Night: 2

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

Ship has Search Radar

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

Size: +0 Target Type: C%o 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

Many Japanese guns (up to 18.1" !) were equipped with an Incendiary Shrapnel round. These may appear in both MAIN and/or OTHER weapon sections on a wide variety of ships. Here they appear in the MAIN section. An Incendiary Shrapnel (IS) weapon can be used once in a game for each Ø symbol in the mounts area. Each symbol is crossed out when used and provides 3 factors (dice). It can only be fired into the arc concerned (here Port (I) and Starboard (R)). If an AA mount is lost, then the IS attack is lost with it. These mounts are (separately) also providing LRF factors. In this case there are 4 mounts and 6 factors. When the 4th mount is lost to damage, ALL remaining LRF is lost at once. You cannot use both the Incendiary Shrapnel and also fire the guns as AA weapons with their LRF in the same turn.

Hit Location #				WEAPONS				
MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	
1 - 4	8	5.00	AA	I:S2 OØOØ R:S2 OØOØ	Pen:	4	2	1
	4	5.00	IS	3 AA factors are provided by each mount above, fired into its arc. These can be used once only. Cross off 'Ø' boxes above when used. Special AA rules apply if target is hit.				

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


OTHER guns: #: 6 Cal: 4.70 Arcs: RP Hit#: I:6 II:9 III:12 IV:15 V:18 IP: CV: Radar: LRF: 6

Each mount box provides 3 AA factors, against target stands in contact. Cross off boxes when used or lost to damage. Special AA rules apply if target is hit. ...OOOOO...O

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

The Rocket Projector (RP) weapon shown under OTHER guns provides 3 factors (dice) for each mount. These can be used as the player wishes against an aircraft stand or stands in contact with the ship. When used one of the mount symbols is crossed out.

TORPEDOES: n/a

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

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:

None

Remarks:

- From June 1944
- IS option

Searchlights (Optional) Smokescreen; test at - 3

Special Effects: • Poor Underwater Protection • Poor Carrier Safety

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 08/11/2008  
 • 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.

Heavy AA Guns #4 - Japanese Special AA weapons