Wardroom Errata – June 2025
[Errata with Explanations & Extra Ships]

The Wardroom, in collaboration with the Admiralty Website & Victory at Sea Discord server, has 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 from last version of this file 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 with 'If a ship would finish it 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, or along the path the ship has moved if turning.' 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 confusion about if the model blocks LoS with this order*

pg 47, Create Smoke! Order: Before last sentence add 'This doesn't affect line of sight or attacks to or from flights in base contact with a ship while in smoke.' *After discussions this is to enable ships to attack flights before the flights attack, which they are allowed to do under RAW as they're not ships nor need line of sight.*

pg 47, Create Smoke! Order: After the last sentence add the following 'Should the Ship be removed from the table then only the markers block Line of Sight' *This is for ease of gameplay.*

pg 47, Evade! Oreder: Add the following between "roll" & "and" at the top of the right hand column ', not including any AA attacks,' *This is added as even with the FAQ it can be questioned if AA attacks are modified, which leads to how!*

pg 47, Evade! Order: Add the following sentence at the end of the paragraph: 'Note: *All attacks include those from Flights and Beyond the Horizon Attacks.*' *This is just a clarification to limit confusion.*

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 'after allocation to arcs' between "Attack Dice" and "(rounding up". *This is just a clarification of order of application to limit confusion.*

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.*

pg 54, Victory points: Add the following sentence to the end of the last paragraph. 'When calculating a ships victory points round any fraction of a point to the closest whole number'. *Despite Ship costs being rounded to the closest 5 for list building this is NOT done with victory points.*

pg 54, Tactical Withdrawal: Add the following sentence to the end of the last paragraph. 'In addition, any Ship that makes a tactical withdrawal counts as crippled for the purpose of working out if the opposing player has completed any objectives, but not for victory points awarded'. *This is to stop people gaming the oppositions objective by withdrawing a single ship and so preventing them from completing their objectives by removing the ship from the play area.*

pg 55, Objectives: Add the following sentence at the end of the third paragraph 'even if they are subsequently deployed'. *This is just expanding what's written and prevent questions as to if ships deployed via scouting points are still allocated to scouting.*

Wardroom Optional Rules

The following are tweaks mainly for adding balance to pickup /competitive gaming with the intention of making as many builds and refits viable in all comers lists. It's acknowledged that some of this will not make sense in historical scenarios.

MTB Costs:

Costs of all MTBs is to add two bases to a fleet list instead of one, with each one giving up half VP if destroyed. – *This rule is still in Beta, and is intended for WLPS not SHIPS costings.*

Coastal Fleets:

Replace the existing **Coastal Fleet** restrictions with the following:

- Ships of the **Carrier** type are limited to those listed within the fleet roster as having a capacity of **10 flights** or less. *(Yes, this means you can take more than 1 as well as carriers and battleships)*

- The player of the Coastal fleet has 3 pieces of Land Terrain (Islands) no bigger than 5" x 5" each. These are placed on the gaming area within 18" of the players own table edge after both players have rolled for deployment but before any ships have been placed down.

- A maximum of 40 flights per 2000 pts from ALL sources (all carriers & land based) combined can be taken. *Note this doesn't overrule the max 25% of points on Land Base Aircraft rule.*

- Up to 50% of allowed flights may be of a single role (eg Fighter, Dive-bomber etc).

- Fleets can only be selected from one Nations roster and the civilian shipping roster.

- A **Coastal Fleet** must contain at least ONE unit from the following: **MTBs**, **Riverine Destroyers** (see Soviet /VMF fleet Roster), **Monitors** (such as the **Royal Navy Erebus** or **Roberts** Classes), Coastal Defence Ships (such as those listed as such like the Dutch **De Zeven Provincien** class, or any ship that has a **flank speed** of 0") or any other ship, that is not of type **Submarine**, with a hull value of **1/0**.

 - No **Submarines** may be selected by default.

Standard Fleets:

Add the following restrictions to building a standard pickup gaming fleet

- A minimum of one Battleship with hull 50/16 or more is recommended to be taken per 2000 points.

- A maximum of 30 flights per 2000 pts from ALL sources (all carriers & land based) combined can be taken, *Note this doesn't overrule the max 25% of points on Land Base Aircraft rule.*

- Up to 50% of allowed flights may be of a single role (eg Fighter, Dive-bomber etc).

- Fleets can only be selected from one Nations roster (this may include those listed in this document) and the civilian shipping roster.

- A maximum of 4 civilian ships may be selected.

- No submarines or MTBs may be selected.

Radar Overwatch:

Note: Any game that does NOT use Bad Weather or Night Rules is counted as being **Fair Weather.**

In games played in **fair weather** then each **Deployed** ship (that is on the table BEFORE scouting rolls are made) that has the **RADAR** or **Advance Radar** trait provides one dice, requiring a 5+, to the scouting pool. If the ship has **Advance Radar,** then this dice may be re-rolled.

This is to provide a use of for radar that is not detrimental to the selection of other ships without radar. This rule is still beta, and is only applicable to games using SHIPS 1.x points values.

Preparation Launch:

The half flights launched off a carrier via **scouting points** is of the total **flight**s currently on the carrier (so excluding **CAP**) as opposed to the Written Rule where the CAP is included in the calculations.. *This is just to give the smaller escort carriers and lists that average 7 scouting points a couple of extra flights in the air, and so help fleet builds that aren't all or nothing while leaving the 10+ scouting point lists viable as well. This rule is still beta.*

Evade! AA Fire:

If a ship receives the Evade! Order in the movement phase then all successful hits with AA need to be re-rolled. *This is to add a level of negative to the AA order to make it more of a decision to carry out.*

Tough Flights:

If a Flight with the **Tough** trait loses a dogfight with a score of 1 less than the opponent's, it counts as having scored a DRAW instead, and is therefore not destroyed or removed. Instead, it remains Engaged for the next movement phase. **Very Tough** Flights also count losing scores of 1 or 2 less than their opponents' as draws. *This is a minor increase in survivability but no extra offensive power for traits already paid for on a flight. It should NOT be used without **Engaged Support Flights** optional rule and using SHIPS points values.*

Engaged Support Flights:

As the Dogfight rules can be read three different ways, one being obviously incorrect in that if 2 bombers are contacted by one fighter they will auto-lose, and another not being very scalable if both players have 15+ fighters on the table as its each flight rolls 1D6 and compares it to all other flights it's in contact with. The following rule is to make dogfights more manageable and quick to resolve without altering the base rules to any extent.

Players are to split complex dogfights down to individual dogfights of a single flight in contact with one or more of their opponents' flights, this flight may be supported as normal. *Note a flight can't participate in or support more than one dogfight in a turn*. Starting with the player who has priority players alternate in selecting a dogfight to resolve, the selecting player will then choose which two opposing flights are dogfighting, all other flights in contact are counted as **engaged supporting flights**. This means they support the flight dogfighting as normal but are engaged so can't move away from the dogfight in the next movement phase.

Dogfights will always be 1 D6 + participating flights dogfight score + 1 for each supporting flight on each side.

Japanes Fan Torpedo Strike:

Attacks from a **Fan Torpedo Stike** ignores **Torpedo Belt X** rule. *This is partially because there is no origin of the attack as all dice are pooled and because the Japanese player is sacrificing so many dice. Some players may want to have the Torpedo Belt X always apply as historically the majority of torpedo hits were to the bow of the target.*

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 Virgina 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 Seaplane 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.*

B25C Flights: All Roles: Change Commission date to 1942. *The B25C was built and in service in 1942 with multiple different air forces including US, British, Free-Dutch and Soviet*.

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: Increase speed to 7". *Their real world speed warrants it.*

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 Bearns 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 pre1940 classes rather than increasing the number of AD to match the number of guns in the turrets.*

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 Kawakami's 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 wepaons if they are to be included, but they were on the ship so add them!*

Takao Class Cruiser: Atago & Takao Refits 1942: (8 x5") 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 and they weren't equipped with any different ammunition.*

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 that 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 launchers.*

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 sperate 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. Also included are ships, MTBs & Flights from the RNN supplement which can be used by other nations.

Royal Navy

Battle Class Destroyer: Originally commissioned in 1945, only one saw active service during WW2 in the Pacific region. 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.
Note: the dates are of when the ships were 'laid down' being built not the refit year which is 1944 in both cases.

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.

Town Class Cruiser: The Town class cruisers were a WW1 design made during the Interwar years, one (HMAS Adeladie) was assigned to the ABDA command at the start of the Far East war. While several were built and served during the war we've only stated out the Adelaide for her part in ABDA.

Class CL	Flank Speed	5"	Armour	2+	Hull	11/4	Traits	Depth Charges,		
	Commissioned	1938 (refit)	Type	Cruiser			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (8 x 6")	360	5"	11"	16"	22"	5	-2	1	Weak
	Light guns (3 x 4")	360	4"	8"	12"	16"	1	-2	1	DP, Weak
	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										

Refits:

Adelaide: 1942: Increase AA Battery to range 1/2/3/4 with AD 1

1943: Change Light guns (8 x6") to (7 x 6") and reduce AD to 4AD, Increase Depth Charges to 2 AD.

Town-Class Destroyer: US built destroyers transferred to Britain in the destroyers for bases scheme. While there are four groups of Town Class Destroyers, they are that similar that a single generic Town Class stats for the Royal Navy covers the ships from the Clemson & Wickes classes. These were handed over with a sizable number of mk 8 Torpedoes and refitted in late 1940 before entering Royal Navy Service. *This is the same ship as available to the RNN & VMF rosters.*

Town-class Destroyer	Flank Speed	7"	Armour	1+	Hull	3/1	Traits	Depth Charges		
	Commissioned	1940	Type	Destroyer			WLPA	45	SHIPS	30
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (3 x4")	360	3"	7"	11"	15"	1	-2	1	Weak
	AA Battery	360	1"	2"	3"	5"	1	-	-	Local 1
	Mk 8 Torpedoes	P	2"	5"	7"	10"	3	-	3	Devastating, one shot
	Mk 8 Torpedoes	S	2"	5"	7"	10"	3	-	3	Devastating, one shot

Destroyer Escort Refits: Several Town class destroyers underwent extensive refits during the war between 1941 and 1944:
Replace the light guns as below, remove starboard set of torpedoes and change Port side ones to P/S arc. Increase depth charges to AD2 and add Hedgehog and Radar traits

Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
Light Guns (1 x 4")	F/P/S	3"	7"	11"	15"	1	-2	1	Slow load, Weak

River Class Sloop: An improvement on the Flower class built in 3 countries in 6 distinct groups, each with slight upgrades and alterations. They served in the navy's of at least 7 nations during the war including the RAN, RCN & the USN. Most of the changes were around the displacement and the weapon mounts. Presented here is a standard profile of the class

River-Class Destroyer	Flank Speed	4"	Armour	1+	Hull	4/1	Traits	Agile, Depth Charges, Hedgehogs, Radar, Sub-Hunter		
	Commissioned	1941	Type	Destroyer			WLPA	45	SHIPS	40
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (2 x4")	360	5"	10"	15"	20"	1	-1	1	Weak, DP
	AA Battery	360	-	-	-	-	-	-	-	Local 2

La Melpomène Class Torpedo Boat /Escort Destroyer: A class of 12 French ships, several of which were interned / taken over by the Royal Navy following their surrender, before being handed over to the Free-French.

La Melpomène-Class Destroyer	Flank Speed	6"	Armour	1+	Hull	2/1	Traits	Depth Charges, Sub Hunter		
	Commissioned	1940	Type	Destroyer			WLPA	20	SHIPS	25
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (2 x4")	360	3"	7"	10"	14"	1	-2	1	DP, Weak
	AA Battery	-	-	-	-	-	-	-	-	Local 1
	P/S 23DT Torpedoes	P/S	3"	6"	9"	12"	2	-	3	Devastating, one shot

Additional Flights: Add as they were operation in the Far East in 1942<mark>, and so can be used in the ABDA roster.</mark>

Name	Code	Type	Speed	Carrier	Dogfight	Commission	Damage Die	Traits
Vilderbeast		Bomber	14	N	-3	1933	2	
Vilderbeast		Torpedo Bomber	14	N	-3	1933	3	Devastating
Blenheim	MkIV	Bomber	22	N	-1	1939	3	

US NAVY

River Class Sloop: An improvement on the Flower class built in 3 countries in 6 distinct groups, each with slight upgrades and alterations. They served in the navy's of at least 7 nations during the war including the RAN, RCN & the USN. Most of the changes were around the displacement and the weapon mounts. Presented here is a standard profile of the class

River-Class Destroyer	Flank Speed	4"	Armour	1+	Hull	4/1	Traits	Agile, Depth Charges, Hedgehogs, Radar, Sub-Hunter		
	Commissioned	1941	Type	Destroyer			WLPA	45	SHIPS	40
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (2 x4")	360	5"	10"	15"	20"	1	-1	1	Weak, DP
	AA Battery	360	-	-	-	-	-	-	-	Local 2

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

Alen 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 2Attack 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.*

Cannon Class Destroyer: The Cannon class destroyer was a US Navy class launched and commissioned in 1943. Serving in multiple Navys including the French both during and after the war. With numbers of them being sold off to help rebuild Navys after the war.

Cannon Class Destroyer									
Flank Speed	4"	Armour	1+	Hull	3/1	Traits	Agile, Depth Charges, Hedgehogs, Radar, Sub-Hunter		
Commissioned	1944	Type	Destroyer			WLPA	50	SHIPS	50
Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
Light Guns (3 x3")	360	3"	7"	11"	15"	1	-2	1	Weak
AA Battery	360	1"	2"	3"	4"	1	-	-	Local 1
3 x Mk15 Torpedoes	P/S	5"	5"	17"	10"	3	-	3	Devastating, one shot

Additional Flights:

P26 was an aging monoplane stationed in the Philippines at the start of the war, and so part of the ABDA command.

Name	Code	Role	Speed	Carrier	Dogfight	Commission	Damage Die	Traits
P26	Peashooter	Fighter	17	N	0	1932	0	

Additional MTBs

Name	Speed	Armour	Smoke	Commission	AA	Torpedoes	Traits
PTC Sub Chaser	6	5+	Y	41	1		DC

KRIEGSMARINE

Undine floating AA Battery: A Dutch warship decommissioned in 1939 to be converted to a battery ship. She was scuttled by her own crew in 1940 to avoid capture. Raised by Germany, she was rebuilt into the floating anti-aircraft battery "Undine". This profile also fits the other Dutch ships converted to floating batteries such as the Koningin Regentes class ship renamed the Ariadne commissioned by the Kriegsmarine in 1943.

Undine Class Cruiser	Flank Speed	0"	Armour	4+	Hull	10/3	Traits	Agile		
	Commissioned	1941	Type	Cruiser			WLPA	25	SHIPS	45
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light Guns (8 x4")	360	5"	10"	15"	21"	4	-2	1	DP, Weak
	AA Battery	360	1"	2"	3"	5"	2	-	-	Local 4
Flank Speed 0": This ship always counts as stationary for Beyond Horizon Attacks, and doesn't have a minimum move of 1" per turn										

Gelderland: The captured Dutch Cruiser HNLMS Gelderland was used as a patrol cruiser from 1940 into 1942 after which she was converted to an anti-aircraft cruiser. She was then recommissioned in 1943 under the new name "Niobe" with which she would serve to aid Finland against the Soviet Union until sunk by the Soviet Air Force.

Holland (1895) Class Cruiser	Flank Speed	4"	Armour	2+	Hull	8/3	Traits	Agile		
	Commissioned	1940	Type	Cruiser			WLPA	35	SHIPS	30
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (10 x 4.7")	360	4"	8"	12"	16"	5	-1	1	Weak, Restricted
	AA Battery	360	1"	2"	3"	5"	1	-	-	Local 1

Refit:1943: Remove Light Guns (10 x 4.7") and replace with the profile below. Increase AA Battery AD to 4 and reduce Flank Speed to 3"

Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
Light Guns (8 x 4")	360	5"	10"	15"	21"	4	-2	1	DP, Weak

K-Class Sloop: Historically only 3 out of the 5 under construction were completed, all by the Germans during the occupation of the Netherlands. Their Kriegsmarine names would be **K1, K2 and K3.** The K3 would survive the war and continue to server in the Royal Netherlands Navy under the name **HNLMS Van Speijk**.

K-Class Destroyer	Flank Speed	4"	Armour	1+	Hull	3/1	Traits	Agile		
	Commissioned (p)	1940	Type	Destroyer			WLPA	20	SHIPS	25
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (4 x4.7")	360	5"	10"	15"	21"	2	-2	1	DP, Weak
	AA Battery	360	1"	2"	3"	5"	1	-	-	Local 1
Light Guns Only 1 Attacks Dice may be fired into the front or aft arcs										

La Melpomène Class Torpedo Boat /Escort Destroyer: A Class of 12 ships, half of which were used by Vichy French forces, with most being scuttled to prevent German usage – however 5 were raised by the Italians and commissioned before being taken over by the Germans.
We've given them German torpedoes for consistency, as unknown if they kept the French built torpedoes or not.

	Flank Speed	6"	Armour	1+	Hull	2/1	Traits	Depth Charges, Sub Hunter			
La Melpomène-Class Destroyer	Commissioned	1943	Type	Destroyer			WLPA	20	SHIPS	25	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits	
	Light guns (2 x4")	360	3"	7"	10"	14"	1	-2	1	DP, Weak	
	AA Battery	-	-	-	-	-	-	-	-	Local 1	
	P/S G7a/T-1 Torpedoes	P/S	5"	5"	7"	10"	2	-	3	Devastating, one shot	

O21 Class: A Dutch class of 7 submarines, **O21 – O27**, the first 4 were rapidly commissioned before being completed on the 10th May due to the German invasion of the Netherlands. The other 3 were completed by the Germans and served in the Kriegsmarine.

	Flank Speed	4/2"	Armour	2+	Hull	2/1	Traits	Agile, Submarine			
O21 Class	Commissioned	1940	Type	Submarine			WLPA	55	SHIPS	35	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits	
	Light guns (1 x 3")	360	3"	6"	9"	13"	1	-2	1	Slow Load, Weak	
	AA Battery	-	-	-	-	-	-	-	-	Local 1	
	Fore G7a/T-1 Torpedoes	F	2"	5"	7"	10"	4	-	3	Devastating, Slow Loading	
	P/S G7a/T-1 Torpedoes	P/S	5"	5"	7"	10"	2	-	3	Devastating, Slow Loading	
	P/S G7a/T-1 Torpedoes	P/S	5"	5"	7"	10"	2	-	3	Devastating, one shot	
P/S Torpedoes may only be fired when surfaced.											

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.

	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
XI Class Sub.	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.

REGIA MARINA

La Melpomène Class Torpedo Boat /Escort Destroyer: A Class of 12 ships, half of which were used by Vichy French forces, with most being scuttled to prevent German usage – however 5 were raised by the Italians and commissioned before being taken over by the Germans. *We've given them Italian torpedoes for consistency, as unknown if they kept the French built torpedoes or not.*

	Flank Speed	6"	Armour	1+	Hull	2/1	Traits	Depth Charges, Sub Hunter		
	Commissioned	1942	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
La Melpomène-Class Destroyer	Light guns (2 x4")	360	3"	7"	10"	14"	1	-2	1	DP, Weak
	AA Battery	-	-	-	-	-	-	-	-	Local 1
	P/S Si 270 Torpedoes	P/S	2"	4"	6"	8"	2	-	2	Devastating, one shot

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.

	Flank Speed	7"	Armour	1+	Hull	6/2	Traits	Agile, Depth Charges, Radar		
	Commissioned	1943	Type	Destroyer			WLPA		SHIPS	
D'Oro Class	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 x5.3") to 3 AD. With a limit of 2 AD being fired in the Aft Arc. Add the Trait **Local 1** to the AA Battery.

Imperial Japanese Navy

De Zeven Provinciën (1910) Class Cruiser: HNLMS Soerabaia: A Dutch cruiser sunk in Surabaya harbour, Java, before first battle of the Java Sea. It was then raised and used by the Japanese in 1942. Sunk again later in 1942 by US aircraft but still shallow enough to continue to be used as a generator and AA platform. In 1944 she was raised a final time and moved, either hitting a reef in transit or being scuttled depending on the source.

	Flank Speed	4"	Armour	4+	Hull	13/4	Traits	Agile		
	Commissioned	1942	Type	Cruiser			WLPA	65	SHIPS	65
De Zeven Provinciën (1910) Class Cruiser	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	A turret (1 x 11.1")	F/P/S	4"	9"	13"	18"	1	-	1	
	Y Turret (1 x 11.1")	P/S/A	4"	9"	13"	18"	1	-	1	
	AA Battery	360	1"	2"	3"	5"	2	-	-	Local 1

1943**:** Remove A and Y turrets for -15 points (WLPA) or -5 points (SHIPS)

Additional MTBs:
TM-4: Several of these Dutch built MTBs were put into service after the capture of Java in 1942.

Name	Speed	Armour	Smoke	Commission	AA	Torpedoes	Weapons
TM-4	7"	3+	N	1942	1	2	-