

Suggested Changes to Victory at Sea: Order of Battle

The following is a suggested set of changes for Victory at Sea: Order of Battle and has been generated and compiled by the VAS:OOB developers. This is an “unofficial” set of changes and should not be confused with the official OOB errata published by MGP.

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Torpedo Attacks, Tubes and Reloads:

<Third Paragraph> Torpedo tubes will be treated as turrets when applying damage results due to being Crippled. **They may never be fired without line of sight (for example, torpedoes cannot be fired through smoke).**

<Fourth Paragraph> In addition, all damage scored on civilian vessels by torpedoes is automatically doubled. **Military vessels built on civilian hulls will have the Special Trait: Civilian.**

Smoke: All fire through smoke by the fleet that is employing it **remains** subject to range penalties. All anti-aircraft fire through smoke by the fleet employing it is subject to a -1 penalty to all Attack Dice. **Torpedoes cannot be fired through smoke screens.**

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Shorelines, Islands and Shallow Water.

<Third Paragraph> Ships running aground may not fire any weapons, **except AA (which is reduced by half, round down)** or execute any Special Actions, launch or recover aircraft, and their Speed is reduced to 0 for the rest of the game. Attack Dice gain a +2 bonus against beached ships.

Shore Batteries

Main Guns: All shore batteries are equipped with these. **All have a range, AD, DD and Special Actions based on size and number of guns.**

Damage: 5 per Gun AD. -1 **per AD** if the guns are weak, +1 **per AD** if they are AP or Super AP.

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The **Open 6” Coastal Battery** stats are incorrect, the correct entry is:

Open 6” Coastal Defence Battery				Patrol
Armour: 4+	Target: 5+	Damage: 20		
Weapon	Range	AD	DD	Special
8 x 6” Guns	26	4	1	---

The **Hardened 15” Coastal Battery with 4 Guns** priority is incorrect, the correct entry is **Battle**.

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Radar (1943 or earlier): Ships with radar firing at night must shoot at the largest enemy ship within range (the ship with the greatest number of starting Damage). If two vessels with the same starting Damage are present, the nearest will be attacked.

Allied fire control systems had advanced after 1943 to allow more effective direction of fire, so there are no limitations on radar in night games set in that year or later. **Axis radar systems do not gain this later war ability.**

Navigating Minefields

Any ship in a square designated as a Minefield must roll one dice at the beginning of its movement. On a 5 or 6 the ship encounters a mine. Roll another dice, this time adding the ship’s Crew Quality and Target score. If this equals or exceeds the Minefield Density, it avoids the mine and may move normally. If the roll is lower than the Minefield Density, a mine has struck, and the ship suffers a 3DD AP hit that is treated as a torpedo for damage purposes – however, Torpedo Belts are ineffective against mines, **and Civilian ships will continue to suffer double damage.**

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Add the Special Trait: **Minesweeper** to Generic Minesweeper.

Suicide Attacks

<Second Paragraph> Suicide attacks may be attempted only by **six** specific aircraft and one submersible of the Imperial Japanese Navy. Additionally they are restricted to games set in 1944 and later.

<Fourth Paragraph> The **six** aircraft useable with these rules are the Yokosuka D4Y ‘-Judy dive bombers, the Mitsubishi **A5M4 Claude** and A6M Zero, **the Aichi E16A Paul**, the Nakajima Ki-115 Tsurugi, and the Yokosuka MXY7 Okha. There was one kamikaze submersible used in the war, the Kaiten manned torpedo.

<Sixth Paragraph> Zero, **Claude, Paul**, and Judy flights used for kamikaze attacks must be designated and declared as such before the Initiative Phase of the first turn of the game. Kamikaze pilots gave up their lives by the thousands; no Command check is required for

suicide attacks but the plane or submersible may not make the attack unless it is declared in the Movement Phase.

Attacking

<Third Paragraph> Craft listed as Kamikaze may use their AD and DD in suicide attacks only - the Ki-115, Okha, and Kaiten have no other means of attacking besides suicide attacks. A Zero, **Claude, Paul**, or Judy flight making a suicide attack is treated as having a 3 AD, 2 DD, Weak attack.

<Fifth Paragraph> Once a suicide attack is made, the flight is destroyed whether it was successful in damaging the target or not. The Kaiten will not be automatically destroyed by a suicide attack if it misses its target, **and may attempt further attacks in the following turns.**

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Torpedo School Graduate: Well-trained in the use of torpedoes, this Admiral can use them with deadly efficiency. Any ship in a fleet with a Torpedo School graduate will never re-roll successful torpedo hits **(i.e. because of Torpedo Belts or the Evasive Special Actions).**

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AA Fire, Dual-Purpose Secondaries, and Attacking Bombers

<Third Paragraph> All British and US cruisers, aircraft carriers **(excluding Escort Carriers)**, and battleships **(unless otherwise noted)**, are equipped with dual purpose secondaries **(see OOB statistics for further details)**. **Ships from Victory at Sea that have dual purpose secondaries include the Royal Navy Renown-class battlecruiser (though only 1 AD may be used as such), the US Colorado-class battlecruiser (though only 2 AD may be used as such) and the US Fletcher-class destroyer.**

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Outfit for Anti-Ship Operations

A fighter flight may be equipped with bombs to drop on enemy surface ships. This is done either during Reload and Refuel or before play begins (in which case fighter flights carrying bombs are designated as such before the first turn). Fighters carrying bombs have their Dogfight scores reduced by -2 and their Speed reduced by 4", **Target scores decreased by 1, and their Dodge score increased by 1.** These modifiers remain in effect throughout the mission, until it lands and reloads/refuels on board a carrier. The Attack Dice, Damage Dice, and traits of the bombs or torpedoes are listed in the entry for each individual aircraft type later in this chapter. Only bombs or torpedoes may be carried, never both.

Night Operations

No carrier may launch or recover aircraft at night, except for Royal Navy Albacore and Swordfish flights in games set in 1942 or later, **or Hellcat flights off the Independence-class light carriers in games set in 1944 or later.**

British and Allied ships were issued with flashless propellant for their main and secondary guns later in the war. British and Commonwealth ships in scenarios set in 1943 and US ships in scenarios set in 1944 or later are NOT automatically spotted when they fire main or secondary guns.

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ASW Table

Change “**Other**” to “**Non-ASW**”

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United States Navy Airgroups

Add Vindicator to 1940, 1941 and 1942 Torpedo-Bomber list.

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Kriegsmarine Master Aircraft Roster

Add the following entries:

Aircraft: Messerschmitt Me-110

PL/Flights: Patrol/3

In Service: 1937

Type: Fighter

Speed: 23

Target: 4+

Dodge: 4+

Defence: 6+

Dogfight: 2

Bomb AD: 1

Bomb DD: 3

Bomb Traits: AP

Aircraft: Fiesler Fi-167

PL/Flights: Patrol/3

In Service: 1937

Type: Fighter

Speed: 13

Target: 5+

Dodge: 3+

Defence: N

Dogfight: 0

Bomb AD: 1

Bomb DD: 4

Bomb Traits: AP

or:

Torpedo AD: 3

Torpedo DD: 4

Torpedo Traits: AP

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Italian Navy Master Aircraft Roster

The Re. 2001 should have a bomb option: **AD:3, DD: 3, Special Trait: AP**

Add the following entry:

Aircraft: Sparviero SM.79

PL/Flights: Skirmish/3

In Service: 1936

Type: Attack

Speed: 18

Target: 3+

Dodge: 5+

Defence: 5+

Dogfight: 0

Bomb AD: 6

Bomb DD: 3

Bomb Traits: AP

or

Torp. AD: 3

Torp. DD: 3

Torp. Traits: AP

Russian Navy Master Aircraft Roster

Add the following entry:

Aircraft: Ilyushin Il-4

PL/Flights: Skirmish/3

In Service: 1936

Type: Level Bomber

Speed: 17

Target: 3+

Dodge: 5+

Defence: 6+

Dogfight: 0

Bomb AD: 4

Bomb DD: 2

Bomb Traits:

or

Torp. AD: 3

Torp. DD: 3

Torp. Traits: AP

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Bait

Fleets: The Japanese force consists of two cruisers (Kitikami-class cruisers Kitikami and Oi), Destroyer Division 24 (the Shiratsuyu-class destroyers Umikaze, Yamakaze, Kawakaze, Suzukaze), and the battleship Fuso. Problems with the unfamiliar radar systems and heavy fog have cut these ships off from their fleet. The United States player has the Portland-class Cruiser Indianapolis, the Northampton-class cruiser Louisville, the Brooklyn-class cruisers Honolulu, Nashville, and St. Louis. **U.S destroyers are Mahan-class ship Case (treat as a Fletcher-class) and the Clemson-class ships Sands, Kane, and Humphreys.**

The USS St. Louis (along with USS Helena) is actually part of a two ship one-off design of the Brooklyn. Her statistics, where different from the Brooklyn-class, are provided here:

Damage: 13/4

Weapon	Range	AD	DD	Special
Secondary Armaments	12"	2	1	Weak
AAA	8"	6	-	-

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Victory and Defeat: Remove reference to Kronstadt.

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US Task Group 1.3: Listed destroyers are treated as Fletcher-class.

RN Home Fleet: Listed destroyers are treated as Tribal-class.

Escort Group (RN): Listed destroyers are treated as J/K and N-class and the destroyer escorts as Flower-class.

Escort Group (USN): Listed destroyers are treated as 1xFletcher-class and 5xClemson-class.

The Wichita does not have statistics. Use the following:

The Wichita was a one-off Brooklyn class ship that received new model 5-inch guns as well as new model 8-inch guns. The Wichita statistics are essentially identical to the Portland-class provided in Victory at Sea. The only statistical changes are as follows:

Damage: 13/4 Crew: 37/12 In Service: 1939 (1942, as show)

Weapon	Range	AD	DD	Special
Secondary Weapons	12"	2	1	Weak
AAA	7"	3	-	-

Length: 600 ft. Displacement: 13,015 tons Speed: 33 kts. Crew: 929

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Formations: At the start of each turn players must decide what formation their ships are cruising in. If they are encountered by the enemy then this formation determines their starting positions. **In the case where the ships have achieved surprise, they may set up as desired.**

Weather: Each turn the players roll a d6 to determine the weather conditions. On a roll of 1-4 the weather is Good, otherwise the weather is Bad. If the previous weather was Bad, add 1 to the die roll. **Note that in some campaigns the weather may trend towards bad (i.e. the North Atlantic in the winter), thus altering the normal 1-4 result for Good to 1-3 or even 1-2.** Obviously any changes must be agreed to by both sides prior to start of play. For the first turn of game, no weather roll is made and the conditions are considered Bad (otherwise the Germans would not have sailed).

Detection

Convoys: The convoys are being observed by U-boats and Condor aircraft. **Each** turn roll a d6 for each convoy. The **Allied** player must reveal the location of the convoy to the enemy on a score of 4+. **If the weather is Bad subtract 1 from the die roll.**

Warship Searches: Each player now declares whether they are searching. Surface ships can search the hex they are in. Ships with operable **observation aircraft can search as many adjacent hexes as they have observation aircraft.** Carrier aircraft can search 6 additional hexes **per flight committed to search and can search up to 2 hexes away.** Players must declare which hexes they are searching in (but need not declare what is searching). Thus searching reveals some information on the likely locations of enemy forces. The ability to use aircraft depends on the time of day and weather.

After the table add: **Finally, roll a single d6 for each observation plane used for searching. On a roll of a 1, the aircraft has been lost (either to a crash, mechanical failure or simply disappearing) and is unavailable for the remainder operation.**

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Land Based Air Searches and Attacks: Both sides are assumed to have **regular** air patrols in sea areas along their coast. If enemy shipping appears in these hexes they are automatically detected (whether day, night or bad weather) **and** their presence is immediately declared. If **the ships** are detected during daylight or twilight and the weather is good they may be attacked by land based aircraft. **This is the only condition in which land** based air strikes **take part** in the game. Allied air attacks take place anywhere **within** the perimeter of hexes marked “B”, “I” or “U” on the map (flying from Britain, Iceland or the USA, **respectively**). Luftwaffe attacks take place anywhere within the perimeter marked “G”. Both Allied and German aircraft can attack in hexes marked “BG”.

Has one side achieved surprise? Each player rolls a d6, adding **+2** if they have radar, **and/or** **+2** if they have observation aircraft or carrier borne aircraft in the hex. If one side’s score exceeds the enemy score by 6 or more then they have achieved surprise.

Desire for Action: “**Determine if** either side **wants** an **action**. If neither **does**, both forces remain in the same hex but no combat occurs. If both sides wish to **engage, set up** in their respective formations at the limit of visibility, at the longest maximum weapon range of any ship in either force, or extreme radar range (whichever is longer). If **the action is** in bad weather or at **night, set up** at the maximum spotting and engagement distances as in the rules (30” in bad weather, 20” at night). If one side wishes to disengage it may do so automatically if its speed exceeds that of the fastest enemy vessel. It may begin shadowing if desired.

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Avoided Contact: If a force avoids contact because it managed to disengage (**as described on the previous page**), it must vacate the hex in the next turn. **However that force** may not do so across any hex side through which enemy ships **intends to exit**. The enemy player announces which hex sides are deemed “closed”.

U-Boat attacks: Each turn that a convoy location is declared roll a d10. On a score of 10 a ship in **the convoy** has been torpedoed and sunk. If there are heavy units (cruisers or larger) in the same hex roll a d6 - on a 5+ the ship torpedoed is a warship. Choose which heavy unit is **attacked** randomly and resolve the attack **normally**. **Assume** that the **heavy unit** is attacked by a Type VII U-boat with its forward torpedoes, attacking the target’s beam. **However, if a 1 is rolled, a submarine has been attacked and sunk. Subtract 1 from the observation roll for that convoy the following turn, and do not make a d10 roll. Convoy detection and the d10 roll then returns to normal.**

Ending the game: The location of Liverpool is (**O30**)

Amendments to Victory Sea Statistics

At first glance it would appear that there were a large number of mistakes made in the original Victory at Sea. The erratum for each fleet appears extensive and the statistics for the aircraft have almost been completely overhauled. However, in many ways the naval data provided in Victory at Sea remains valid, unfortunately, it's simply not consistent. With the additional of so many units in the Order of Battle supplement it became necessary to work to a consistent time frame. For the Order of Battle supplement, the date selected was the end of 1942. Thus every ship built on and before 1942 had its statistics updated to represent its specific configuration at the end of 1942 (or at the time of its construction if after 1942 or at the time of its sinking if before 1941). As can be seen in the errata, some ships were slightly weakened while others were slightly improved. Typically these changes were in the area of anti-aircraft fire but in other areas were altered as well.

As for the aircraft, well, Victory at Sea was intended to be a naval combat simulation first and foremost and as a result aircraft were deemphasized. However, the degree of interest on the aircraft side as generated by you the players convinced us that the air rules and aircraft themselves needed improvement. Thus the new rules you see in Order of Battle.

Royal Navy

Edinburgh-class light cruiser

- Change Priority to Skirmish

Fiji-class light cruiser

- Change Priority to Skirmish

Gloucester-class light cruiser

- Change Priority to Skirmish
- Add Special Trait: Radar
- Change AA AD to 3

Hood-class battlecruiser

- Change Priority to Battle
- Add Special Trait: Radar
- Change Port and Starboard Torpedoes AD to 1

Illustrious-class carrier

- Change Priority to Raid
- Change Secondary Armament AD to 4

J, K and N-class destroyer

- Add Special Trait: Radar
- Change Secondary Armament AD to 1
- Change Depth Charge AD to 2

King George V-class battleship

- Change AA AD to 11

Leander-class light cruiser

- Add Special Trait: Radar

Nelson-class battleship

- Change Armour to 6
- Add Special Trait: Radar
- Change AA AD to 8

Perth-class light cruiser

- Add Special Trait: Radar

King George V-class battleship

- Add Special Trait: Radar

Renown-class battlecruiser

- Add Special Trait: Radar

Southampton-class light cruiser

- Change Priority to Skirmish

Tribal-class destroyer

- Add Special Trait: Radar
- Change AA AD to 2
- Change Depth Charge AD to 2

York-class heavy cruiser

- Add Special Trait: Radar

Kriegsmarine

Deutschland-class pocket battleship

- Add Special Trait: Radar
- Change AA AD to 3

K-class light cruiser

- Add Special Trait: Radar

Type VII, Type IX and Type XXI-class submarines

- Change AA Range to 4

United States Navy

Atlanta-class light cruiser

- Change AA AD to 7

Brooklyn-class light cruiser

- Change Priority to Skirmish

- Change AA Range to 7
- Change AA AD to 4

Colorado-class battleship

- Add Special Trait: Radar
- Change AA Range to 7
- Change AA AD to 4

Clemson-class destroyer

- Change AA Range to 4

Essex-class aircraft carrier

- Change Priority to War

Fletcher-class destroyer

- Add Special Trait: Radar

New Orleans-class heavy cruiser

- Change AA AD to 3

New York-class battleship

- Add Special Trait: Radar

North Carolina-class battleship

- Change AA AD to 11

Pensacola-class heavy cruiser

- Change Secondary AD to 2
- Change AA AD to 3

Yorktown-class aircraft carrier

- Change Priority to Battle
- Change AA Range to 8
- Change AA AD to 6

Imperial Japanese Navy

Aoba-class light cruiser

- Change Port and Starboard Torpedoes AD to 2

Fubuki-class destroyer

- Change AA AD to 1

Kagero-class destroyer

- Change Priority to Patrol
- Change AA AD to 1
- Change Port/Starboard Torpedo AD to 4
- Change Depth Charge AD to 1

Kongo-class battlecruiser

- Change AA Range to 7
- Change AA AD to 3

Nagara-class light cruiser

- Change Special Trait Aircraft to 1
- Change Secondary Armament Range to 23
- Add Secondary Armament Special Trait: Weak
- Change AA AD to 1

Nagato-class battleship

- Change Secondary Armament AD to 8
- Change AA Range to 7

Sendai-class light cruiser

- Change Secondary Armament Range to 23
- Change AA AD to 1

Shokuku-class aircraft carrier

- Change Priority to Battle

Yamato-class battleship

- Change Secondary Armament AD to 8
- Change AA AD to 6

Italian Navy

Littorio-class battleship

- Add Special Trait Torpedo Belt

French Navy

Algeria-class light cruiser

- Change Secondary Armament AD to 2
- Change AA AD to 3

Dunkerque-class light cruiser

- Add Special Trait: AP to all Turret Weapons

Le Fantasque-class destroyer

- Change Secondary Armament AD to 2
- Change Depth Charge AD to 1

Jeanne D'Arc-class light cruiser

- Change Priority to Patrol

Richelieu-class battleship

- Change Secondary Armament AD to 5

Suggested Changes to Order of Battle Statistics

Royal Navy

Activity-class escort carrier

- Change Priority to Skirmish
- Add Special Trait: Civilian
- Remove Special Trait: Slow-Firing from Secondary Armament

Ameer-class escort carrier

- Add Special Trait: Civilian
- Change Target to 5
- Change AA Range to 8
- Change AA AD to 2

Archer-class escort carrier

- Add Special Trait: Civilian
- Change Secondary Armament Range to 14

Argus-class fleet carrier

- Remove Special Trait: Slow-Firing from Secondary Armament

Attacker-class escort carrier

- Add Special Trait: Civilian
- Remove Special Trait: Slow-Firing from Secondary Armament

Audacious-class fleet carrier

- Remove Special Trait: Slow-Firing from Secondary Armament
- Change AA AD to 11

Audacity-class escort carrier

- Add Special Trait: Civilian
- Change AA AD to 1

Avenger-class escort carrier

- Add Special Trait: Civilian

Bellona-class light cruiser

- Change Secondary Armament AD to 3
- Change AA AD to 4

C-class cruiser

- Add Secondary Armaments Special Trait: Not Dual Purpose
- Change AA AD to 2

Campania-class escort carrier

- Add Special Trait: Civilian
- Remove Special Trait: Slow-Firing from Secondary Armament

Courageous-class carrier

- Change Secondary Armament Range to 11

Coventry-class AA carrier

- Change AA AD to 7

Danae-class carrier

- Add “(6”)” to Secondary Armament
- Change Secondary Armament Range to 22
- Change Secondary Armament AD to 2
- Add Secondary Armaments (6”) Special Trait: Not Dual Purpose
- Add Secondary Armament Special Trait: Not DP
- Add Secondary Armament (4”), Range: 14, AD 1, DD 1, Special Action: Weak
- Change AA AD to 2

Delhi-class carrier

- Change Secondary Armament Range to 18
- Change Secondary Armament AD to 1
- Change AA AD to 2

Dido 1st-class light cruiser

- Change Secondary Armament AD to 4
- Change AA AD to 4

Dido 2nd-class light cruiser

- Change Secondary Armament AD to 3
- Change AA AD to 4

Dido 3rd-class light cruiser

- Change AA AD to 5

Eagle-class aircraft carrier

- Change Crew to 43/14
- Add Secondary Armaments Special Trait: (1 AD is Dual Purpose)

Effingham-class cruiser

- Change Secondary Armament (6") Range to 22
- Change Secondary Armament (6") AD to 3
- Add Secondary Armaments (6") Special Trait: Not Dual Purpose
- Change AA AD to 2

Erebus-class monitor

- Change Speed to 2
- Change Secondary Armament Range to 14

Emerald-class cruiser

- Add Secondary Armaments (6") Special Trait: Not Dual Purpose

Fiji (Ceylon)-class light cruiser

- Change Secondary Armament Range to 14

Flower-class corvette

- Add Secondary Armament Special Trait: Slow-Loading
- Change Depth Charge AD to 3

G3-class battlecruiser

- Change Turret A, B and P Range to 40
- Change Secondary Armament Range to 18
- Change Secondary Armament AD to 5
- Add Secondary Armaments Special Trait: Not Dual Purpose
- Change AA AD to 6
- Add Forward Torpedoes, Range 10, AD 1, DD 4, Special Trait: AP, Slow-Loading

Hawkins-class cruiser

- Add "(7.5)" to Secondary Armament
- Change Secondary Armament AD to 3
- Add Secondary Armaments Special Trait: Not Dual Purpose
- Add Secondary Armament (4"), Range: 14, AD 1, DD 1, Special Action: Weak
- Change AA AD to 3

Hermes-class light carrier

- Add Secondary Armaments Special Trait: (1 AD is Dual Purpose)

Hunt-class destroyer escort

- Change Depth Charge AD to 2

Loch-class frigate

- Change Secondary Armament Range to 12
- Add Secondary Armament Special Trait: Slow-Loading
- Change Depth Charge AD to 2

London-class cruiser

- Change Priority to Raid
- Add Port Torpedoes, Range 10, AD 2, DD 4, Special Trait: AP, One-Shot
- Add Starboard Torpedoes, Range 10, AD 2, DD 4, Special Trait: AP, One-Shot

Malta-class carrier

- Remove Special Trait: Armoured Deck
- Change Secondary Armament Range to 14
- Change AA Range to 8
- Change AA AD to 10

Merchant aircraft carrier

- Add Special Trait: Civilian
- Change Secondary Armament AD to 1
- Change AA AD to 1

N3-class battleship

- Change Turret A, B and P AD to 3
- Change Secondary Armament Range to 18
- Change Secondary Armament AD to 5
- Add Secondary Armament Special Trait: (2 AD are DP)
- Change AA AD to 6
- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Forward Torpedoes, Range 10, AD 1, DD 4, Special Trait: AP, Slow-Loading

Queen Elizabeth Barham-class battleship

- Change Turret A, B, X and Y Range 26
- Add Secondary Armaments Special Trait: (3 AD is Dual Purpose)

Queen Elizabeth Warspite-class battleship

- Change Turret A, B, X and Y Range 33
- Change Secondary Armament AD to 5
- Add Secondary Armaments Special Trait: (2 AD is Dual Purpose)
- Change AA AD to 6

Pretoria Castle-class escort carrier

- Add Special Trait: Civilian
- Change AA AD to 4

Renown (Refit)-class battlecruiser

- Change Turret A, B, and Y Range 33
- Change Secondary Armament AD to 4

Resolution-class battleship

- Add Secondary Armaments Special Trait: (2 AD is Dual Purpose)
- Change AA AD to 6

Roberts-class monitor

- Change Speed to 2
- Change Secondary Armament Range to 14

Surrey-class carrier

- Change Armour to 3
- Add Port Torpedoes, Range 10, AD 2, DD 4, Special Trait: AP, One-Shot
- Add Starboard Torpedoes, Range 10, AD 2, DD 4, Special Trait: AP, One-Shot

Tiger-class light cruiser

- Change Secondary Armament Range to 14
- Change AA Range to 8
- Change AA AD to 6

U-class submersible

- Change Secondary Armament Range to 7
- Change AA Range to 4
- Change Forward Torpedoes DD to 4
- Change Forward Torpedoes Special Trait to Slow-Loading

Vindex-class escort carrier

- Change Priority to Skirmish
- Add Special Trait: Civilian
- Remove Special Trait: Slow-Firing from Secondary Armament

Kriegsmarine

Emden-class light cruiser

- Add Special Trait: Radar
- Change Secondary Armament Range to 26
- Change Secondary Armament AD to 3
- Change AA AD to 1

Project Jade carrier

- Add Special Trait: Civilian

Schleswig Holstein-class pre-dreadnought

- Change Turret A and X Range to 29
- Change Secondary Armament Range to 13
- Change Secondary Armament AD to 1
- Change AA Range to 8
- Change AA AD to 2
- Remove Port Torpedoes
- Remove Starboard Torpedoes

Spahkreuzer-class scout cruiser

- Add Special Trait: Agile

Type-39-class torpedo boat

- Change Turning to 2
- Change Secondary Armament Range to 12
- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 3, DD 3, Special Trait: AP, One-Shot
- Change Depth Charge AD to 3

ZH-1-class destroyer

- Change Speed to 8
- Change Crew to 9/3
- Change AA AD to 1
- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 4, DD 3, Special Trait: AP, One-Shot
- Change Depth Charge AD to 3

Type 35/37 Torpedo Boat

Patrol

The Type 35 Torpedo Boat class was the first new design of this type in 10 years. Unlike their predecessors, these ships were not successful, as they were plagued by a troublesome engine system. Their primary weapon system was the torpedo, and to maximize their numbers, only one 10.5 cm gun and the light Flak protection. The following Type 37 were an attempt to improve the Type 35, but was equally unsuccessful. As a result, both classes were very vulnerable to aerial attacks and not very useful in tasks other than torpedo attacks. Most of these ships were used for training submarine commanders in the Baltic Sea, some even were put into reserve status since there was no use for them during wartime.

Ships of this class: T1 through T21

Speed: 7"

Turning: 3

Target: 6+

Armour: 2+

Damage: 3/1

Crew: 5/1

Special Traits: Agile

In Service: 1939 (1942 as shown)

Weapon	Range	AD	DD	Special
Secondary Armament	12"	1	1	Weak, Slow-Loading
AAA	5"	1	-	
Port/Starboard Torpedoes	10"	3	3	AP, One-Shot

Length: 276 ft. Displacement: 1,090 tons Speed: 35 kts. Crew: 119

Project Weser Aircraft Carrier

Skirmish

Ships of this class: *Weser*

The heavy cruiser Seydlitz was the fourth member of the Prinz Eugen class. After the beginning of World War II, construction of the Seydlitz proceeded very slowly. By May 1942, the Seydlitz was nearly complete when the decision was made to modify the ship into an aircraft carrier, under project "Weser". By spring of 1943, the main guns were removed, along with the superstructure, leaving only the funnel. Air attacks forced transferral to Königsberg, and then Kiel, and finally back to Königsberg. By 1944, all thoughts of conversion ended. When the Red Army closed on Königsberg in 1945, all usable ships and equipment were ordered to leave, which no longer included Seydlitz. In September 1945 she was damaged by Soviet aircraft and scuttled the next day.

Speed: 7"

Turning: 2

Target: 5+

Armour: 2+

Damage: 17/5

Crew: 45/15

Special Traits: Carrier

In Service: 1943 (Planned)

Aircraft: 2 flights of Me-109 and 1 flights of Ju-87

Weapon	Range	AD	DD	Special
Secondary Armament	13"	2	1	Weak
AAA	8"	3	-	-

Length: 679 ft. **Displacement:** 17,139 tons **Speed:** 32.5 kts. **Crew:** 1128

United States Navy

Bogue-class escort carrier

- Add Special Trait: Radar
- Add Special Trait: Civilian, Radar

Casablanca-class escort carrier

- Add Special Trait: Civilian, Radar

Cleveland-class light cruiser

- X-Turret AD is DD is 1

Gridley-class destroyer

- Add Special Trait: Radar

Independence-class light carrier

- Add Special Trait: Radar

Lexington-class carrier

- Add Special Trait: Radar

- Change Saratoga AA AD to 9

Long Island-class escort carrier

- Add Special Trait: Civilian, Radar

New Mexico-class battleship

- Add Secondary Armaments Special Trait: (2 AD is Dual Purpose)

Northampton-class heavy cruiser

Skirmish

- Statistics provided are for the Pensacola-class heavy cruiser; correct statistics are:

Speed: 7 **Armour:** 3 **Special Traits:** Aircraft 4, Radar
Turning: 2 **Damage:** 11/3 **In Service:** 1930 (1942 as shown)
Target: 5 **Crew:** 25/8

Weapon	Range	AD	DD	Special Trait
A-Turret (3 x 8 in)	32	1	1	Twin-Linked
B-Turret (3 x 8 in)	32	1	1	Twin-Linked
Y-Turret (3 x 8 in)	32	1	1	Twin-Linked
Secondary Armament	10	2	1	Weak
AA	7	4	---	---

Length: 582 ft **Displacement:** 11,420 tons **Speed:** 32.5 kts **Crew:** 617

Omaha-class light cruiser

- Change Turret A and B Range to 26
- Change Secondary Armament Range to 17
- Add Secondary Armaments Special Trait: Not Dual Purpose

Porter-class destroyer

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 4, DD 4, Special Trait: AP, One-Shot

Ranger-class escort carrier

- Add Special Trait: Radar

Sangamon -class escort carrier

- Add Special Trait: Civilian, Radar

Tennessee-class battleship

- Change AA AD to 12

Wasp-class escort carrier

- Add Special Trait: Radar

Wyoming-class battleship

- Add Special Trait: Radar
- Change Secondary Armament AD to 1

Wichita-class heavy cruiser

Skirmish

- The Wichita was identified in the Hunt for the Beast mini-campaign, but its statistics were not provided. The statistics are provided below:

Speed: 7 **Armour:** 3 **Special Traits:** Aircraft 4, Radar
Turning: 2 **Damage:** 13/4 **In Service:** 1939 (1942 as shown)
Target: 5 **Crew:** 37/12

Weapon	Range	AD	DD	Special Trait
A-Turret (3 x 8 in)	32	1	1	Twin-Linked
B-Turret (3 x 8 in)	32	1	1	Twin-Linked
Y-Turret (3 x 8 in)	32	1	1	Twin-Linked
Secondary Armament	12	2	1	Weak
AA	8	3	---	---

Length: 600 ft **Displacement:** 13,015 tons **Speed:** 33.0 kts **Crew:** 929

Montana-class battleship

War

- The addition of the conjectural British and German battleships should be matched by the American conjectural battleship. The statistics are provided below:

Speed: 6 **Armour:** 6 **Special Traits:** Aircraft 3, Radar, Armoured Deck, Torpedo Belt
Turning: 1 **Damage:** 54/18 **In Service:** Never Completed
Target: 4 **Crew:** 112/37

Weapon	Range	AD	DD	Special Trait
A-Turret (3 x 16 in)	43	3	3	SAP
B-Turret (3 x 16 in)	43	3	3	SAP
X-Turret (3 x 16 in)	43	3	3	SAP
Y-Turret (3 x 16 in)	43	3	3	SAP
Secondary Armament	18	8	1	Weak
AA	8	15	---	---

Length: 921 ft **Displacement:** 70,965 tons **Speed:** 28.0 kts **Crew:** 2789

Japanese Imperial Navy

Agano-class light cruiser

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 20, AD 4, DD 5, Special Trait: SAP, Slow-Loading

Akitsuki-class destroyer

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 20, AD 2, DD 5, Special Trait: SAP, Slow-Loading

Ise-class battleship

- Add to X Turret Special Trait: (Not Carrier Version)
- Add to Y Turret Special Trait: (Not Carrier Version)
- Change Secondary Armament AD to 1

Kuma-class light cruiser / Kitakami-class torpedo cruiser

- Change Secondary Armament Range to 23 for both entries

Matsu-class destroyer escort

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 20, AD 2, DD 5, Special Trait: SAP, One-Shot

Ryuho-class light carrier

- Change Speed to 5
- Change Damage to 17/5
- Change Crew to 40/13

Shimakaze-class destroyer

- Change AA AD to 1
- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 20, AD 8, DD 5, Special Trait: SAP, One-Shot

Shiratsuyu-class destroyer

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 20, AD 4, DD 5, Special Trait: SAP, Slow-Loading

Tenryu-class light cruiser

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 3, DD 4, Special Trait: AP, One-Shot

Yubari-class light cruiser

- Change Secondary Armament Range to 23
- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 20, AD 2, DD 5, Special Trait: SAP, Slow-Loading

The stats for the Unryu-class Carrier were omitted (it is included in the fleet lists, erroneously listed as “Unry” class)

UNRYU CLASS CARRIER

Ships of this class: **Unryu, Amagi, Katsuragi, Kasagi, Aso, Ikoma**

Speed: 7”

Turning: 1

Target: 4+

Armour: 3+

Damage: 23/7

Crew: 64/21

Special Traits: Carrier

In Service: 1944

Aircraft: 4 flights of Mitsubishi A6M Zeros, 3 flights of Nakajima B6N Jill’s and 4 flights of Aichi D4Y Judy’s**

Weapon		Range	AD	DD	Special
Secondary Weapons	11”	4	1	Weak	
AAA	7”	8	-		

Length: 746 ft.

Displacement: 22,800 tons

Speed: 34 kts.

Crew: 1595

** None of the Unryu class carriers ever deployed with a complete air group. The air group above is conjectural.

Italian Navy

Abruzzi-class light cruiser

- Change Secondary Armament AD to 1

Capitani Romani-class light cruiser

- Add Special Trait: Agile
- Change Secondary Armament Range to 22

Duca D'Aosta-class light cruiser

- Change Secondary Armament AD to 1

Etna-class AA cruiser

- Change Secondary Armament Range to 22

Raimondo Montecuccoli-class light cruiser

- Change Crew to 23/7

Savoia-Marchetti SM.79 Sparviero

The Savoia-Marchetti SM.79 Sparviero, Italian for “Sparrowhawk”, was the most important Italian bomber of World War II. The three engine airplane was well made and performed well as a torpedo and medium bomber. Notable for its distinctive 'hump' in the fuselage, the aircraft was well liked by its crews. The Royal Air Force (RAF) fighter pilots nicknamed the plane the "Damned Hunchback" because of its rugged structure and the machine gun in the 'hump' making it quite difficult to shoot down. The plane stayed in Italian use until 1952.



French Navy

Bretagne-class battleship

- Change Speed to 4” (5” Lorraine)

Chacal-class destroyer

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 3, DD 3, Special Trait: AP, One-Shot

Mogador-class destroyer

- Change Secondary Armament Range to 13
- Add Depth Charges, Range 3, AD 1, DD 2, Special Trait: Slow-Loading

Surcouf-class submarine

- Change Damage to 4/1

Soviet Navy

Weak Sonar: No Soviet ship had sonar until 1941 and most of them did not receive any until the middle of the war. However, only 5% of the ships lost by the Soviet Navy were from submarine attacks and hence ASW efforts were not as important to the Soviet Navy as to other nations. Russian ships require a 5+ to detect a submerged submersible, rather than the normal 4+.

Arkangelsk-class battleship

- Change Speed to 4”
- Change Crew to 46/15
- Change In Service to 1944
- Change all Turret Ranges to 26
- Change Secondary Armament Range to 15
- Change Secondary Armament AD to 6
- Change AA AD to 6

Chapaev-class light cruiser

- Change all Turret Ranges to 35
- Change Secondary Armament Range to 17
- Change AA Range to 4
- Change AA AD to 4
- Change Port Torpedoes DD to 3
- Change Starboard Torpedoes DD to 3

Gangut-class battleship

- Change all Turret Ranges to 27
- Change Secondary Armament Range to 17
- Change Secondary Armament AD to 3
- Remove Port/Starboard Torpedoes
- Add Port Torpedoes, Range 10, AD 1, DD 4, Special Trait: AP, Slow-Loading
- Add Starboard Torpedoes, Range 10, AD 1, DD 4, Special Trait: AP, Slow-Loading

Gnevnyi-class destroyer

- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 3, DD 3, Special Trait: AP, One-Shot
- Change Depth Charges AD to 1
- Change Depth Charges DD to 2

Kirov-class heavy cruiser

- Change all Turret Ranges to 42
- Change Secondary Armament Range to 17
- Change Secondary Armament AD to 3
- Change AA Range to 7
- Change AA AD to 2
- Change Port Torpedoes DD to 3
- Change Starboard Torpedoes DD to 3

Kostromitinov-class carrier

- Change Damage to 44/14
- Change Secondary Armament Range to 23
- Change Secondary Armament AD to 7
- Change AA Range to 8
- Change AA AD to 12

Krasnyi Kavkaz-class heavy cruiser

- Change all Turret Ranges to 42
- Change Secondary Armament Range to 17
- Change AA Range to 3
- Change AA AD to 4
- Change Port Torpedoes DD to 3
- Change Starboard Torpedoes DD to 3

Kronshtadi-class battlecruiser

- Add Special Trait: Torpedo Belt
- Change all Turret Ranges to 50
- Change Secondary Armament Range to 23
- Change Secondary Armament AD to 4
- Change AA Range to 6
- Change AA AD to 6

Maxim Gorky-class heavy cruiser

- Change all Turret Ranges to 42
- Change Secondary Armament Range to 12
- Change Secondary Armament AD to 1
- Change AA Range to 4
- Change AA AD to 2
- Change Port Torpedoes DD to 3
- Change Starboard Torpedoes DD to 3

Murmansk-class light cruiser

- Change Damage to 10/3
- Change Crew to 18/6
- Change all Turret Ranges to 26
- Change Secondary Armament Range to 17
- Change Secondary Armament AD to 1
- Change AA Range to 8
- Change Port Torpedoes DD to 3
- Change Starboard Torpedoes DD to 3

Novik-class destroyer

- Change Damage to 3/1
- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 5, DD 3, Special Trait: AP, One-Shot
- Change Depth Charges AD to 2
- Change Depth Charges DD to 2

Profintern-class light cruiser

- Change Secondary Armament AD to 5
- Change AA Range to 6
- Change Port Torpedoes DD to 3
- Change Starboard Torpedoes DD to 3

Project 71-class carrier

- Change Turning to 2
- Add Special Trait Armoured Deck
- Change Aircraft to 2 flights of Su-2, and 3 flights of I-16 or Yak-9
- Change Secondary Armament Range to 17
- Change Secondary Armament AD to 1
- Change AA AD to 3

Project 72-class carrier

- Change Secondary Armament Range to 19
- Change Secondary Armament AD to 5
- Change AA AD to 9

Series X-class submarine

- Remove Secondary Armament
- Change Forward Torpedoes DD to 3
- Change Aft Torpedoes DD to 3

Sovietski Soyuz-class battleship

- Change all Turret Ranges to 50
- Change all Turret Special Traits to AP
- Change Secondary Armament Range to 23
- Change Secondary Armament AD to 6

Tallin-class heavy cruiser

- Change Secondary Armament Range to 17
- Change AA Range to 4
- Change AA AD to 6

Tashkent-class destroyer leader

- Change Damage to 3/1
- Remove Port Torpedoes
- Remove Starboard Torpedoes
- Add Port/Starboard Torpedoes, Range 10, AD 3, DD 3, Special Trait: AP, One-Shot
- Change Depth Charges AD to 2

Civilian

Liner

- Change Crew to 44/14
- Add Special Trait Civilian

Troopship

- Change Crew to 8/2
- Add Special Trait Civilian

Oil Tanker

- Change Speed to 3
- Change Crew to 3/1

Ammunition Ship

- Change Target to 5
- Add Special Trait Civilian

Raider/Armed Merchant Cruiser

- Change Target to 5
- Change Crew to 16/5
- Add Special Trait Civilian
- Change Crew to 400