

GENERATED SCENARIOS – EUROPEAN COASTAL WATERS 1939-44

For generated scenarios, each player receives a specified number of force counters. Each counter represents a formation of ships. Counters not representing actual ships are dummies, removed at the instant that a destroyer-sized ship in a similar position would be sighted. When 2 dummies would spot each other, both are removed. A dummy force may never spot a real force (although the removal of a dummy due to its being within the sighting distance of a real force would of course lead the player owning the dummy to deduce that the other force includes at least one real ship).

Players make the following rolls together. They may specify selections from the following tables by agreement if they do not wish to determine them randomly.

1. Roll 2D6. The scenario takes place at night unless a 3 or less is rolled.
2. Roll 1D6. On a roll of 1 or 2, there is low visibility due to fog or rain.
3. Roll 1D6 to determine the year in which the scenario is set.

Die Roll	1	2	3	4	5	6
Year	1939	1940	1941	1942	1943	1944

4. Roll to determine the visibility base. For night scenarios, the base is 3D6-4 or, if the weather is stormy or the visibility is low, 1D6-3. For day scenarios, the base is 5D6 or, if the visibility is low, 3D6.
5. Determine the gunfire modifier based on the visibility base, as provided in the rules.

Each player then determines the number and general types of ships on each side by rolling 2D6 for each type from the chart below. If a side receives no ships after rolling in all categories, it rerolls in all categories.

Roll	Royal Navy			Kriegsmarine			
	CL	DD	DE	BB	CA/PS	DD	TB
2	2	5	3	1	1	4	3
3	1	4	2	1	1	4	3
4	1	4	2			3	3
5	1	3	2			3	3
6		3					2
7		2					
8		3					
9		3					
10		4	2				
11		4	2			2	3
12	2	5	3				4

Determine the precise classes of ships from the following tables.

Kriegsmarine:

Die Roll:	BB/BC	CA/PS	DD
1	Bismarck (1/1)	Hipper (1/1)	Type 34A (3)
2	Bismarck (1/1)	Hipper (1/1)	Type 34A (3)
3	Scharnhorst (2)	Hipper (1/1)	Type 36 (3)
4	Scharnhorst (2)	Lutzow (1/1)	Type 36 (3)
5	Scharnhorst (2)	Lutzow (1/1)	Type 36A (3)
6	Scharnhorst (2)	Graf Spee (1/1)	Type 36A (4)

If received, German TBs will always be Type 39s.

Royal Navy:

Die Roll:	CL	DD
1	Enterprise (1/1)	"I" Class (4)
2	Southampton (2)	"J" Class (4)
3	Southampton (2)	"J" Class (4)
4	Belfast (1/1)	Tribal (4)
5	Fiji (2)	Tribal (4)
6	Dido (2)	V-W Class (3)

If received, British DEs will always be Hunt III.

Roll 1D6 for each type until the number indicated from the first tables are received. The number in parentheses is the number of the class appearing, but no more appear than the number rolled on the first table. The number after the slash (if any) is the maximum number of that type that can appear in a scenario. Where no numbers appear, all ships of that type will be of the indicated class.

Notes:

1. German Type 39s not available until 1940. If TBs are rolled, the German player receives DDs instead.
2. German Type 36As not available until 1941, when they are available with 4 single 5.9 inch mounts. They receive their turrets in 1942. Reroll if they are rolled for a 1939 or 1940 scenario.
3. All German battleships, cruisers and panzerschiffes have Seetakt radar beginning in 1941. All German destroyers have Seetakt radar beginning in 1943.
4. Royal Navy ships have radar as indicated in the table below.

Royal Navy Radar Availability:

Year:	BB/BC	CA	CL	DD
1939-40	None	A	None	None
1941	B	C	C	D
1942	E	F	F	G
1943	H	H	H	I
1944	J	J	J	J

A = if 1D6 for 1, then CA has 279. B = 286; if KGV, then 271, 284 (early) and 285 (early) also. C = if 1D6 for 1-3, then 284 (early) and 285 (early); if 1D6 for 1-3, then 286; could have either or both. D = if 1D6 for 1-2, then 286. E = 271, 284 and 285. F = 286, 284 and 286; if 1D6 for 1-3, then 271 also. G = 286 and 285; if 1D6 for 1-2, then 271 also. H = 273Q, 284 and 285 with CIC. I = 286, 285; if 1D6 for 1-3, then 271 also. J = 273Q for CL or larger, 271 for smaller, 284, 285 and CIC.

The Royal Navy player may receive knowledge of the composition of the German forces at the start of the scenario. On a roll of 1-3 on a 1D6, the Royal Navy player rolls on the following table for information received from the German player:

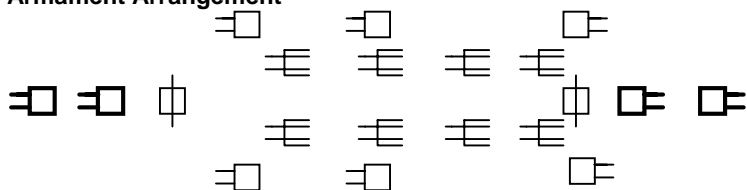
Die Roll	Information
1,2	Half to double actual total numbers of ships present
3,4	Ship types present (capital ship [BB, BC or CA], smaller ship), half to double aggregate numbers
5	Ship types present, half to double numbers of each type
6	Ship types and precise numbers present

Each player can deploy 4 force markers.

Bismarck

<u>Navy Class</u>	Deutsches Kreigsmarine Battleship	<u>Date</u>	1941
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	15 inch guns in 4 twin turrets	39 inches	Fore and aft
Secondary Battery:	6 inch guns in 6 twin turrets	24 inches	Fore and aft
Anti-air Battery	4.1 inch guns in 8 twin mounts	16 inches	Four corners
<u>Speed</u>	3.50" 12 boilers 3 engines		
<u>Flotation</u>	Total: 75 DIW: 37 Sinking: 50		
<u>Bulge:</u>	-1 in way of	<u>Torpedo Hits</u>	17.7"-18": 50% 20.5"-22.5": ±1 24": ±2

Armament Arrangement



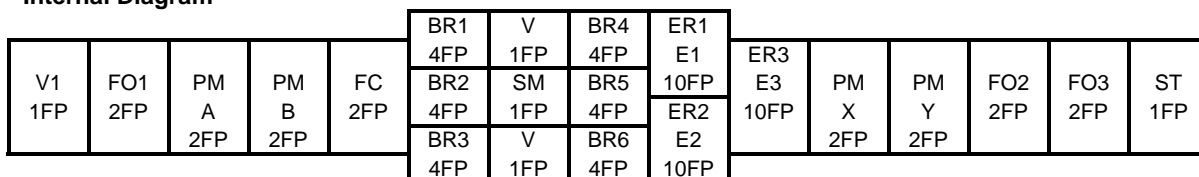
Notes

- Sister ship was Tirpitz.

Hits

	Void	11-13	
	Fuel Oil 1	14-21	Void
Main Magazine A	23-22	Main A	
Main Magazine B	24-25	Main B	
Fire Control	26	AAMGs	
Boiler Room 1, 2 or 3	31	Secondary 1 or 2, Forward Secondary Director, Bridge	
Boiler Room 1, 2 or 3	32	Bridge, Anti-air 1 or 2	
Boiler Room 1, 2 or 3	33	Bridge, Forward Main Director, Anti-air Director 1 or 2, Search Radar	
Void, Secondary Magazine or Void	34	Funnel, Secondary 3 or 4	
Boiler Room 4, 5 or 6	35	Funnel, Anti-air 3 or 4, Anti-air Director 3 or 4	
Boiler Room 4, 5 or 6	36	Funnel	
Boiler Room 4, 5 or 6	41-42	Aircraft, Catapult	
Engine Room 1 or 2	43	Anti-air 5 or 6	
Engine Room 1 or 2	44	Secondary 5 or 6, Aft Secondary Director, Searchlight 1 or 2	
Engine Room 1 or 2	45	Anti-air 7 or 8	
Engine Room 3	46	Aft Main Fire Director	
Engine Room 3	51-52	AAMGs	
Main Magazine X	53-54	Main X	
Main Magazine Y	55-56	Main Y	
Propshaft 1 or 2, Fuel Oil 2	61-62	Void	
Propshaft 3, Fuel Oil 3	63-64	Void	
Steering	65-66	Steering	

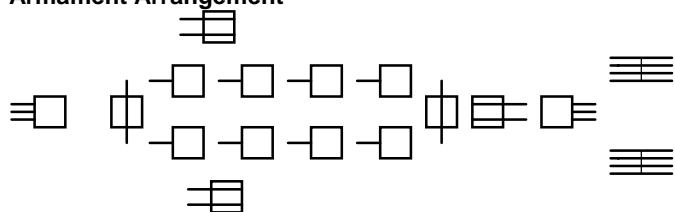
Internal Diagram



Scharnhorst

<u>Navy Class</u>	Deutsches Kriegsmarine Battleship	<u>Date</u>	1941
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	11 inch guns in 3 triple turrets	45 inches	Fore and aft
Secondary Battery:	5.9 inch guns in 4 twin and 4 single mounts	24 inches	Fore and aft
Anti-air Battery	4.1 inch guns in 7 twin mounts	16 inches	Four-cornered
<u>Speed</u>	3.75" 12 boilers 3 engines		
<u>Flotation</u>	Total: 68 DIW: 34 Sinking: 46		
<u>Bulge</u>	-1 for torpedo hits in way of locations 24-53	<u>Torpedo Hits</u>	17.7"-18": 50% 20.5"-22.5": ±0 24": ±1

Armament Arrangement



Notes

- Gneisenau was other ship in class
- Scharnhorst added 2 triple torpedo mounts in 1943 as shown. Speeds: 8 inches @ 5.00", 13 inches @ 3.75". Two special hits. Directors port and starboard.

Hits

	Fuel Oil 1	11-12	Void	
	Fuel Oil 2	13-14	AAMGs	
	Main Magazine A	15-21	Main A	
	Main Magazine B	22-24	Main B	
	Plot/CIC	25	Bridge	
	Diesel Room	26	Bridge, Forward Secondary Director	
	Boiler Room 1	31	Bridge, Secondary 1 or 2, Forward Main Director	
	Boiler Room 1	32	Anti-air Director 1 or 2	
	Boiler Room 2	33	Anti-air 1 or 2	
	Boiler Room 2	34	Secondary 3 or 4	
	Secondary Magazine	35	Anti-air 3 or 4, Funnel, Searchlight 1 or 2	
	Boiler Room 3	36	Secondary 5 or 6, Funnel	
	Boiler Room 3	41	Anti-air Director 3 or 4	
	Engine Room 1 or 2	42	Hanger, Anti-air 5 or 6	
	Engine Room 1 or 2	42	Hanger	
	Engine Room 1 or 2	44	Searchlight 3 or 4, Catapult	
	Engine Room 3	45	Secondary 7 or 8, Catapult	
	Engine Room 3	46	Aft Main Director	
	Engine Room 3	51	AAMGs	
	Engine Room 3	52	Anti-air 7	
	Main Magazine X	53-55	Main X	
	Center Propshaft, Fuel Oil 3	56	Void	
	Port or Starboard Propshaft, Fuel Oil 3	61	Void	
	Fuel Oil 3	62	Void [Torpedo 1 or 2]	
	Steering	63	Void [Torpedo 1 or 2]	
	Steering	64	Steering	
	Fuel Oil 4	65-66	AAMGs	

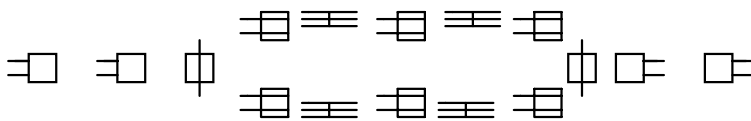
Internal Diagram

FO1 1FP	FO2 2FP	FM A 2FP	FM B 2FP	FCS Plot 1FP	DR 6FP	BR1 B1-4 6FP	BR2 B5-8 6FP	SM 2FP	BR3 B9-12 6FP	ER1 12FP	E1 E2	ER3 E3 12FP	AM Y 2FP	FO3 3FP	ST 1FP	FO4 2FP
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Hipper/Prinz Eugen

<u>Navy Class</u>	Deutsches Kriegsmarine Heavy cruiser	<u>Date</u>	1940
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	8 inch guns in 4 twin turrets	39 inches	Fore and aft
Secondary Battery:	4.1 inch guns in 6 twin turrets	16 inches	Four Cornered
Torpedoes:	21 inch torpedoes in 4 triple mounts 2 special hits	8 inches at 5.00" 13 inches at 3.75"	Port and starboard
<u>Speed</u>	4.00"	12 boilers	3 engines
<u>Flotation</u>	Total: 63	DIW: 32	Sinking: 42
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±2 24": ±3

Armament Arrangement



Notes

- Admiral Hipper and Blucher in class; Prinz Eugen similar.
- Forward secondary magazine for mounts 1 and 2, aft for mounts 3-6.
- Forward fire control controls A and B; aft controls X and Y.
- Engine room 1 drives shafts 1 and 2; engine room 2 drives shaft 3.

Hits

Void	11-12	Void
Fuel Oil 1	13-14	Void
Main Magazine A	15-21	Main A
Main Magazine B	22-24	Main B
Forward Fire Control	25	Bridge, AAMGs
Generator Room	26	Bridge, Secondary 1 or 2
Boiler Room 1	31	Bridge, Forward Main Director, Secondary Director 1 or 2, Torpedo 1 or 2
Boiler Room 1	32	Torpedo 1 or 2
Boiler Room 2	33	Funnel
Boiler Room 2	34	Funnel, Searchlight 1 or 2
Forward Secondary Magazine	35	Hanger
Boiler Room 3	36	Catapult, Aircraft
Boiler Room 3	41	Catapult, Aircraft, Secondary 3 or 4
Engine Room 1	42	Torpedo 3 or 4, Secondary Director 3 or 4, Searchlight X
Engine Room 1	43	Torpedo 3 or 4, AAMGs
Engine Room 1	44	Secondary 5 or 6
Aft Secondary Magazine, Aft Fire Control	45	Aft Main Director
Engine Room 2	51-53	AAMGs
Main Magazine X	54-55	Main X
Main Magazine Y	56-62	Main Y
Fuel Oil 3, Propshaft 1 or 2	63-64	Void
Steering, Propshaft 3	65	Steering
Void	66	Void

Internal Diagram

V1 1FP	FO1 2FP	PM A 2FP	PM B 2FP	GR FFC 2FP	BR1 B1,2 B3,4 10FP	BR2 B5,6 B7,8 10FP	SM1 1FP	BR3 B9 B10 10FP	B11 B12	AFC SM2 1FP	ER1 E1 E2 10FP	ER2 E3 5FP	PM X 2FP	PM Y 2FP	FO3 2FP	ST 1FP	V2 0FP
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Graf Spee

Navy Class Deutsches Kriegsmarine Armored ship Date 1939

Surface Armament

Main Battery: 11 inch guns in 2 triple turrets
 Secondary Battery: 5.9 inch guns in 8 single mounts
 Anti-air Battery: 4.1 inch guns in 3 twin mounts
 Torpedo Battery: 21 inch torpedoes in 2 quadruple mounts
 2 special hits

Ranges

40 inches
 24 inches
 16 inches
 8 inches at 5.00"
 13 inches at 3.75"

Directors

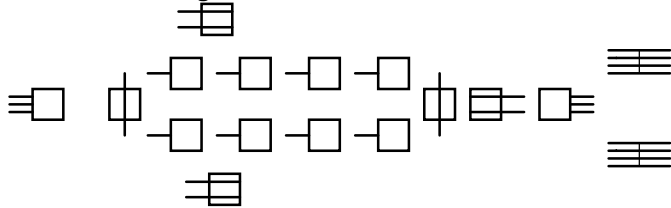
Fore and aft
 Fore and aft
 Fore and aft
 Aft

Speed 3.25" 8 engines

Flotation Total: 64 DIW: 32 Sinking: 42

Torpedo Hits 17.7"-18" ±1 20.5"-22.5": ±2 24": ±3

Armament Arrangement



Notes

- Lutzow was similar in game terms, but with low armor one grade less than Graf Spee's.
- Graf Spee was powered by Diesel engines rather than boiler and steam turbines.

Hits

Fuel Oil 1	11-12	Void
Fuel Oil 2	13-14	AAMGs
Main Magazine A	15-23	Main A
Fire Control/CIC	24	Bridge, Forward Secondary Director
Fire Control/CIC	25	Bridge, AAMGs
Engine Room 1 or 2	26	Bridge, Forward Main Director
Engine Room 1 or 2	31	Secondary 1 or 2
Engine Room 1 or 2	32	Secondary 3 or 4
Engine Room 1 or 2	33	Anti-air 1 or 2
Engine Room 1 or 2	34	Searchlight 1 or 2 [Searchlight A]
Secondary Magazine	35	Funnel
Secondary Magazine	36	Funnel, Anti-air 1 or 2
Engine Room 3 or 4	41	Secondary 5 or 6, Catapult
Engine Room 3 or 4	42	Catapult, Aircraft, Secondary 7 or 8
Engine Room 3 or 4	43	AAMGs, Aft Main Director
Engine Room 3 or 4	44	Void
Engine Room 3 or 4	45	Anti-air X
Main Magazine Y	46-55	Main Y
Fuel Oil 3	56-61	Void
Propshaft 1 or 2, Fuel Oil 4	62-64	Torpedo 1 or 2
Steering	65	Steering
Void	66	Void

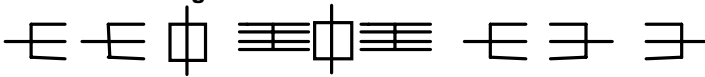
Internal Diagram

FO1 1FP	FO2 2FP	FM A 2FP	FCS Plot 1FP	ER1 12FP	E1 E2	SM 2FP	ER3 12FP	E5 E6	AM Y 2FP	FO3 2FP	FO4 2FP	ST 2FP	V 0FP
				ER2 12FP	E3 E4		ER4 12FP	E7 E8					

Type 34

<u>Navy Class</u>	Deutsches Kriegsmarine Destroyer	<u>Date</u>	1940
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	5 inch guns in 5 single mounts	18 inches	Fore and aft
Torpedoes:	21 inch torpedoes in 2 quadruple mounts	8 inches at 5.00" 13 inches at 3.75"	Port and starboard
<u>Speed</u>	4.75" 6 boilers 2 engines		
<u>Flotation</u>	Total: 33 DIW: 17 Sinking: 22		
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±3 24": ±5

Armament Arrangement



Notes

- Class included Z-1 through Z-8.
- Z-9 through Z-13 were Type 34A, similar in game terms.
- Z-14 through Z-21 were Type 36, also similar in game turns.
- Fuel tanks like cruisers, outboard of machinery spaces.

Hits

	Void 1	11-13	Forward Void
	Void 1	14	Main A
	Void 1	15-16	Main A
Forward Main Magazine		21-22	Main B
Forward Main Magazine		23	AAMGs
Forward Main Magazine		24	Bridge
Boiler Room 1		25	Torpedo Directors, Bridge
Boiler Room 1		26	Forward Director, Bridge
Boiler Room 2		31	Funnel
Boiler Room 2		32	Torpedo A
Turbogenerator Room		33	Torpedo A
Boiler Room 3		34	Torpedo A
Boiler Room 3		35	Funnel, AAMGs, Searchlight
Engine Room 1		36	Funnel, AAMGs, Searchlight
Engine Room 1		41	Aft Director
Engine Room 1		42	Torpedo B
Void 2		43	Torpedo B
Engine Room 2		44	Torpedo B
Engine Room 2		45	Main M
Engine Room 2		46	Main M
Aft Main Magazine		51	Main M
Aft Main Magazine		52	AAMGs
Aft Main Magazine		53-55	Main X
Void 3, Propshaft 1 or 2		56-62	Main Y
Void 3, Propshaft 1 or 2		63-64	Void
Steering		65-66	Steering

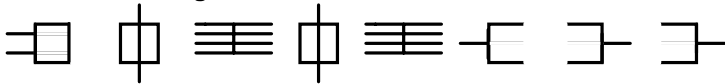
Internal Diagram

V1	FM	BR1	BR2	TR	BR3	ER1	V2	ER2	AM	V3	ST
2FP	A	B1,B2	B3,B4	1FP	B5,B6	E1	1FP	E2	MX	3FP	2FP
	3FP	3FP	3FP		3FP	4FP		4FP	4FP		

Type 36A

<u>Navy Class</u>	Deutsches Kriegsmarine Destroyer	<u>Date</u>	1942
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	5.9 inch guns in 1 twin and 3 single turrets	24 inches	Forward and aft
Torpedoes:	21 inch torpedoes in 2 quadruple mounts	8 inches at 5.00" 13 inches at 3.75"	Port and starboard
<u>Speed</u>	4.75" 6 boilers 2 engines		
<u>Flotation</u>	Total: 31 DIW: 16 Sinking: 20		
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±3 24": ±5

Armament Arrangement



Hits

Void 1	11-14	Void
Forward Main Magazine	15-22	Main A
Forward Main Magazine	23-24	AAMGs
Boiler Room 1	25	Bridge, Torpedo Directors
Boiler Room 1	26	Bridge, Forward Director
Boiler Room 2	31	Funnel
Boiler Room 2	32	Funnel
Turbogenerator Room	33	Torpedo A
Boiler Room 3	34-35	Torpedo A
Boiler Room 3	36	Funnel
Engine Room 1	41	Searchlight, AAMGs
Engine Room 1	42-43	Torpedo B, Torpedo Director
Fuel Oil	44	Torpedo B
Engine Room 2	45	AAMGs, Main M
Engine Room 2	46	Main M
Engine Room 2	51	Main M
Aft Main Magazine	52	AAMGs
Aft Main Magazine	53-55	Main X
Void 2	56-62	Main Y
Void 2, Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

Notes

- Class included Z-23 through Z-39.
- First eight completed with 4 single gun mounts. Most received a forward turret in lieu of the forward single mount in 1942.
- At first glance, "super-destroyers"; but the class suffered from poor sea-keeping abilities, unreliable powerplant, and a main battery too large for the hulls
- 2 to main battery accuracy; -3 (rather than -2) optional modifier in heavy seas.
- Fuel tanks like cruisers, outboard of machinery spaces.

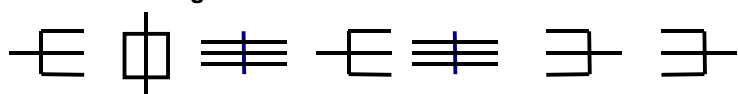
Internal Diagram

V1	FM	BR1	BR2	TR	BR3	ER1	FO	ER2	AM	V2	ST
1FP	A	B1,B2	B3,B4	1FP	B5,B6	E1	1FP	E2	MXY	2FP	2FP
	3FP	3FP	3FP		3FP	4FP		4FP	4FP		

Type 39

<u>Navy Class</u>	Deutsches Kriegsmarine Torpedo boat	<u>Date</u>	1941
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	4.1 inch guns in 4 single mounts	15 inches	Fore
Torpedoes:	21 inch torpedoes in 2 triple mounts	8 inches at 5.00" 13 inches at 3.75"	Aft
<u>Speed</u>	4.00"	4 boilers	2 engines
<u>Flotation</u>	Total: 29	DIW: 15	Sinking: 20
		<u>Torpedo Hits</u>	17.7"-18": ±2 20.5"-22.5": ±4 24": ±6

Armament Arrangement



Notes

- Class included T-22 through T-36.

Hits

	Void 1	11-13	Forward Void
	Void 1	14	Main A
Forward Main Magazine		15-16	Main A
Forward Main Magazine		21-22	AAMGs
Fuel Oil 1		23	Bridge
Fuel Oil 1		24	Torpedo Directors, Bridge
Boiler Room 1		25	Main Director, Bridge
Boiler Room 1		26-31	Funnel
Engine Room 1		32-33	Torpedo A
Engine Room 1		34	Torpedo A
Midships Main Magazine		35-36	Main M
Boiler Room 2		42	Funnel
Boiler Room 2		43-44	AAMGs
Engine Room 2		45-46	Torpedo B
Engine Room 2		51	Torpedo B
Turbogenerator Room		52-53	AAMGs
Aft Main Magazine		54-56	Main X
Aft Main Magazine		61	Void
Fuel Oil 2, Propshaft 1 or 2		62-63	Main Y
Fuel Oil 2, Propshaft 1 or 2		64	Void
Steering		65-66	Steering

Internal Diagram

V1	FM	BR1	ER1	MM	BR2	ER2	TR	AM	FO2	ST
2FP	A	B1,B2	E1	M	B3,B4	E2	1FP	XY	2FP	2FP
	2FP	4FP	3FP	1FP	4FP	3FP				

Enterprise

<u>Navy Class</u>	Royal Navy Light cruiser	<u>Date</u>	1942
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	6 inch guns in 1 twin turret and 3 single mounts	25 inches	Fore
Secondary Battery:	4 inch guns in 3 single mounts	16 inches	Amidships
Torpedoes:	21 inch torpedoes in 4 quadruple mounts 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.00"	8 boilers	4 engines
<u>Flotation</u>	Total: 62	DIW: 31	Sinking: 42
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±2 24": ±3

Armament Arrangement



Notes

- Emerald was similar, but with two single 6 inch guns forward vice the 6 inch turret..
- X Main cannot fire into stern arc.

Hits

	Aviation Gas	11-12	Void
	Fuel Oil 1	13-16	Void
Forward Magazine		21-23	A Turret
	Fuel Oil 2	24	Bridge
	Fuel Oil 2	25	Bridge, Main Director Control
	Boiler Room 1	26	Search Radar
	Boiler Room 1	31-32	Funnel
	Boiler Room 1	33	Void
	Boiler Room 2	34	Funnel, AAMGs
	Boiler Room 3	35	Funnel, AAMGs
Midships Magazine 1		36	Main 1 or 2
	Engine Room 1	41	Searchlight 1 or 2
	Engine Room 1	42	Secondary 1 or 2
	Engine Room 1	43	Secondary Director, Torpedo Mount 1 or 2
	Boiler Room 4	44	Torpedo 1 or 2
	Boiler Room 4	45	Funnel
Midships Magazine 2		46	Main M
	Engine Room 2	51	Aircraft, Catapult
	Engine Room 2	52-53	Torpedo 3 or 4
	Aft Magazine	54-55	Main X
	Aft Magazine	56	Secondary X
Fuel, Propshaft 1 or 2		61-62	Main Y
Void, Propshaft 3 or 4		63-64	Void
	Steering	65	Steering
	Void	66	Void

Internal Diagram

V1	FO1	FM	BR1	BR2		BR3	ER1	BR4		ER2	AM	FO2	ST	V
1FP	2FP	A	B1	B3	MM1	B5	E1	B7	MM2	E3	X	2FP	1FP	0FP
		2FP	B2	B4		B6	E2	B8		E4				
			7FP	7FP		7FP	10FP	7FP		10FP				

Southampton

<u>Navy Class</u>	Royal Navy Heavy cruiser	<u>Date</u>	1942
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	6 inch guns in 4 triple turrets	25 inches	See Notes
Secondary Battery:	4 inch guns in 4 twin mounts	16 inches	See Notes
Torpedoes:	21 inch torpedoes in 2 triple mounts 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.00"	4 boilers	4 engines
<u>Flotation</u>	Total: 67	DIW: 33	Sinking: 44
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±2 24": ±3

Armament Arrangement



- Notes
- Eight ships in class, including Newcastle and Sheffield.
 - All has a forward primary director and port and starboard directors forward. Sheffield, Birmingham and Glasgow have a third secondary director aft. Manchester, Liverpool and Gloucester also had a second primary director aft.

Hits

	Officers Berths	11-12	Void
	Fuel Oil 1	13-14	Void
	Main Magazine A	15-21	Main A
	Main Magazine B	22-24	Main B
	Main Magazine B	25	Bridge
	Transmitting Room	26	Bridge, Main Director
	Boiler Room 1	31	Bridge, Forward Secondary Director 1 or 2
	Boiler Room 1	32	Search Radar, Aircraft
	Boiler Room 1	33	Funnel, AAMGs, Aircraft
	Engine Room 1	34	AAMGs
	Engine Room 1	35	Catapult
	Engine Room 1	36	Void
	Boiler Room 2	41-42	Funnel
	Boiler Room 2	43	Secondary 1 or 2, Searchlight
	Secondary Magazine	44	Torpedo 1 or 2
	Secondary Magazine	45	Torpedo 1 or 2
	Engine Room 2	46	Secondary 3 or 4
	Engine Room 2	51	AAMGs [Aft Secondary Director]
	Engine Room 2	52	[Aft Secondary Director] [Aft Primary Director]
	Main Magazine X	53-55	Main X
	Main Magazine Y	56-62	Main Y
	Fuel Oil 2, Propshaft 1 or 2	63-64	Void
	Steering, Propshaft 3 or 4	65	Steering
	Void	66	Void

Internal Diagram

V1 1FP	FO1 2FP	FM A 2FP	FM B 2FP	TR 1FP	BR1 B1 B2 14FP	ER1 E1 E2 11FP	BR2 B3 B4 14FP	SM 2FP	ER2 E3 E4 11FP	AM X 2FP	AM Y 2FP	FO2 2FP	ST 1FP	V 0FP
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Belfast

<u>Navy Class</u>	Royal Navy Heavy cruiser	<u>Date</u>	1942
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	6 inch guns in 4 triple turrets	25 inches	Fore and aft
Secondary Battery:	4 inch guns in 4 twin mounts	16 inches	Port, starboard and aft
Torpedoes:	21 inch torpedoes in 2 triple mounts 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.00"	4 boilers	4 engines
<u>Flotation</u>	Total: 67	DIW: 33	Sinking: 44
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±2 24": ±3

Armament Arrangement



Notes

- Similar to Southampton class, but with re-arranged internal spaces.
- Two in class: Belfast and Edinburgh
-

Hits

Officers Berths	11-12	Void
Fuel Oil 1	13-14	Void
Main Magazine A	15-21	Main A
Main Magazine B	22-24	Main B
Main Magazine B	25	Bridge
Transmitting Room	26	Bridge, Main Director
Secondary Magazine	31	Bridge, Forward Secondary Director 1 or 2
Secondary Magazine	32	Search Radar, Aircraft
Boiler Room 1	33	AAMGs, Aircraft
Boiler Room 1	34	Funnel, AAMGs
Boiler Room 1	35	Catapult
Engine Room 1	36	Void
Engine Room 1	41	Funnel
Engine Room 1	42	Secondary 1 or 2, Searchlight
Boiler Room 2	43-44	Torpedo 1 or 2
Boiler Room 2	45	Torpedo 1 or 2
Engine Room 2	46	Secondary 3 or 4
Engine Room 2	51	AAMGs, Aft Secondary Director
Engine Room 2	52	Aft Secondary Director, Aft Primary Director
Main Magazine X	53-55	Main X
Main Magazine Y	56-62	Main Y
Fuel Oil 2, Propshaft 1 or 2	63-64	Void
Steering, Propshaft 3 or 4	65	Steering
Void	66	Void

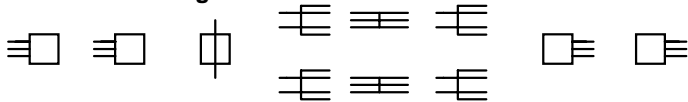
Internal Diagram

V1	FO1	FM	FM	TR	SM	BR1	ER1	BR2	ER2	AM	AM	FO2	ST	V
1FP	2FP	A	B	1FP	2FP	B1	E1	B3	E3	X	Y	2FP	1FP	0FP
		2FP	2FP			14FP	11FP	14FP	11FP	2FP	2FP			

Fiji

<u>Navy Class</u>	Royal Navy Light cruiser	<u>Date</u>	1942
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	6 inch guns in 4 triple turrets	25 inches	Fore
Secondary Battery:	4 inch guns in 4 twin mounts	16 inches	Port, starboard and aft
Torpedoes:	21 inch torpedoes in 2 triple mounts 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.00"	4 boilers	4 engines
<u>Flotation</u>	Total: 67	DIW: 33	Sinking: 44
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±2 24": ±3

Armament Arrangement



Notes

- Eight ships in class, including Mauritius, Jamaica and Trinidad

Hits

Officers Berths	11-12	Void
Fuel Oil 1	13-14	Void
Main Magazine A	15-21	Main A
Main Magazine B	22-24	Main B
Main Magazine B	25	Bridge
Transmitting Room	26	Bridge, Main Director
Boiler Room 1	31	Bridge, Forward Secondary Director 1 or 2
Boiler Room 1	32	Search Radar
Boiler Room 1	33	Funnel, AAMGs
Engine Room 1	34	AAMGs
Engine Room 1	35	Void
Engine Room 1	36	Void
Boiler Room 2	41-42	Funnel
Boiler Room 2	43	Secondary 1 or 2, Searchlight
Secondary Magazine	44	Torpedo 1 or 2
Secondary Magazine	45	Torpedo 1 or 2
Engine Room 2	46	Secondary 3 or 4
Engine Room 2	51	AAMGs
Engine Room 2	52	Aft Secondary Director
Main Magazine X	53-55	Main X
Main Magazine Y	56-62	Main Y
Fuel Oil 2, Propshaft 1 or 2	63-64	Void
Steering, Propshaft 3 or 4	65	Steering
Void	66	Void

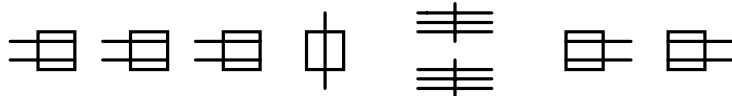
Internal Diagram

V1	FO1	FM	FM	TR	BR1	ER1	BR2	ER2	AM	AM	FO2	ST	V
1FP	2FP	A	B	1FP	B1	E1	B3	E3	X	Y	2FP	1FP	0FP
		2FP	2FP		B2	E2	B4	E4	X	Y			
					14FP	11FP	14FP	11FP	2FP	2FP			

Dido

<u>Navy Class</u>	Royal Navy Light cruiser	<u>Date</u>	1942
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	5.25 inch guns in 5 twin turrets	24 inches	Forward (surface), fore and aft (air)
Torpedoes:	21 inch torpedoes in 2 triple mounts 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.25" 4 boilers 4 engines	<u>Fires</u>	Mount: 4 Magazine: 6 Fuel Oil: 4 AAMGs: 4
<u>Flotation</u>	Total: 69 DIW: 35 Sinking: 42	<u>Explosions</u>	Mount: 3 Magazine: 4
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±3 24": ±4

Armament Arrangement



Notes

- Nine ships in class, including Cleopatra, Euryalus, Naiad and Phoebe.
- Some were built without the C turret, but had it installed later.

Hits

	Officers Berths	11-12	Void
	Fuel Oil 1	13-14	Void
	Main Magazine A	15-16	Turret A
	Main Magazine B	21-22	Turret B
	Main Magazine C	23-24	Turret C
	Fuel Oil 2	25	AAMGs
	Fuel Oil 2	26	Bridge
	Transmitting Room	31	Bridge, Main Director Surface
	Boiler Room 1	32	Bridge, Forward Main Director Air
	Boiler Room 1	33	AAMGs
	Boiler Room 1	34	Search Radar
	Boiler Room 1	35	Funnel
	Engine Room 1	36	Searchlight 1 or 2
	Engine Room 1	41	Void
	Engine Room 1	42	AAMGs
	Boiler Room 2	43-44	Void
	Boiler Room 2	45	Funnel
	Boiler Room 2	46	Searchlight 3 or 4
	Engine Room 2	51	Void
	Engine Room 2	52	Aft Main Director Air
	Engine Room 2	53	AAMGs
	Main Magazine X	54-55	Main X
	Main Magazine Y	56-61	Main Y
	Fuel Oil 2, Propshaft 1 or 2	62	Void
	Fuel Oil 2, Propshaft 3 or 4)	63-64	Void
	Steering	65	Steering
	Void	66	Void

Internal Diagram

V1	FO1	FM	FM	FM	FO2	TR	BR1	ER1	BR2	ER2	AM	AM	FO3	ST	V2
1FP	2FP	A	B	C	2FP	1FP	B1	E1	B3	E3	X	Y	2FP	1FP	0FP
		2FP	2FP	2FP			B2	E2	B4	E4	2FP	2FP			
							14FP	11FP	14FP	11FP					

“E/F/G/H/I” Classes

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1940	<u>Armor</u>	None
<u>Surface Armament</u>		<u>Ranges</u>		<u>Directors</u>	
Main Battery:	4.7 inch guns in 4 single mounts	18 inches		Fore	
Torpedoes:	21 inch torpedoes in 2 quadruple mounts 2 special hits	13 inches at 4.25” 16 inches at 2.75”		Port and starboard	
<u>Speed</u>	4.50	3 boilers	2 engines		
<u>Flotation</u>	Total: 27	DIW: 14	Sinking: 18		
<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5		

Armament Arrangement



Notes

- Classic British inter-war destroyer design.
- Eight ships in each class, for a total of 40.
- Is had quintuple mounts.
- Similar in game terms were 6 Hs built for Brazil but taken over by the Royal Navy. These lacked Y mount.
- Also similar were 2 Is built for Turkey (Inconstant and Ithuriel) but used by the RN. These had quadruple torpedo mounts.
- Most gave up a torpedo mount later in the war to ship a 3 inch anti-aircraft gun. This is treated as an AAMG for game purposes.

Hits

Fuel Oil 1	11-14	Forward Void
Fuel Oil 1	15	Main A
Forward Main Magazine	16-21	Main A
Forward Main Magazine	22-23	Main B
Fuel Oil 2	24	Main B
Fuel Oil 2	25	AAMGs
Fuel Oil 2	26	Bridge
Fuel Oil 2	31	Bridge
Boiler Room 1	32	Main Director
Boiler Room 1	33	Funnel
Boiler Room 2	34	Funnel
Boiler Room 2	35	AAMGs
Boiler Room 3	36	AAMGs
Boiler Room 3	41	Funnel
Engine Room	42-44	Torpedo A
Engine Room	45-51	Torpedo B [AAMGs]
Aft Main Magazine	52	Searchlight
Aft Main Magazine	53	AAMGs
Aft Main Magazine	54-55	Main X
Fuel Oil 3	56	Main X
Fuel Oil 3	61-62	Main Y
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

Internal Diagram

FO1 1FP	FM A&B 1FP	FO2 3FP	BR1 B1	BR2 B2	BR3 B3	ER E1 E2 9FP	AM X&Y 1FP	FO3 1FP	ST 1FP
			3FP	4FP	3FP				

“J/K/N/M” Classes

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1940
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	4.7 inch guns in 3 twin mounts	18 inches	Fore
Torpedoes:	21 inch torpedoes in 1 quintuple mount 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	4.50	2 boilers	2 engines
<u>Flotation</u>	Total: 27	DIW: 14	Sinking: 18
<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5

Armament Arrangement



Notes

- Twenty-four Js and similar Ks and Ns were built.
- Most gave up a torpedo mount to ship a 4 inch anti-aircraft gun. This is treated as an AAMG for game purposes.
- Twelve Ls and Ms were similar, but with 4.7 inch guns in turrets (range 21 inches) and 2 quadruple torpedo mounts.

Hits

Fuel Oil 1	11-14	Forward Void
Fuel Oil 1	15	Main A
Forward Main Magazine	16-21	Main A
Forward Main Magazine	22-23	Main B
Fuel Oil 2	24	Main B
Fuel Oil 2	25	AAMGs
Fuel Oil 2	26	Bridge
Fuel Oil 2	31	Bridge
Boiler Room 1	32	Main Director
Boiler Room 1	33	Search Radar
Boiler Room 1	34	Funnel
Boiler Room 2	35-36	Funnel
Boiler Room 2	41	AAMGs
Engine Room	42-44	Torpedo A
Engine Room	45-51	AAMGs [Torpedo B]
Aft Main Magazine	52	Searchlight
Aft Main Magazine	53	AAMGs
Aft Main Magazine	54-55	Main X
Fuel Oil 3	56	Main X
Fuel Oil 3	61-62	Void
Propshaft 1 or 2	63-64	Void
Steering	65-66	Steering

Internal Diagram

FO1	FM	FO2	BR1	BR2	ER	AM	FO3	ST
1FP	A&B	3FP	B1	B2	E1	X	1FP	1FP
	1FP		5FP	5FP	E2	1FP		
					9FP			

"Tribal" Class

<u>Navy Class</u>	Royal Navy Destroyer	<u>Date</u>	1941
		<u>Armor</u>	None

<u>Surface Armament</u>	<u>Ranges</u>	<u>Directors</u>
Main Battery:	18 inches	Fore
Torpedoes:	13 inches at 4.25"	Port and starboard
	16 inches at 2.75"	

Speed 4.50 4 boilers 2 engines

Flotation Total: 27 DIW: 14 Sinking: 18

Torpedo Hits 17.7"-18": ±1 20.5"-22.5": ±3 24": ±5

Armament Arrangement



Notes

- Twenty-seven "Tribals" and their variants were completed.
- This form represents the "Tribal" class as modified by the substitution of a twin 4 inch AA mount for X Mount. The 4 inch mount is treated as an AAMG for game purposes.

Hits

	Fuel Oil 1	11-14	Forward Void
	Fuel Oil 1	15	Main A
Forward Main Magazine		16-21	Main A
Forward Main Magazine		22-23	Main B
	Fuel Oil 2	24	Main B
	Fuel Oil 2	25	AAMGs
	Fuel Oil 2	26	Bridge
	Fuel Oil 2	31	Bridge
Boiler Room 1		32	Main Director
Boiler Room 1		33	Search Radar
Boiler Room 1		34	Funnel
Boiler Room 2		35	AAMGs
Boiler Room 2		36	Funnel
Boiler Room 2		41	AAMGs
Engine Room		42-44	Torpedo A
Engine Room		45-51	AAMGs
Aft Main Magazine		52	Searchlight
Aft Main Magazine		53	AAMGs
Aft Main Magazine		54-55	AAMGs
	Fuel Oil 3	56	Main Y
	Fuel Oil 3	61-62	Main Y
Propshaft 1 or 2		63-64	Void
Steering		65-66	Steering

Internal Diagram

FO1 1FP	FM A&B 1FP	FO2 3FP	BR1 B1 5FP	BR2 B2 5FP	ER E1 E2 9FP	AM X&Y 1FP	FO3 1FP	ST 1FP
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W/V Classes

<u>Navy</u>	Royal Navy	<u>Date</u>	1942
<u>Class</u>	Destroyer	<u>Armor</u>	None
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	4.7 inch guns in 4 single mounts	16 inches	Fore
Torpedoes:	21 inch torpedoes in 2 triple mounts	4 inches at 5.50" 9 inches at 3.75"	Port and starboard
<u>Speed</u>	4.25"	3 boilers	2 engines
<u>Flotation</u>	Total: 25	DIW: 13	Sinking: 16
		<u>Torpedo Hits</u>	17.7"-18": ±1 20.5"-22.5": ±4 24": ±6

Armament Arrangement



Notes

- Later modified as escort vessels, but in this original configuration for the Channel Dash.

Hits

	Fuel Oil 1	11-13	Void
	Fuel Oil 1	15-21	Main A
Forward Main Magazine		22-24	Main B
	Fuel Oil 2	25-26	Bridge
	Fuel Oil 2	31	Bridge, Main Director
	Boiler Room 1	32	Search Radar
	Boiler Room 1	33-34	Funnel
	Boiler Room 1	35-36	Torpedo A
	Boiler Room 2	41-42	Torpedo A
	Boiler Room 2	43	Funnel
	Engine Room 1	44-45	Searchlight
	Engine Room 1	46	Torpedo B
	Engine Room 2	51-53	Torpedo B
	Fuel Oil 3	54-56	Main X
	Aft Main Magazine	61-63	Main Y
Aft Main Magazine, Propshaft 1 or 2		63	Main Y
Fuel Oil 4, Propshaft 1 or 2		64	Void
	Steering	65-66	Steering

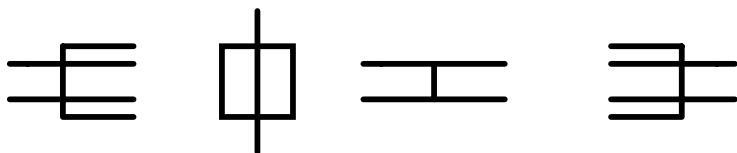
Internal Diagram

FO1 1FP	FM AB 1FP	FO2 3FP	BR1 B1 B2 5FP	BR2 B3 3FP	ER1 E1 4FP	ER2 E2 4FP	FO3 1FP	AM XY 1FP	FO4 1FP	ST 1FP
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Hunt, Group III

<u>Navy Class</u>	Royal Navy Escort destroyer	<u>Date</u>	1942
		<u>Armor</u>	None
<u>Surface Armament</u>		<u>Ranges</u>	<u>Directors</u>
Main Battery:	4 inch guns in 2 twin mounts	17 inches	Fore
Torpedoes:	21 inch torpedoes in 1 twin mount 2 special hits	13 inches at 4.25" 16 inches at 2.75"	Port and starboard
<u>Speed</u>	3.00	2 boilers	2 engines
<u>Flotation</u>	Total: 24	DIW: 12	Sinking: 16
<u>Torpedo Hits</u>	17.7"-18": ±1	20.5"-22.5": ±3	24": ±5

Armament Arrangement



Notes

- Third group of purpose-built escort destroyers, the first to be equipped with torpedo tubes.
- II Group was similar, but with an additional twin 4 inch mount in place of the torpedo tubes.

Hits

	Fuel Oil 1	11-15	Forward Void
Forward Main Magazine		16-23	Main A
	Fuel Oil 2	24	AAMGs
	Fuel Oil 2	25	Bridge
	Fuel Oil 2	26	Bridge
	Fuel Oil 2	31	Bridge, Main Director
Boiler Room		32	Search Radar
Boiler Room		33-36	Funnel
Boiler Room		41	AAMGs
Engine Room		42-44	AAMGs
Engine Room		45	Torpedo A [Searchlight]
Engine Room		46	Torpedo A [Main X]
Engine Room		51	Torpedo A {Main X}
Aft Main Magazine		52	Searchlight [Main X]
Aft Main Magazine		53-55	Main Y
	Fuel Oil 3	56	Main Y
	Fuel Oil 3	61-62	Main Y
Propshaft 1 or 2		63-64	Void
Steering		65-66	Steering

Internal Diagram

FO1	FM	FO2	BR	ER	AM	FO3	ST
1FP	A	3FP	B1,B2	E1	X	1FP	1FP
	1FP		8FP	E2	1FP		
				8FP			