

Wardroom Errata – September 2024

The Wardroom in collaboration with the Admiralty Website have made the following alterations to the official rules based on members feedback about gameplay, the historical loadouts and capabilities of the Ships, or to have consistency with other ships (where the guns and mounts or the location are the same for example) or to resolve issues with subsequent refits. I have put the explanations for the changes and assumptions in refit wording in **green highlight**. New entries are in **blue highlight**.

Note some of these go against the Official Errata. Such as the Farragut Class Destroyer (USN) and the DP Trait addition. While I have written it as changes to the rulebook these are totally unofficial.

Rule Book

pg 37, Weapon Systems: **Not all guns are created equal.** *While the game uses the calibre (ie 6") to distinguish guns on ships, guns of the same calibre aren't necessarily the same make, model, use the same ammunition or they might simply just not have the same mounts turrets as on another ship. These factors all affect the range, Attack Die, AP Damage die and Traits between entries.*

pg 41, Moving Ships: replace the 3rd paragraph of the middle column 'If a ship would finish its movement on top of another ship, simply move the ship back along its path until it can be safely put down on the table. If a ship has not been able to move for two turns due to another ship model blocking its movement add enough movement so that it can clear the blocking model. A ship that has been moved backwards in this manner still counts as having gone the initial distance for being a fast moving target'. **This is because the written rule could mean a ship is moved in any direction. And can be used to accelerate slower ships up the table – such as speed 4 Battleships moving 7 or 8" in a turn or put it in shallow water.**

pg 47, Create Smoke! Order: Add 'In a straight line from the bridge' after the second sentence. Add 'or the ships model from the bridge to the counters' in between the words 'Counters' and 'and'. **This is to stop creative arcs with the smoke or arguments about if the model blocks LoS with this order**

pg 48, Armoured Deck Trait: Add 'before checking for any criticals' at the end of the last sentence. **This is due to the wording difference between Armoured Deck and Torpedo belt, it also helps create game play difference between Dive Bombers & Torpedo Bombers**

pg 48, Devastating: Insert the following at the end of the second sentence 'Note natural 1s still fail to do any damage, think of these as duds that hit but don't go off'. **Devastating is still an armour roll and as such affected by the core rule that natural 1s are a failure.**

pg 49 DP Trait: Add 'This attack may be used at the same time as a ships AA Batteries' after the last sentence. **This is because we have found that DP doesn't have the historical usage effect as they normally end up firing after the aircraft have attacked if the official FAQ is followed.**

pg 50, Gunnery Phase, Shooting Down Aircraft: Add new paragraph “When multiple ships have range to flights then starting with the player with priority each player selects a ship to fire with before swapping player to select another ship until all ships have fired.” *This is just to give structure to the AA step, players are free to select in a way that both players are happy with so long as no ship fire twice.*

ROYAL NAVY

Admiral Class Battleship: HMS Hood Refit 1940: change to read: Remove the 12 x 5.5” light guns. Increase the 4” Light Guns to (14x4”) AD7. *In 1940 all the 5.5” guns were removed and 3 extra 4” emplacements added bring the Hood up to 14 4” guns installed.*

Nelson Class Battleship: All entries: Limit the Q turret to P&S arcs only. *This brings it into line with all other Q turrets in the game.*

Scott Class Destroyer: All entries: From the Ship remove the **Aircraft 2** trait. *This ship class of World War 1 destroyers didn’t have observer Aircraft on board at any point of their service life.*

Scott Class Destroyer: Malcolm Refit 1943: Add ship trait – **Hedgehogs**. *This ship was equipped with them during her refit in 1943. You can also see on pg 162 where something is missing from the refit as it goes “add for”*

US NAVY

Colorado Class Battleship: Colorado 1944 & Maryland 1944 Refits: The Light guns reduced to AD4 are the first set of 5” guns. *In 1942 they reduced the 5”/51s from 12 to 8 guns to make room for the extra AA and to equip merchant ships with those guns as protection against surfaced submarines in the Atlantic.*

Colorado Class Battleship: Maryland Refit 1945: Change the refit to: Replace all Light Guns and AA Battery with the same as the West Virginia 1945 Refit (including the change of range band increments). *She didn’t lose her light guns or gain a triple mount torpedo launcher on one side during the war.*

Colorado Class Battleship: West Virginia Refit 1945: *The max ranges are correct*, change the other range bands round. *The book has the range bands inverted so on the wrong guns, that’s all*

South Dakota Class Battleship: All entries: 5" Light Guns increase max range to 18". *They had the same 5"/38 guns on the same mounts (mark 28 mod 0 if you're wondering) as the North Carolina class so now they get the same stats.*

Tennessee Class Battleship: Tennessee Refit 1943: From Light Guns remove **Fast Track** trait. *TBH just irrelevant, an obvious copy and paste error.*

Northampton Class Cruiser: Chester Refit 1944: AA battery increase max range to 5". *No range is given but AD2 is listed, however during her refits she was equipped with similar AA weaponry as the USS Louisville.*

Clemson Class Destroyer: Clemson entry 1939: remove entry. *This is duplicate of 1940 entry, she was converted in 1940.*

Clemson Class Destroyer: Osmond Ingram entry: Add new refit 1940: Converted to Sea-plane tender. Decrease Flank Speed to 5", reduce light guns (2 x 4 inch) to Attack Dice 1 and remove all torpedoes. *The Osmond Ingram was returned to service in 1940 as a seaplane tender. While she was returned to normal Destroyer duties in Dec 1943 for 8 months before being converted to an assault transport there's no point putting in conflicting refits.*

Bagley Class Destroyer: Base entry remove DD3 from the AA battery line. *Theres no ranged AA on this class so this is obviously a typo and is ignored anyway.*

Benson Class Destroyer: Add Mayo Refit 1941: Remove one set of torpedoes. *If you don't remove one set, so how can you return them in 1944?*

Benson Class Destroyer: All less Mayo Refit 1944: Light Guns AD decrease to 2. *You can see where the AD number is missing from the refit on pg 190 and this AD is consistent with the number of guns listed.*

Farragut Class Destroyer: Base Entry: Light Guns Increase AD to 3 *The FAQ has given the c1943 number of guns. They were built with 5, but this was reduced to 4 when they increased the AA.*

Farragut Class Destroyer: All 1943 Refits: Add - Change Light Guns to (4 x5") and reduce AD to 2. *See above entry for explanation.*

Gleaves Class Destroyer: Swanson, Woolsey & Wilkes 1943 refits: remove 'and add one set of torpedoes'. *There are photos of the USS Woolsey in 1943 /1944 and the USS Wilkes in 1945 with both sets of torpedo tubes still visible. And we have been unable to find anything before 1945 for Swanson & Woolsey, when they removed both sets and altered the layout of the AA guns. Thank you to Discord user Morvan for finding these photographs.*

Sims Class Destroyer: Base Entry: Light Guns increase AD to 3. *Again, these ships were built with 5x 5" guns, these ships already have the refits with their removal in 1941 in the rulebook.*

Sims Class Destroyer: Base Entry: Mk 15 Torpedoes, increase DD to 3. *Mk 15 torpedoes are consistently DD3, Mk12 (which the Sims were NOT equipped with) are DD2.*

MARINE NATIONALE (French)

Dunkerque Class Battleship: All entries: (4 x 5.1") Light Guns decrease AD to 2. *How 4 guns have 9AD I don't know!*

Richelieu Class Battleship: All entries: Q & R turrets add rear arc. *Due to location these arcs are more correct than those given.*

Chacal Class Destroyer: All entries: Remove trait **Depth Charges**. *The information below the entry on pg 208 state that they had no Anti-Submarine weaponry.*

Dewoitine D.520 Fighter Flight: Change Carrier to Yes. *While a carrier version was being worked on, it would not have been able to fly from the Bearn, even if in service, due to the Bearn's low speed meaning it was not able to create the lift required for them to take-off. However, the reason for this change is to allow the French fleet to have a carrier-based fighter for game reasons.*

Surcouf Class Cruiser Submarine: Base entry: add to the damage rule – If submerged when it takes damage the Surcouf must surface in its next movement phase. *This is more for gameplay clarity and not to over penalise the Surcouf player by forcing the submarine to the surface mid turn.*

KRIEGSMARINE (Germany)

Type 1936a Class Destroyer: Z23, Z24 & Z25 Refits 1942/1943: (3 x 5.9") Light Guns charge arcs to Port, Starboard and Aft. *The fore gun was removed and replaced by a turret not the rear.*

IMPERIAL JAPANESE NAVY

Yamato Class Battleship: All Entries: The 6.1" turrets should have Fast Track. *All turrets in game have AD equal to the number of guns in the turret unless they have Fast track or Twin linked rules. The physical turrets on the Yamato were first used on the Mogami class then put on the Yamato as well as the Oyodo class vessels where they have Fast track – so therefore we have gone with putting fast track on the Yamato & Mogami pre 1940 classes.*

Kitakami Class Cruiser (2nd Kuma Class Cruiser entry): Base Entry: Increase the number of Torpedo Systems to 5 Port and 5 Starboard. All stats for the torpedoes remain the same including AD for a total of 20 AD per side arc. *These ships had 5 sets of quad launchers per side. Also the Kitakamis 1942 refit wouldn't work if they only had 2 a side!*

Kitakami Class Cruiser: Kitakami Refit 1942: Change **Fan Salvo** to 3 dice. *If you are removing 40% of the Torpedoes you should have a reduction in the Fan Salvo!*

Mogami Class Cruiser: All pre-1940 refit: Add Fast Track to the 6.1" turrets. *See Yamato entry for explanation.*

Mogami Class Cruiser: NOTE the 1943 & 1944 refits ignore the pre 1940 refit as this is effectively the base profile & the base profile is a 1940 refit.

Nagara Class Cruiser: Isuzu 1943 Refit: Use the Light guns table listed Kinu 1944. *This is as per the beta.*

Nagara Class Cruiser: Natori 1944: The Depth Charge with AD2 is to be added – *it's not clear in the FAQ due to the use of 'light guns' and not all weapons if they are to be included, but they were on the ship so add them!*

Takao Class Cruiser: Atago & Takao Refits 1942: (8 x 5") Light Guns increase max range to 16". *The same guns on the same mounts on other ships of the class have range 16".*

Tone Class Cruiser: All Entries: (8 x 5") Light Guns decrease AP to -2. *The same guns on all other Japanese ships have AP-2.*

REGINA MARINA (ITALIAN)

Etna Class Cruiser: Base Entry: Change the commissioned date to 1943. *This is just to allow it to be taken in general pickup & Tournament games which work best set at 1943, therefore allowing the whole Regina Marina starter box to be used, no other reason!*

Zara Class Cruiser: All Entries: Increase Armour to 4+, to Light Guns add the following traits – DP, Restricted, Weak. *About the armour – let's just say some people far more knowledgeable than me disagree with WL on this one so we've returned it to the beta value. Although an argument could be made about its being 3+ I feel it's close enough to be left at 4+ as benefiting her reputation as one of the best armoured treaty cruisers... The Light Guns are brought into line with all the rest of the Italian ships that had the same guns and mounts.*

Soldati Class Destroyer: All entries: Increase torpedo weapon systems to 3 AD. *These ships had triple mount launchers not twin.*

Breda Ba.201 Dive-Bomber Flight: Add a commissioned date of 1943 and change Carrier to Yes. *It was being developed to be carrier capable, the commission date is to make it available for standard pickup & Tournament games.*

CIVILIAN SHIPS

Armed Merchants: German Raider Refit: To Torpedoes System add **One-Shot** Trait. *German practice at the time for surface ships was to keep the warhead separate from the body until loading, as such it's not something that could be done in battle.*

Oil Tanker: Cimarron Class Refits: Increase speed to 5". *The book says increase to 4" when already at 4"!*

WARDROOM SHIPS

These are historic ships that have been stated up at the request of members of the wardroom FB group or the VaS discord. These are entirely unofficial, however points for them can be found in the points charts.

Royal Navy

Battle Class Destroyer: Originally commissioned in 1945, only one saw active service during WW2 in the pacific. we have given them a what-if date of 1944 as this is when the first ships of the class were launched.

Battle Class	Flank Speed	7"	Armour	1+	Hull	6/2	Traits	Depth Charges, Radar, Sub-Hunter		
	Commissioned	1944	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (4 x 4.5")	F/P/S	5"	10"	15"	21"	2	-2	1	Weak, DP
	AA Battery	360	1"	2"	3"	5"	1	-	-	Local 1
	Torpedo Type IX	P/S	3"	6"	9"	12"	5	-	3	Devastating, One-Shot
	Torpedo Type IX	P/S	3"	6"	9"	12"	5	-	3	Devastating, One-Shot

Refits:

Either: 1st 6 1942 'Early' Battle: Add (1 x 4") Light Gun, Arc 360, Range 4/8/12/17", AD1, AP -2, DD1, Traits Weak, DP, Slow Fire,

OR 1943 'Late' Battle: Change hull to 7/2; Increase the local Trait to Local 2; Change Lights guns to (5 x 4.5") Light Guns with AD 3, with arc 360; Add the following restriction: Light Guns (5x 4.5") Only 2Attack Dice may be fired in the Fore arc and 1 Attack die in the Aft arc.

Black Swan Class Destroyer: The Black Swan Sloop was a convoy defence ship, eventually replaced by the Hunt class Destroyer.

Black Swan	Flank Speed	4"	Armour	1+	Hull	3/1	Traits	Agile, Depth Charges, Radar, Sub-Hunter		
	Commissioned	1939	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (6 x 4")	F/P/S	4"	8"	12"	17"	3	-2	1	Weak, DP
	AA Battery							-	-	Local 1
Light Guns (6 x 4") Only 2Attack Dice may be fired in the Fore arc and 1 Attack die in the Aft arc										

Refit:

Modified Black Swan 1942: Increase Depth Charge to AD 2, Increase Local Trait Local 2.

US NAVY

Allen M Sumner Class Destroyer: An improved fletcher design with twin ruder making them more agile for ASW work they had greater armament and slightly more AA than the late war refits of the fletchers in the same size hull. This profile can also be used for the **Gearing** class Destroyer which were the same design just wider for more fuel

Allen M Sumner	Flank Speed	7"	Armour	1+	Hull	7/2	Traits	Agile, Depth Charges, Advance Radar		
	Commissioned	1944	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (6 x 5")	360	4"	9"	13"	18"	3	-2	1	Weak, DP
	AA Battery	360	1"	2"	3"	5"	2	-	-	Local 1
	Mk15 Torpedoes	P/S	2"	5"	7"	10"	5		3	Devastating, one-Shot
Mk15 Torpedoes	P/S	2"	5"	7"	10"	5		3	Devastating, one-Shot	
Light Guns (6 x 5") Only 2 Attack Dice may be fired in the Fore arc and 1 Attack die in the Aft arc										

Refit: 1945: Remove one set of torpedoes and increase Local to Local 2. *The rear torpedo launcher was removed and replaced with a 40mm AA plus other AA guns. This is not enough to change the AA AD stat, so it has been used to increase the Local stat.*

KRIEGSMARINE

XI Class Cruiser Submarine: A what-if submarine designed along the lines of the Surcouf, a couple of hulls were built. There are also rumours of at least one being finished and manned by the SS and utilised in the last days of the war, possibly evacuating senior party members out of Germany.

XI Class Sub.	Flank Speed	3"/1"	Armour	2+	Hull	9/3	Traits	Agile, Aircraft 1, Radar,		
	Commissioned	1939	Type	Submarine			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (4 x 5")	360	4"	9"	13"	18"	2	-2	1	Weak,
	AA Battery	360						-	-	Local 1
	Fore Torpedo G7a/T-1	F	2"	5"	7"	10"	4	-	3	Devastating, slow load
Aft Torpedo G7a/T-1	A	2"	5"	7"	10"	2	-	3	Devastating, slow load	
Light Guns (4 x 5") Only 1 Attack Dice may be fired in the Fore and Aft arcs										
The XI class cant submerge if it takes any damage. If submerged when it takes damage then must surface in its next movement phase.										

Some liberties have been taken as not a lot is known about the proposed specs of this submarine. The light guns are based on those taken of the Type 1936 Destroyer but with a slightly shorter Extreme Range due to being on a submarine as there is no data about the proposed twin turret mount. The speed is taken from other U-Boats designed at the same time as this would have been expected to keep with them.

REGIA MARINA

Comandanti Medaglie d'Oro Class Destroyer: A what-if class designed to replace the Soldati class, none of the 20 ships were finished before being cancelled or scrapped around the time of Italy's armistice.

D'Oro Class	Flank Speed	7"	Armour	1+	Hull	6/2	Traits	Agile, Depth Charges, Radar		
	Commissioned	1943	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (4 x 5.3")	360	5"	10"	15"	21"	2	-2	1	Weak
	AA Battery	360	1"	3"	4"	6"	1	-	-	
	Si 270 Torpedoes	P/S	2"	4"	6"	8"	3		2	Devastating, one-Shot
	Si 270 Torpedoes	P/S	2"	4"	6"	8"	3		2	Devastating, one-Shot
Light Guns (4 x 5.3") Only 1 Attack Dice may be fired in the Fore and Aft arcs										

Refit: Series 2 & 3 1944: Increase Light Guns to (5 x 5.3") with 3 AD. With a limit of 2 AD being fired in the Aft Arc. Add the Trait **Local 1** to the AA Battery.