Great Britain

Ship name: **Victorious**

Illustrious Class CV 1944 to 1945 Ship Cost with Crew Code **B** : 1286 (Base Cost: 1225) Dataset: 3451 See below for changes to CRF/MRF

Recon values Day: 4 Night: 2

Ship has Search Radar

ARMOUR: Belt: **5** Deck: **4** CT: **0** Turrets #1: **0** Turrets #2: **n/a** Casemates: **n/a**

Size: **+ 1** Target Type: **C** MSF: **+ 0**

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

Saving Throw Modifier: **n/a**

Spotting Distance: **5 RB** Fire Control Value: **3** Gunnery Modifier: **+ 1** Crew Quality:

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

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:	Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 6	16	4.50	AA+ I:T2 OOOO R:T2 OOOO	Pen:	4	3	2	1	—	3	2	Yes

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

CRF: **11** MRF: **0**

OTHER guns: **7 -10**

LRF: **9** 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 A: B: C: D: E: F: G: V: X: Y: Z: TORPEDOES M: N: O: P:

Aircraft carriers have a number of game functions that are only available to them. These appear here on the Ship Data Card, and the area is blank on non-carriers.

CV Handling (H): **9**

CV RRR limit: **6**

FD Catapults: **1**

Aircraft Capacity at start: 36

Structure (S): **37** S/3: **12** Flotation (F): **F5** F/3: **8**

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: **5**

Speed: **11** Steering #: **11** Crew Test to turn

Other Equipme

Searchligh t - 3

• Victorious: SRAA 12 by end of war

•• (Revised ship cost with crew = 1288 [Base cost = 1227])

Special Effects: • **Armoured Flight Deck**

Remarks:

• Designed complement 30 torpedo bombers and 6 fighters/bombers.

The value for Carrier Handling (H) is a limit on the number of handling actions that can be carried out by a carrier in one game turn. Some actions use more than 1 point of H.

Many (but not all) carriers have one or more catapults on the Flight Deck. These provide a modifier when launching aircraft stands during the game.

The RRR limit shows the maximum number of points of H that can be "spent" in the hangar in one game turn in order to:
• Refuel a stand (1H)
• Re-arm a stand (1H)
• Replace lost aircraft (1 or more H)

As mentioned on another sheet, there are a number of Special Effects which are applied to various types of ship in the game.
This one is only available on some carriers.

Where we have found the information about the typical or designed complement of aircraft we show it here.

The aircraft capacity is the designed capacity of the carrier and shows the maximum number of aircraft that can be on the carrier at the start of the game.

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

Specific Data used on Aircraft Carriers

Japan

Ship name: **Yamato**

Recon values Day: 3 Night: 0

Yamato Class BB 1938 to 1942 Ship Cost with Crew Code A : 5889 (Base Cost: 5354) Dataset: 502

ARMOUR: Belt: 11 Deck: 8 CT: 13 Turrets #1: [15] Turrets #2: (3) Casemates: n/a • 5" turrets: AC 0

Size: + 3 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: 10 Gunnery Modifier: + 1

Crew Quality:

Spotting Aircraft: 3

Hit Location #

WEAPONS

MAIN guns: #: Cal: Arcs: IV:15 V:18 IP: CV: Radar:

1 - 6 9 18.10 A:[T3] OO Z:[T3] O 14 13 11 19 15 No

If a weapon 'Crit' lands in this section lose 1 CR factor

V:15 V:18 IP: CV: Radar:

H:(T3) O S:(T3) 2 1 3 3 No

R:T2 OOO — — 2 2 No

such mounts are lost the LRF is reduced to 0.

ARCS: Bow Stern

GUNS

TORPEDOES M: N: O: P:

All ships have this common data on their Record Sheets

Ships have a Structural value for the hull (S), which is reduced by the damage inflicted by the IP when they are hit.
It may also be reduced by the effects of Critical Damage.
Use this field to mark the progressive reduction in the value of S due to damage.

Similarly ships have a Flotation value for the hull (F), which is reduced by the damage inflicted by the IP from Torpedo hits, collisions and going aground.
F is also reduced when the ship's structure (S) has been reduced to 0.
It may also be damaged by the effects of Critical Damage.
Use this field to mark the progressive reduction in the value of F due to damage.

This field shows the number of Damage Control teams on your ship.
Use the field to mark the reduction in teams if they are affected by Critical Damage.

If the Structural value goes to 1/3rd or below, a Morale Check is required. This field shows this threshold.
A further Morale Check is required if the value of S reaches 0.

If the Flotation value goes to 1/3rd or below, a Morale Check is required. This field shows this threshold.
A further Morale Check is required if the value of F reaches 0.
In addition, when the Flotation value reaches 0 a WRECK test is also required.

Structure (S): **141** S/3: **47** Flotation (F): **55** F/3: **18**

Fires:

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

Damage Control Teams: **8**

Speed: **27** MVR: **13** Steering #: **13**

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:

Remarks:

None

This area is used to record the number of fires on the ship.
The number can go up and down as you deal with them using Damage Control Teams.
You will find that in the end there are never enough Damage Control teams.

This is where the current speed of the ship is shown. This can be reduced by damage.
Use this field to record the progressive reduction in speed.
Note that a ship is regarded as moving Slowly if it moves at a speed up to and including its MVR rating during the turn, and must be marked accordingly.

This field shows the Manoeuvre Rating (MVR) of the ship.
A ship must move forwards this distance after making a turn.

Progressive damage to the steering is recorded here.
The value starts equal to a ship's MVR.
Ships take steering damage as part of the Critical Damage effects.
When this value reaches 0, the ship is subject to restrictions to its manoeuvre, described in the rules, and summarised on the right.

All datasets have a version number and creation date.
These are shown here.
A number greater than 1 means that some part of the dataset has been modified since its initial creation.
For those interested, a copy of the change log is available from the publishers on request.

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

Japan

Ship name: **Shinano** Recon values Day: 5 Night: 2

Shinano Class CV 1944 to 1944 Ship Cost with Crew Code D : 1055 (Base Cost: 1110) Dataset: 505

ARMOUR: Belt: 7 Deck: 4 CT: 0 Turrets #1: n/a Turrets #2: n/a Casemates: n/a Size: + 3 Target Type: C MSF: + 0

Crit. table: Carrier; 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: + 1 Crew Quality:

Spotting Aircraft:

Hit Location #

WEAPONS

MAIN guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
1 - 4	16	5.00	AA	I:S2 OOOO R:S2 OOOO	Pen:	4	2	1	—	—	2	2	No

If a weapon 'Crit' lands in this section lose 1 CR factor for each 2 CV or part thereof. CRF: 9 MRF: 0

OTHER guns:	#:	Cal:		Arcs:	Hit#:	I:6	II:9	III:12	IV:15	V:18	IP:	CV:	Radar:
5 -10	12	4.70	RP	Each mount box provides 3 AA factors, against target stands in contact. Cross off boxes when used or lost to damage. Special AA rules appl ...OOOOO...OOOO									

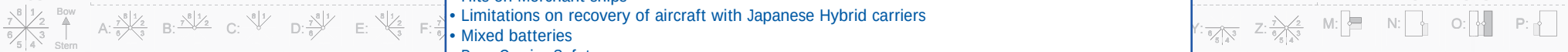
LRF: 9

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: TORPEDOES



SPECIAL EFFECTS
These appear in the rules and many are mentioned in this document.
Those marked * below are for information in the game.
- Armoured Flight Deck
- Double Deck Turrets
- Dual Torpedo Mounts
- Hazard when carrying Japanese Long Lance torpedoes
- Hits on Merchant ships
- Limitations on recovery of aircraft with Japanese Hybrid carriers
- Mixed batteries
- Poor Carrier Safety
- Poor Underwater Protection
- *Restricted gun arcs (this explains the absence of stern arcs on some British destroyers)
- *Short Range Torpedoes (this is to remind players that the torpedo has a range of only 10cm)

CV Handling (H): 12 Aircraft Capacity at start: 47

Structure (S): 85

Fires: (All Crew Tests are penalised if ship is on fire) Damage Control Teams: 8

Speed: 27 MVR: 13 Steering #: 13 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** • **Armoured Flight Deck**

Remarks:

None

Sunk in 1944

This is a common trait on many ships.
Ships have Poor Underwater Protection for the following reasons:
- due to a design flaw (as here)
- because of date they were built (before better hull sub-division was introduced
- because they are based on a merchant hull.

Vessels with Poor Underwater Protection that are subject to a test to see if they suffer Underwater Critical Damage re-roll such tests if they "fail".
It also causes a negative modifier in wreck tests (for example).

This is a very common trait on Japanese carriers, and present on some others. It is caused by a lack of proper safety measures to prevent fuel explosions.
This also acts as another negative modifier for some tests that a carrier may have to take in the game.

...rder o...nest number of guns in the mount. (OTHER guns are eliminated at the CV cost shown.)
...Unarm...red 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

Special Effects

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: **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:

Special

LRF: **0**

TORPEDOES:

Special

We have mentioned elsewhere the hit location system for weapon hits.
On a merchant ship, there is a special section on the Structural Critical Damage table, which shows what happens if you the cargo area on the ship.

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: **14** MVR: **8** Steering #: **8** 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) None

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

None

All merchant ships suffer from Poor Underwater Protection, which has been mentioned on an earlier sheet.
More damage will be inflicted on merchant ships if hit, and they are more vulnerable to critical damage. They always roll for one additional Critical Damage Effect over and above the number otherwise required for the hit inflicted.
This would mean that every gun hit requires one additional roll (the number of rolls varies according to the number of guns fired), and each torpedo hit would cause two rolls.
As they also have poor underwater protection, if an Underwater Critical Damage effect has to be rolled for, each such test is re-rolled if it "failed".
Armed Merchant Cruisers also suffer from these effects as they converted from non-naval vessels.

Gun mounts are lost starting with the mounts w ighest 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 (Unarm boured 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.