

# Victory at Sea in World War One

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## Introduction

This is intended as an expansion to the Victory at Sea game for World War One battles. British Royal Navy and German High Seas Fleets ship statistics are listed, including most ships that fought at the Battle of Jutland.

## Ship Special Rules

**Limited Submersible** – World War One submarines were only able to dive for shorter periods and stayed at shallow depths. If they are spotted at periscope depth they may be rammed. If a World War One submarine with this feature attempts to fire a torpedo, on that turn or the turn after enemy ships may sink it by ramming. Move the ramming vessel into contact with the submarine. Roll the attacking vessels to hit number or higher (+1 if ramming from side) to sink the submarine. The submarine also rolls against its to hit number. If it rolls a hit the submarine is also sunk, but one point of damage (no save) is done to the ship as well.

**Vulnerable Magazines** – These ships have either weak turret top armour or lack magazine fire protection. Any critical hit resulting in a Weapons hit causes a Magazine Explosion on a roll of 4 to 6 for ships with this rule. This does not apply if the enemy weapon is rated as “weak”.

## Points System for World war One

This point system is designed to balance Victory at Sea games for World War One Ships. It still assumes that the same level system will operate. The points per side players may have to spend will be up to the following limits for each level of game:

Game Level	Points Total
Patrol	50
Skirmish	75
Raid	100
Battle	150
War	300

- Players may only select a fleet consisting of five different choices of types of ships, submarines or aircraft. Players may need to choose multiple numbers of a given Class to balance their points totals.
- The number of ships or submarines of any class chosen may not exceed the number of ships (built) listed in the tables for that class.
- Fleets may be deployed in a total of no more than five separate squadrons.
- Fleet totals may be less than, equal too, but not greater than the total for that level game.
- Aircraft and Submarine choices are limited to one pick in World War One.

For example, a player with a British Fleet playing a “War” level game (300 points), chooses a fleet consisting of Queen Elizabeth Class Battleships, Southampton Class Cruisers, Tribal Class Destroyers, Hurricane Fighters and Beaufighter Bombers. The fleet is as follows:

2 Queen Elizabeth Class Battleships =  $2 \times 60 = 120$  points  
3 Lion Class Battle Cruisers =  $3 \times 30 = 90$  points  
3 Gloucester Class Light Cruisers =  $3 \times 15 = 45$  points  
2 N Class Destroyer Leaders =  $2 \times 10 = 20$  points  
5 S Class Destroyers =  $5 \times 5 = 25$  points  
Total = 300 points (maximum permitted = 300 points for War Level).

### **Fighting Between World War One and World War Two Fleets**

Although not historical, players may wish to fight games between World War One and Two fleets. The World War One fleet will face some obvious disadvantage in this, but this may be compensated by reducing the cost of the World War One fleet. Treat World War One fleets as purchased at one level below a corresponding World War Two fleet. That is, the points cost of the World War One fleet's is halved.

## Royal Navy Fleet List

The Royal Navy in World War One was the largest and most powerful navy in the world. However it faced a growing threat from the German High Seas Fleet, which though smaller, was catching up in size and possessed qualitatively superior ships. The Royal Navy adopted a strategy of blockading the High Seas Fleet in its bases, forcing a battle in the North Sea if it wished to carry out operations. This strategy culminated in the Battle of Jutland, where the Royal Navy lost four capital ships to two. Nevertheless it forced the High Seas Fleet back to base for the rest of the war.

Elsewhere the Royal Navy carried out patrols across the globe in defence of British Empire colonies. This resulted in battles in the Falklands and against commerce raiders in the Indian Ocean. In the Mediterranean the fleet fought in defence of the Gallipoli campaign, losing a number of older pre-dreadnoughts to mines and shore batteries. Last but not least the Royal Navy fought against the first submarine offensive against commerce shipping, learning to convoy, depth charge and destroy submarines.

## Battleships (Dreadnoughts)

### Revenge Class

#### Revenge, Ramallies, Royal Oak, Royal Sovereign

The Revenge Class was the latest class of battleship built by Britain during the war. It was slower than the Queen Elizabeth class, due to reverting to coal fired boilers.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 25/8**

**In Service: 1916**

**Target: 4+**

**Crew: 28/9**

**Level/Cost: War/45**

Weapon	Range	AD	DD	Special
A Turret (2 x 15in)	28	2	3	AP
B Turret (2 x 15in)	28	2	3	AP
X Turret (2 x 15in)	28	2	3	AP
Y Turret (2 x 15in)	28	2	3	AP
Secondary Armament	14	5	1	Weak
AA	5	4	-	-

### Queen Elizabeth Class

#### Barham, Malaya, Queen Elizabeth, Valiant, Warspite

The Queen Elizabeth Class were the first British battleships equipped with 15 inch guns and oil fired boilers, which gave them a speed advantage. They also benefited from new armour arrangements and were probably the best all round ships of the war.

**Speed: 5 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 27/9**

**In Service: 1915**

**Target: 4+**

**Crew: 29/10**

**Level/Cost: War/50**

Weapon	Range	AD	DD	Special
A Turret (2 x 15in)	28	2	3	AP
B Turret (2 x 15in)	28	2	3	AP
X Turret (2 x 15in)	28	2	3	AP
Y Turret (2 x 15in)	28	2	3	AP
Secondary Armament	14	4	1	Weak
AA	5	4	-	-

### Iron Duke Class

#### Iron Duke, Benbow, Emporer of India, Marlborough (Erin)

The Iron Dukes were the culmination of the line of British 13.5 inch gun armed “Super dreadnoughts”. Erin was built to a different design with similar capability.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 25/8**

**In Service: 1914**

**Target: 4+**

**Crew: 27/9**

**Level/Cost: Battle/35**

Weapon	Range	AD	DD	Special
A Turret (2 x 13.5in)	24	2	2	
B Turret (2 x 13.5in)	24	2	2	
C Turret (2 x 13.5in)	24	2	2	
X Turret (2 x 13.5in)	24	2	2	
Y Turret (2 x 13.5in)	24	2	2	
Secondary Armament	14	4	1	Weak
AA	5	4	-	-

### King George V Class

#### King George V, Centurion, Audacious, Ajax

Successor ships to the Orion Class super-dreadnoughts, they had better hull armour.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 23/8**

**In Service: 1913**

**Target: 4+**

**Crew: 26/8**

**Level/Cost: Battle/35**

Weapon	Range	AD	DD	Special
A Turret (2 x 13.5in)	24	2	2	
B Turret (2 x 13.5in)	24	2	2	
C Turret (2 x 13.5in)	24	2	2	
X Turret (2 x 13.5in)	24	2	2	
Y Turret (2 x 13.5in)	24	2	2	
Secondary Armament	12	3	1	Weak
AA	5	4	-	-

### Orion Class

#### Orion, Conqueror, Monarch, Thunderer

The Orion Class were the first British “super-dreadnoughts” with all guns on the centre-line and 13.5 inch guns. This gave considerably more firepower.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 21/8**

**In Service: 1912**

**Target: 4+**

**Crew: 26/8**

**Level/Cost: Battle/30**

Weapon	Range	AD	DD	Special
A Turret (2 x 13.5in)	24	2	2	
B Turret (2 x 13.5in)	24	2	2	
C Turret (2 x 13.5in)	24	2	2	
X Turret (2 x 13.5in)	24	2	2	
Y Turret (2 x 13.5in)	24	2	2	
Secondary Armament	12	3	1	Weak
AA	5	3	-	

## Colossus Class

### Colossus, Hercules (Neptune)

The Colossus Class were the last British dreadnoughts with wing turrets. Neptune was a very similar one-off build.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 20/7**

**In Service: 1911**

**Target: 4+**

**Crew: 25/8**

**Level/Cost: Raid/25**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	
C Turret (2 x 12in)	24	2	1	Wing Turret
E Turret (2 x 12in)	24	2	1	Wing Turret
X Turret (2 x 12in)	24	2	1	
Y Turret (2 x 12in)	24	2	1	
Secondary Armament	12	3	1	Weak
AA	5	3	-	

## St Vincent Class

### St Vincent, Collingwood, Vanguard

The St Vincent Class continued on the design themes of the Bellerophon Class.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 19/7**

**In Service: 1910**

**Target: 4+**

**Crew: 25/8**

**Level/Cost: Raid/25**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	
C Turret (2 x 12in)	24	2	1	Wing Turret
E Turret (2 x 12in)	24	2	1	Wing Turret
X Turret (2 x 12in)	24	2	1	
Y Turret (2 x 12in)	24	2	1	
Secondary Armament	12	3	1	Weak
AA	5	3	-	

## Bellerophon Class

### Bellerophon, Superb, Temeraire

Although similar in layout to Dreadnought, the Bellerophon Class were greatly improved in watertight subdivision.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 18/6**

**In Service: 1908**

**Target: 4+**

**Crew: 25/8**

**Level/Cost: Raid/25**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	
C Turret (2 x 12in)	24	2	1	Wing Turret
E Turret (2 x 12in)	24	2	1	Wing Turret
F Turret (2 x 12in)	24	2	1	Wing Turret
Y Turret (2 x 12in)	24	2	1	
Secondary Armament	12	3	1	Weak
AA	5	3	-	

## Dreadnought Class

### Dreadnought

Dreadnought was a revolutionary concept – the first all big-gun battleship, with centralised fire control. It had a short operational life, retiring before World War One.

**Speed: 4 in.**

**Armour: 4+**

**Special Traits:**

**Turning: 1**

**Damage: 18/6**

**In Service: 1906**

**Target: 4+**

**Crew: 20/7**

**Level/Cost: Raid/25**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	
C Turret (2 x 12in)	24	2	1	Wing Turret
E Turret (2 x 12in)	24	2	1	Wing Turret
F Turret (2 x 12in)	24	2	1	Wing Turret
Y Turret (2 x 12in)	24	2	1	
Secondary Armament	8	2	1	Weak
AA	5	2	-	

## Tiger Class

### Tiger

Tiger was built to a Japanese design, superior to the Lions in speed and armour.

**Speed: 6 in.**

**Armour: 4+**

**Special Traits:**

**Turning: 1**

**Damage: 24/8**

**In Service: 1915**

**Target: 4+**

**Crew: 23/8**

**Level/Cost: War/35**

Weapon	Range	AD	DD	Special
A Turret (2 x 13.5in)	24	2	2	
B Turret (2 x 13.5in)	24	2	2	
C Turret (2 x 13.5in)	24	2	2	
Y Turret (2 x 13.5in)	24	2	2	
Secondary Armament	14	4	1	Weak
AA	5	3	-	-

## Lion Class

### Lion, Princess Royal, Queen Mary

The Lions brought super-dreadnought features to battlecruisers, but were still vulnerable. At Dogger Bank they performed well, but at Jutland Queen Mary sank.

**Speed: 5 in.**

**Armour: 4+**

**Special Traits: Vulnerable Magazines**

**Turning: 1**

**Damage: 22/8**

**In Service: 1914**

**Target: 4+**

**Crew: 23/8**

**Level/Cost: Battle/30**

Weapon	Range	AD	DD	Special
A Turret (2 x 13.5in)	24	2	2	
B Turret (2 x 13.5in)	24	2	2	
C Turret (2 x 13.5in)	24	2	2	
Y Turret (2 x 13.5in)	24	2	2	
Secondary Armament	12	3	1	Weak
AA	5	3	-	-

### Indefatigible Class

#### Indefatigable, Australia, New Zealand

Improved over the Invincibles with better internal subdivision, armour was still weak.

**Speed: 5 in.**

**Armour: 3+**

**Special Traits: Vulnerable Magazines**

**Turning: 1**

**Damage: 17/6**

**In Service: 1911**

**Target: 4+**

**Crew: 22/7**

**Level/Cost: Raid/20**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	
C Turret (2 x 12in)	24	2	1	Left Wing Turret
E Turret (2 x 12in)	24	2	1	Right Wing Turret
Y Turret (2 x 12in)	24	2	1	
Secondary Armament	12	3	1	Weak
AA	5	3	-	-

### Invincible Class

#### Invincible, Indomitable, Inflexible

The first battlecruisers, they attracted attention for their combination of speed and armament. They only carried cruiser armour, which would be exposed at Jutland.

**Speed: 5 in.**

**Armour: 3+**

**Special Traits: Vulnerable Magazines**

**Turning: 1**

**Damage: 16/7**

**In Service: 1909**

**Target: 4+**

**Crew: 20/7**

**Level/Cost: Raid/20**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	
C Turret (2 x 12in)	24	2	1	Left Wing Turret
E Turret (2 x 12in)	24	2	1	Right Wing Turret
Y Turret (2 x 12in)	24	2	1	
Secondary Armament	12	3	1	Weak
AA	5	2	-	-

### Furious Class

#### Furious

These “large light cruisers” had the largest guns ever carried by a British ship.

**Speed: 6 in.**

**Armour: 3+**

**Special Traits: Vulnerable Magazines**

**Turning: 1**

**Damage: 12/6**

**In Service: 1917**

**Target: 4+**

**Crew: 15/5**

**Level/Cost: Raid/20**

Weapon	Range	AD	DD	Special
A Turret (1 x 18in)	24	1	4	
Y Turret (1 x 18in)	24	1	4	
Secondary Armament	12	2	1	Weak
AA	5	2	-	-

### Courageous Class

#### Courageous, Glorious

Classed as large light-cruisers, these had even less armour than the battlecruisers.

**Speed: 6 in.**

**Armour: 3+**

**Special Traits: Vulnerable Magazines**

**Turning: 1**

**Damage: 12/6**

**In Service: 1916**

**Target: 4+**

**Crew: 15/5**

**Level/Cost: Raid/20**

Weapon	Range	AD	DD	Special
A Turret (2 x 15in)	24	2	3	
Y Turret (2 x 15in)	24	2	3	
Secondary Armament	12	2	1	Weak
AA	5	3	-	-

### Minotaur Class

#### Minotaur, Defence, Shannon, (Warrior, Black Prince, similar)

The last of Britains armoured cruisers, they were obsolete against capital ships.

**Speed: 4 in.**

**Armour: 4+**

**Special Traits: Vulnerable Magazines**

**Turning: 2**

**Damage: 10/4**

**In Service: 1908**

**Target: 4+**

**Crew: 11/4**

**Level/Cost: Raid/15**

Weapon	Range	AD	DD	Special
A Turret (2 x 9.2in)	18	1	1	
Y Turret (2 x 9.2in)	18	1	1	
Secondary Armament	14	6	1	Weak
AA	5	2	-	-

### Monmouth Class

#### Monmouth, Bedford, Essex, Kent, Berwick, Cornwall, Cumberland, Suffolk + 2

These old style heavy cruisers fought at the Falklands with little success.

**Speed: 5 in.**

**Armour: 3+**

**Special Traits: Vulnerable Magazines**

**Turning: 2**

**Damage: 8/3**

**In Service: 1904**

**Target: 5+**

**Crew: 9/3**

**Level/Cost: Skirmish/10**

Weapon	Range	AD	DD	Special
A Turret (2 x 6in)	14	1	1	Weak
Y Turret (2 x 6in)	14	1	1	Weak
Secondary Armament	14	4	1	Weak
AA	5	2	-	-

### Town Class

**21 including Bristol, Chatham, Dublin, Glasgow, Gloucester, Liverpool, , Sydn**

A large class of modern light cruisers that served well throughout the war.

**Speed: 6 in.**

**Armour: 3+**

**Special Traits: Agile**

**Turning: 2**

**Damage: 5/2**

**In Service: 1914**

**Target: 6+**

**Crew: 6/2**

**Level/Cost: Skirmish/15**

Weapon	Range	AD	DD	Special
A Turret (2 x 6in)	14	1	1	Weak
Y Turret (2 x 6in)	14	1	1	Weak
Secondary Armament	10	3	1	Weak
AA	5	2	-	-
Port/Starboard Torpedo	8	1	3	AP, One Shot

### Faulknor Class

**Faulknor, Broke, Botha, Tipperaray (3 other classes similar)**

These were larger “destroyer leaders” similar to World War Two destroyers.

**Speed: 6 in.**

**Armour: 2+**

**Special Traits: Agile**

**Turning: 2**

**Damage: 2/1**

**In Service: 1914**

**Target: 6+**

**Crew: 3/1**

**Level/Cost: Patrol/10**

Weapon	Range	AD	DD	Special
Secondary Armament	10	2	1	Weak
AA	5	2	-	-
Port/Starboard Torpedo	8	2	3	AP, Slow loading
Depth Charges	3	2	2	One shot

### Admiralty K Class

**Acasta, Achates, Ardent, Shark, Sparrowhawk, Spitfire (+14 others)**

A large class of typical destroyers, they were less than 1000 tonnes each.

**Speed: 6 in.**

**Armour: 2+**

**Special Traits: Agile**

**Turning: 3**

**Damage: 1**

**In Service: 1914**

**Target: 6+**

**Crew: 2/1**

**Level/Cost: Patrol/5**

Weapon	Range	AD	DD	Special
Secondary Armament	10	1	1	Weak
AA	5	2	-	-
Port/Starboard Torpedo	8	2	3	AP, One Shot
Depth Charges	3	2	2	Slow loading

### T Class Submarine

Britain’s fleet submarines were less rapid diving than U boats, but still deadly.

**Speed: 2 in/1 in.**

**Armour: 2+**

**Special Traits: Limited Submersible**

**Turning: 2**

**Damage: 2/1**

**In Service: 1914**

**Target: 6+**

**Crew: 2/1**

**Level/Cost: Patrol/10**

Weapon	Range	AD	DD	Special
Secondary Armament	8	1	1	Weak
Bow Torpedo	8	2	3	AP, Slow loading

## High Seas Fleet List

At the start of the twentieth century Germany was expanding its fleet to match Britain. When the launch of Dreadnought saw previous ships rendered obsolete, Germany saw its chance to match the Royal Navy. It embarked on an ambitious expansion program, which led to a massive naval arms race. Germany was outbuilt, but its ships were superior in quality, especially of armour. Guns on German dreadnoughts were typically smaller, but their capped AP ammunition made them just as dangerous.

In addition to their fleet building, Germany also embarked on the first large scale submarine building program. While the High Seas Fleet did not eventually break out into the Atlantic, the U Boats almost brought Britain to its knees.

## Battleships (Dreadnoughts)

### Bayern Class

#### Bayern, Baden

The Bayerns were the first German dreadnoughts with 15 inch guns and even better armour, than their predecessors. They were finished just too late for Jutland.

**Speed: 4 in.**                      **Armour: 6+**                      **Special Traits: Torpedo Belt**  
**Turning: 1**                      **Damage: 25/8**                      **In Service: 1916**  
**Target: 4+**                      **Crew: 28/9**                      **Level/Cost: War/45**

Weapon	Range	AD	DD	Special
A Turret (2 x 15in)	24	2	3	AP
B Turret (2 x 15in)	24	2	3	AP
X Turret (2 x 15in)	24	2	3	AP
Y Turret (2 x 15in)	24	2	3	AP
Secondary Armament	16	5	1	Weak
AA	5	4	-	-

### Konig Class

#### Konig, Grosser Kurfurst, Markgraf, Kronprinz Wilhem

The Konigs had superfiring turrets and excellent armour, but still only 12 inch guns.

**Speed: 4 in.**                      **Armour: 5+**                      **Special Traits: Torpedo Belt**  
**Turning: 1**                      **Damage: 27/9**                      **In Service: 1914**  
**Target: 4+**                      **Crew: 26/9**                      **Level/Cost: Battle/35**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	AP
B Turret (2 x 12in)	24	2	1	AP
E Turret (2 x 12in)	24	2	1	AP
X Turret (2 x 12in)	24	2	1	AP
Y Turret (2 x 12in)	24	2	1	AP
Secondary Armament	16	4	1	Weak
AA	5	4	-	-

### Kaiser Class

**Kaiser, Kaiserin, Frederick der Grosse, Prinzregent Luipold, Konig Albert**

The Kaisers had superb protection and watertight subdivision.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits: Torpedo Belt**

**Turning: 1**

**Damage: 27/9**

**In Service: 1912**

**Target: 4+**

**Crew: 26/9**

**Level/Cost: Battle/35**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	AP
C Turret (2 x 12in)	24	2	1	AP
E Turret (2 x 12in)	24	2	1	AP
X Turret (2 x 12in)	24	2	1	AP
Y Turret (2 x 12in)	24	2	1	AP
Secondary Armament	16	4	1	Weak
AA	5	4	-	-

### Helgoland Class

**Helgoland, Ostfreisland, Thuringen, Oldenburg**

The Helgolands were better protected and increased in calibre to 12inch guns.

German capped ammunition meant these guns were very dangerous to British ships.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits: Torpedo Belt**

**Turning: 1**

**Damage: 24/8**

**In Service: 1910**

**Target: 4+**

**Crew: 25/8**

**Level/Cost: Battle/30**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	AP
C Turret (2 x 12in)	24	2	1	AP, Left Wing Turret
D Turret (2 x 12in)	24	2	1	AP, Right Wing Turret
E Turret (2 x 12in)	24	2	1	AP, Left Wing Turret
F Turret (2 x 12in)	24	2	1	AP, Right Wing Turret
Y Turret (2 x 12in)	24	2	1	AP
Secondary Armament	16	4	1	Weak
AA	5	2	-	

## Nassau Class

### Nassau, Westfalen, Rhineland, Posen

The first German dreadnoughts were well built but only had 11 inch guns.

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 22/7**

**In Service: 1908**

**Target: 4+**

**Crew: 25/8**

**Level/Cost: Battle/25**

Weapon	Range	AD	DD	Special
A Turret (2 x 11in)	20	2	1	
C Turret (2 x 11in)	20	2	1	Left Wing Turret
D Turret (2 x 11in)	20	2	1	Right Wing Turret
E Turret (2 x 11in)	20	2	1	Left Wing Turret
F Turret (2 x 11in)	20	2	1	Right Wing Turret
Y Turret (2 x 11in)	20	2	1	
Secondary Armament	16	3	1	Weak
AA	5	2	-	

## Deutschland Class

### Deutschland, Hannover, Pommern, Schlesein, Schleswig Holsten

Germany's last pre-dreadnoughts were still fighting in World War Two!

**Speed: 4 in.**

**Armour: 5+**

**Special Traits:**

**Turning: 1**

**Damage: 19/6**

**In Service: 1905**

**Target: 4+**

**Crew: 20/7**

**Level/Cost: Raid/15**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	20	2	1	
Y Turret (2 x 12in)	20	2	1	
Secondary Armament	16	5	1	
AA	5	2	-	

## BattleCruisers

### Derfflinger Class

#### Derfflinger, Lutzow, Hindenberg

The Derfflinger class had 12 inch guns and were armoured like German battleships.

**Speed: 5 in.**

**Armour: 5+**

**Special Traits: Torpedo Belt**

**Turning: 1**

**Damage: 27/9**

**In Service: 1914**

**Target: 4+**

**Crew: 25/8**

**Level/Cost: War/35**

Weapon	Range	AD	DD	Special
A Turret (2 x 12in)	24	2	1	AP
B Turret (2 x 12in)	24	2	1	AP
X Turret (2 x 12in)	24	2	1	AP
Y Turret (2 x 12in)	24	2	1	AP
Secondary Armament	16	4	1	Weak
AA	5	3	-	-

## Seydlitz Class

### Seydlitz

This one-off ship proved able to take enormous punishment at Jutland and survive.

**Speed: 5 in.**

**Armour: 5+**

**Special Traits: Torpedo Belt**

**Turning: 1**

**Damage: 25/8**

**In Service: 1912**

**Target: 4+**

**Crew: 23/8**

**Level/Cost: Battle/30**

Weapon	Range	AD	DD	Special
A Turret (2 x 11in)	20	2	1	
C Turret (2 x 11in)	20	2	1	
E Turret (2 x 11in)	20	2	1	
X Turret (2 x 11in)	20	2	1	
Y Turret (2 x 11in)	20	2	1	
Secondary Armament	16	3	1	Weak
AA	5	3	-	-

## Moltke Class

### Moltke, Goeben

This one-off ship proved able to take enormous punishment at Jutland and survive.

**Speed: 5 in.**

**Armour: 5+**

**Special Traits: Torpedo Belt**

**Turning: 1**

**Damage: 23/7**

**In Service: 1911**

**Target: 4+**

**Crew: 22/7**

**Level/Cost: Battle/30**

Weapon	Range	AD	DD	Special
A Turret (2 x 11in)	20	2	1	
C Turret (2 x 11in)	20	2	1	
E Turret (2 x 11in)	20	2	1	
X Turret (2 x 11in)	20	2	1	
Y Turret (2 x 11in)	20	2	1	
Secondary Armament	16	3	1	Weak
AA	5	3	-	-

## Von der Tann Class

### Von der Tann

The first German battlecruiser, this ship had fewer guns, but did not sacrifice armour.

**Speed: 5 in.**

**Armour: 5+**

**Special Traits: Torpedo Belt**

**Turning: 1**

**Damage: 21/7**

**In Service: 1909**

**Target: 4+**

**Crew: 20/7**

**Level/Cost: Battle/25**

Weapon	Range	AD	DD	Special
A Turret (2 x 11in)	20	2	1	
E Turret (2 x 11in)	20	2	1	
X Turret (2 x 11in)	20	2	1	
Y Turret (2 x 11in)	20	2	1	
Secondary Armament	16	3	1	Weak
AA	5	3	-	-

## Blucher Class

### Blucher

This heavy cruiser was a forerunner to battlecruisers. It was lost at Dogger Bank.

**Speed: 5 in.**

**Armour: 4+**

**Special Traits:**

**Turning: 2**

**Damage: 15/5**

**In Service: 1908**

**Target: 4+**

**Crew: 18/6**

**Level/Cost: Raid/20**

Weapon	Range	AD	DD	Special
A Turret (2 x 8in)	18	1	1	
C Turret (2 x 8in)	18	1	1	Left Wing Turret
D Turret (2 x 8in)	18	1	1	Right Wing Turret
E Turret (2 x 8in)	18	1	1	Left Wing Turret
F Turret (2 x 8in)	18	1	1	Right Wing Turret
Y Turret (2 x 8in)	18	1	1	
Secondary Armament	16	2	1	Weak
AA	5	2	-	

## Scharnhorst Class

### Scharnhorst, Gneisnau

These were German armoured-cruisers built in the pre-dreadnought era.

**Speed: 5 in.**

**Armour: 4+**

**Special Traits:**

**Turning: 2**

**Damage: 11/4**

**In Service: 1904**

**Target: 4+**

**Crew: 15/5**

**Level/Cost: Raid/15**

Weapon	Range	AD	DD	Special
A Turret (2 x 8in)	18	1	1	
Y Turret (2 x 8in)	18	1	1	
Secondary Armament	14	4	1	Weak
AA	5	2	-	-

## Pillau Class

### Pillau, Elbing (Weisbaden, Frankfurt, Karlsruhe similar)

These later light cruisers matched the larger British designs.

**Speed: 5 in.**

**Armour: 3+**

**Special Traits: Agile**

**Turning: 1**

**Damage: 5/2**

**In Service: 1912**

**Target: 6+**

**Crew: 6/2**

**Level/Cost: Skirmish/15**

Weapon	Range	AD	DD	Special
A Turret (2 x 6in)	14	1	1	Weak
Y Turret (2 x 6in)	14	1	1	Weak
Secondary Armament	14	2	1	Weak
AA	5	2	-	-
Port/Starboard Torpedo	8	2	3	AP, One Shot

### Konigsberg Class

#### Konigsberg, Stettin, Stuttgart, Nurnberg (Emden, Dresden similar)

The older German light cruisers were smaller and slower than British contemporaries.

**Speed: 5 in.**

**Armour: 3+**

**Special Traits: Agile**

**Turning: 2**

**Damage: 4/2**

**In Service: 1905**

**Target: 6+**

**Crew: 5/2**

**Level/Cost: Skirmish/10**

Weapon	Range	AD	DD	Special
Secondary Armament	10	4	1	Weak
AA	5	2	-	-
Port/Starboard Torpedo	8	1	3	AP, One Shot

### 1913 class Torpedo Boat

#### G39, G40, G41, G42 (20 others of V and S designations similar)

This class of German destroyers were small and short range only.

**Speed: 6 in.**

**Armour: 2+**

**Special Traits: Agile**

**Turning: 3**

**Damage: 1**

**In Service: 1914**

**Target: 6+**

**Crew: 1**

**Level/Cost: Patrol/5**

Weapon	Range	AD	DD	Special
Secondary Armament	8	1	1	Weak
AA	5	1	-	-
Port/Starboard Torpedo	8	3	3	AP, One Shot

### Type U 151 Cruiser Submarine

This class of long range submarines were larger and also had more torpedo tubes.

**Speed: 3 in/1 in.**

**Armour: 2+**

**Special Traits: Limited Submersible**

**Turning: 2**

**Damage: 2/1**

**In Service: 1916**

**Target: 6+**

**Crew: 1**

**Level/Cost: Patrol/10**

Weapon	Range	AD	DD	Special
Secondary Armament	10	1	1	Weak
Bow Torpedo Tubes	8	3	3	AP, Slow loading
Stern Torpedo Tubes	8	3	3	AP, One Shot

### Mittel U Submarine

This class of 46 U Boats was one of the most successful designs of World War One.

**Speed: 3 in/2 in.**

**Armour: 2+**

**Special Traits: Limited Submersible**

**Turning: 3**

**Damage: 1**

**In Service: 1912**

**Target: 6+**

**Crew: 1**

**Level/Cost: Patrol/10**

Weapon	Range	AD	DD	Special
Secondary Armament	10	1	1	Weak, Slow loading
Bow Torpedo Tubes	8	3	3	AP, Slow loading
Stern Torpedo Tubes	8	2	3	AP, One Shot

Maximum one class of Submarine