

Introduction

Victory at Sea is the game of naval combat during the Second World War. Throughout 1939-45, the nations of the world duelled across the oceans of the world, only to discover the fundamental nature of naval warfare changing in the face of developing technologies. Now these confrontations can be played out on the tabletop with entire fleets drawn from the Royal Navy, the US Navy, Kriegsmarine or any one of the many other nations featured in Victory at Sea. From skirmishes involving single destroyers hunting down merchantmen to the clashing of Allied fleets against implacable enemies, Victory at Sea is the ticket to exciting battles that take place on the oceans of World War II.

Victory at Sea

This game is divided into several chapters each of which will seem to contain a lot of rules to remember. No need to worry, the game is far easier than it looks! The core rules of Victory at Sea are detailed in the following chapters:

The Turn: A short description of how players take turns moving and attacking with their ships

Movement Phase: Describes how ships move on the ocean

Attack Phase: Once a player's ships have moved into positions of advantage, he will want to know how to target his enemies and sink them!

Special Actions: Ships need not only manoeuvre and fire – there are a whole range of Special Actions that players can choose from to enhance their tactics.

Special Traits: Many ships and weapon systems have special rules that make them different from the norm – these are described in this chapter.

These chapters contain all the necessary information to begin playing Victory at Sea, though players need only consult Special Actions and Special Traits as references, rather than try to memorise them from the outset. Once players are familiar with the basics, they can proceed to the Advanced Rules and beyond to experience the full dynamics of naval combat in the Second World War.

What Players Will Need

As well as this book, there are several other things required in order to play Victory at Sea properly. A minimum of two players are required, each with his own fleet of ships (players can readily use the counters included with the book, though if the players have miniatures, keep on reading). Players will also need a flat playing surface – the kitchen table will do, though the scenarios included in this book assume a playing surface of six feet by four feet in size. In addition to this, players will also need pens and scrap paper to jot down notes, a measuring device marked in inches and several six-sided dice. That is everything players need to begin fighting on the oceans of the Second World War.

Scale

Though counters for many ships used in World War II have been provided with this book, veteran players may possess entire fleets of miniatures. Regardless of the scale of players' miniatures, they can be used freely in Victory at Sea. However, we have assumed that miniatures of 1/6000-1/2000 scale will be used for most of the battles featured in this game. All distances in Victory at Sea are measured from the very centre of a counter or ship miniature and are measured in inches.

Re-Rolls

Some special situations may call for a player to re-roll a die. This simply means the player ignores the first result he rolled and rolls again. The player must always accept the result of the second roll, even if it is worse than the first – re-rolls can be used to get out of a tricky situation but they are never guaranteed! A player may only re-roll a die once, no matter what the circumstances.

Pre-Measuring

A player is never allowed to pre-measure distances and ranges in Victory at Sea. Captains and admirals of the Second World War did not have sophisticated fire computers tied into radar and satellite surveillance to rely upon, trusting instead to their own judgement – players will have to do the same when trying gauge just how far they can move or the range to the nearest enemy vessel.

Movement & Firing

Every ship in Victory at Sea has a number of firing arcs, all of which are marked out on the Fire Arc Counter. These are the areas that various weapons can fire into, as noted in their descriptions.

Fore Turrets (A and B) – Forward, Port and Starboard Arcs

Q Turrets – Port and Starboard Arcs

Anti-Aircraft Weapons – All Round

Submersible Torpedoes - Forward or Aft

Aft Turrets (X and Y) – Aft, Port and Starboard Arcs

Secondary Weapons – All Round

Torpedoes – Port or Starboard





All counters have a picture of the relevant ship (shown top down), with four lines bisecting the centre, to demonstrate the firing arcs of the turrets. A single point at the front of the counter marks the torpedo line if a ship is capable of using these weapons. In the centre of the counter, a single red dot is shown, marking the point of the ship where all measurements are taken.

Ships in Victory at Sea

No doubt new players have already breathlessly flicked through the fleet lists of this book and seen all the different ships available to play in Victory at Sea. Every ship in the game is defined by its roster sheet, though players will also find plenty of information in the fleet lists covering its general statistics, history and the tactics involved in its use.

A ship's roster looks like this – the example given here is of HMS Warspite, one of the stalwarts of the Royal Navy, and a vessel with a renowned history dating back to the Great War.

Name:	HMS Warspite	Class	Queen Elizabeth
Speed:	5	Priority Level:	Battle
Turning:	1	Command:	4
Target:	4+	In Service:	1915
Armour:	5+	Aircraft:	—
Damage:	34/11	Special Traits:	Aircraft 2, Torpedo Belt
Crew:	47/15	XP Dice:	0

Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	33	2	3	AP
B Turret (2 x 15 in)	33	2	3	AP
X Turret (2 x 15 in)	33	2	3	AP
Y Turret (2 x 15 in)	33	2	3	AP
Secondary Armament	14	4	1	Weak
AA	5	8	—	—

Ship Name: What a ship is called is up to the player, but it has been noted in our playtesting that ships with names always seem to last longer! Many players may prefer to use names of ships that actually existed in history but this is not a requirement.

Speed: This is the maximum distance in inches a ship can usually move in a single turn.

Turning: As described in the Movement Phase chapter, this reflects how quickly a ship can turn to come about on its enemies.

Target: Large or particularly cumbersome ships are much easier to hit than small nimble ones. This is the base number needed to score a hit on this ship.

Armour: The higher the value here, the better armoured a ship will be to withstand incoming fire.

Damage: The first figure shows how many points of damage a ship can withstand before being destroyed. The second marks the point at which the ship becomes Crippled. In the example above, once the Warspite takes 23 points of damage, reducing it to 11 overall, it becomes Crippled.

Crew: Much the same as Damage, this shows how many Crew are on board the ship. The second figure shows how far the Crew can be depleted before they become a Skeleton Crew. In the example above, once the Warspite loses 32 Crew, reducing it to 15 overall, it is crewed by a Skeleton Crew.

Class: This is the actual type of ship, as shown in the fleet lists.

Priority Level: Every ship has a Priority Level ranking which is used to construct fair-sized fleets to meet in battle, as described in the Fleet Lists chapter.

Command: The average figure here will be four, which denotes a military-grade crew and captain on board. This can vary to reflect especially green or elite crews, or very capable captains. Until players start using the fleet lists, use a score of four by default for Crew Quality.

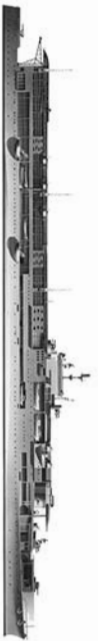
In Service: The year in which the ship came into service and thus when it can be used. This is important for campaign games and some scenarios.

Aircraft: A few ships carry aircraft on board, normally fighters. Any aircraft carried standard will be noted here.

Special Traits: Many ships have special rules that allow them to perform actions impossible for others. The Warspite has the traits Aircraft 2 and Torpedo Belt, which are defined in the Special Traits Chapter on page 12.

XP Dice: In the campaign game ships can improve over time. This is represented by XP dice, which are described in the Campaigns chapter on page 42.

Weapons: Every warship will have multiple weapon systems, all of which will be detailed here. Every weapon is defined by its Range, the number of Attack Dice it uses, and the Damage Dice dealt when a hit is scored. Some weapons also have Special Traits, as defined in the Special Traits Chapter on page 12, which further influence their effect in the game.



Introduction



Supply Ships

Supplies and logistics win wars, not superior tactics and firepower, as anyone in High Command knows. The protection of supply ships is therefore of the utmost importance in any war and the destruction of an entire supply fleet is considered a great coup.

Fleets: Players have five Fleet Allocation Points and choose their fleets freely. In a Priority Level: Patrol game, the defender will also choose five civilian ship points from the Civilian Shipping chapter. For every increase in Priority Level above Patrol, he receives another five civilian ship points. A Priority Level: War fleet would therefore have 25 civilian ship points. The attacker has three Fleet Allocation Points. The defending fleet may use land-based aircraft; the attacker may not.

Pre-Battle Preparation: The defending player deploys his entire fleet. The attacker then deploys his entire fleet in the surrounding area.

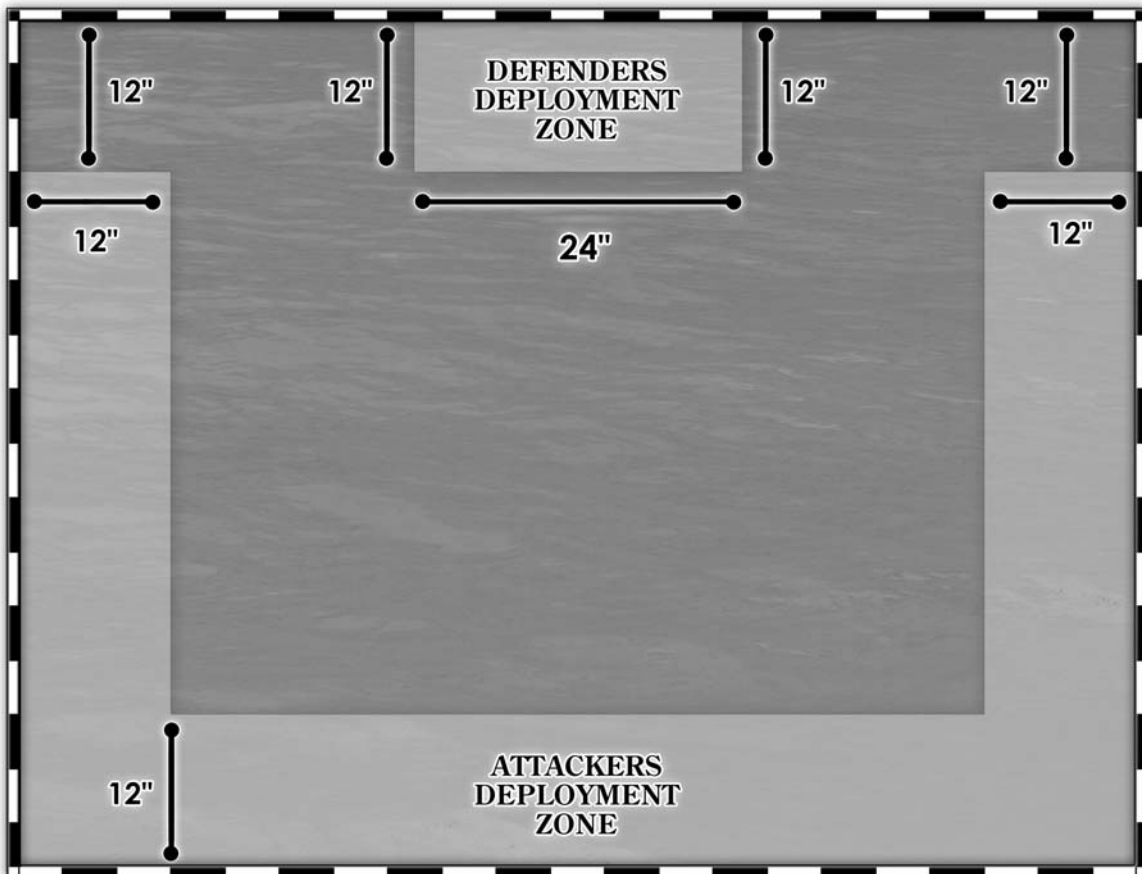
Aircraft: Carriers in the attacker's fleet may start with all of their flights in the air at the start of the game. Carriers in the defending fleet may start with only one of their flights in the air at the start of the game. Land-based aircraft, if present, may be used as normal.

Conditions: Roll a die. On a five or more, the battle takes place using the Bad Weather rules. Roll a second die. On a six, the battle takes place using the Night Battle rules.

Scenario Rules: None

Game Length: 10 turns.

Victory and Defeat: This scenario uses Victory Points to determine who wins. The attacking player gains a five point bonus for every civilian ship point he destroys. The defending player gains a five point bonus for every civilian ship point that survives the battle. If the civilian ships make a tactical withdrawal, they are considered to be destroyed with regards to Victory Points – if the attacker manages to force the ships out of the area, he will have done a great deal of damage to the defending player's logistics in that region of the globe.



Guadalcanal Finale

After suffering at the hands of the Imperial Japanese Navy off Guadalcanal, the US Navy was determined to reverse its fortunes. Two powerful new battleships were moved into the battle area, and when the Japanese came back for another attempt they were intercepted and brought to battle.

Even now, fortune was against the US. One of the two battleships, South Dakota, suffered an electrical failure that rendered her unable to shoot just as the action opened. She regained power after a time and was able to join the action.

Fleets: The Japanese player begins with a force of one Kongo-class battlecruiser (Kirishima), two Takao-class cruisers (Takao and Atago) one Nagara-class cruiser (Nagara), one Sendai-class cruiser (Sendai) and , eight Fubuki-class destroyers and one Kagero-class destroyer. The US player begins with a force of one North Carolina class battleship (Washington), one South Dakota class battleship (South Dakota), and four Fletcher-class destroyers.

Pre-Battle Preparation: The Japanese and US forces are positioned on the battlefield as shown on the map below.

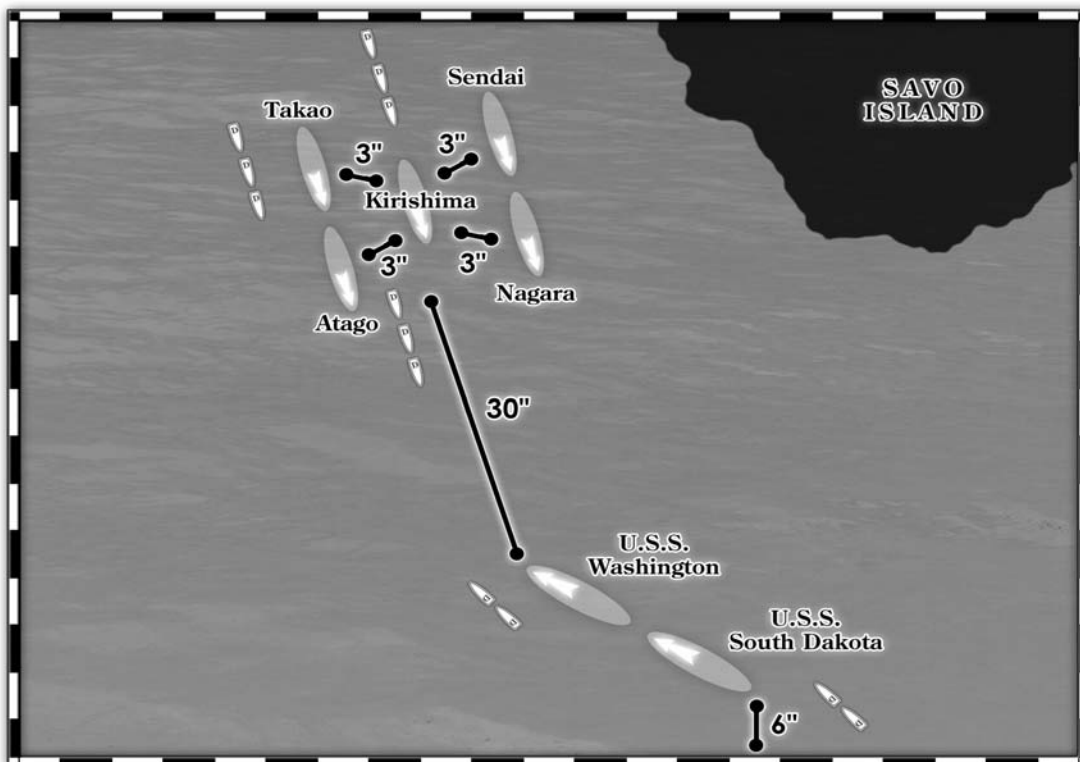
Scenario Rules: The US player has the Initiative in the first turn. This battle takes place at night.

Game Length: The game continues until either fleet has withdrawn or been destroyed.

Optional Rules: Each time the South Dakota rolls an Attack Dice for her primary armament or attempts to use her Radar (makes a Detection roll), on a roll of a 1, roll a second d6. If another 1 is rolled, the South Dakota suffers a massive electrical failure. Her Radar may not be used and her primary and secondary armaments suffer a -1 to their Attack Dice for the remainder of the battle.

Victory and Defeat: If one fleet manages to destroy the other, that side may claim victory.

Historical Note: Although South Dakota was hit hard and damaged, US forces had the advantage of radar and were ultimately able to drive off the Japanese force after a hard-fought action at close range. Kirishima was wrecked and had to be scuttled.





Gloucester-class Cruiser

Ships of this class: Gloucester, Liverpool, Manchester

Enlarged versions of the Southampton class, these ships were designed to have better protection for the main armament in particular and better armour in general. HMS Gloucester was lost after being hit by several (probably four) large bombs and HMS Manchester was put out of action for nine months by a torpedo hit and returned to service only to be hit again. The second time she had to be scuttled. HMS Liverpool's bow was blown off by an internal explosion after being hit by a torpedo but she survived this and another torpedo hit in 1942 which put her out of action until the very end of the war.

Speed: 7 in. **Armour:** 3+ **Special Traits:** Aircraft 3
Turning: 2 **Damage:** 12/4 **In Service:** 1938
Target: 5+ **Crew:** 35/11



Weapon	Range	AD	DD	Special
A Turret (3 x 6 in)	26	1	1	Twin-Linked, Weak
B Turret (3 x 6 in)	26	1	1	Twin-Linked, Weak
X Turret (3 x 6 in)	26	1	1	Twin-Linked, Weak
Y Turret (3 x 6 in)	26	1	1	Twin-Linked, Weak
Secondary Armament	14	2	1	Weak
AA	5	4	—	—
Port Torpedoes	10	2	4	AP, One-Shot
Starboard Torpedoes	10	2	4	AP, One-Shot

Length: 558 ft. **Displacement:** 11,650 tons **Speed:** 32.5 kts. **Crew:** 883

Hood-class Battlecruiser

Ships of this class: Hood

At one time, the HMS Hood was possibly the most famous ship in the entire world. It was certainly the largest afloat and represented supreme British seapower. With 15-inch main guns, she also remained one of the fastest warships on the sea though this came at the expense of armour. During the Second World War the Hood remained attached to the Home Fleet and also took part in the sinking of the French fleet at Oran. She was sunk by the Bismarck in May 1941 during one of the more controversial naval engagements of the war. Accurate shelling from the German ship caused a massive explosion on the Hood, which sank within minutes, leaving only three survivors. Theories continue to be explored as to why this happened but many believe a high-trajectory shot from the Bismarck pierced the thin deck armour of the Hood to explode its magazines. In any event, it was certainly one of the more spectacular deaths of any capital ship.

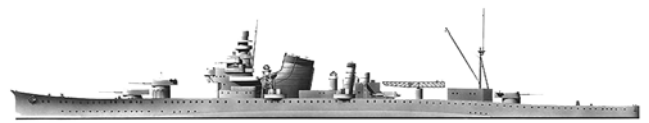
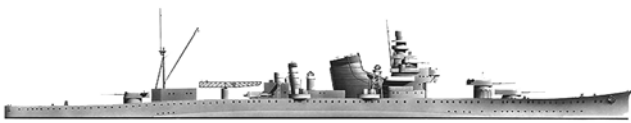
Speed: 6 in. **Armour:** 5+ **Special Traits:** Torpedo Belt
Turning: 1 **Damage:** 41/13 **In Service:** 1920
Target: 4+ **Crew:** 59/19



Weapon	Range	AD	DD	Special
A Turret (2 x 15 in)	33	2	3	AP
B Turret (2 x 15 in)	33	2	3	AP
X Turret (2 x 15 in)	33	2	3	AP
Y Turret (2 x 15 in)	33	2	3	AP
Secondary Armament	14	4	1	Weak
AA	5	7	—	—
Port Torpedoes	10	2	4	AP, One-Shot
Starboard Torpedoes	10	2	4	AP, One-Shot

Length: 860 ft. **Displacement:** 46,680 tons **Speed:** 31 kts. **Crew:** 1,477





Admiral Hipper-class Heavy Cruiser

Ships of this class: Admiral Hipper, Blucher, Prinz Eugen, Seydlitz

The Prinz Eugen first came to notoriety as she escorted the Bismarck into the North Atlantic and engaged the Royal Navy in the encounter which saw the destruction of HMS Hood. After the battle, Prinz Eugen left the Bismarck to sail to Brest, where she remained inactive for several months. Later, she was deployed in Norwegian and then Finnish waters while the Eastern Front collapsed. After the war, the Prinz Eugen entered the US Navy, where she was used in nuclear bomb tests until her hull gave way.



Speed: 7 in. **Armour:** 3+ **Special Traits:** Aircraft 3, Radar
Turning: 2 **Damage:** 19/6 **In Service:** 1937
Target: 5+ **Crew:** 64/21

Weapon	Range	AD	DD	Special
A Turret (2 x 8 in)	37	1	1	
B Turret (2 x 8 in)	37	1	1	
X Turret (2 x 8 in)	37	1	1	
Y Turret (2 x 8 in)	37	1	1	
Secondary Armament	13	2	1	Weak
AA	8	3	—	—
Port Torpedoes	10	3	3	AP, One-Shot
Starboard Torpedoes	10	3	3	AP, One-Shot

Length: 681ft. **Displacement:** 18,750 tons **Speed:** 32.5 kts. **Crew:** 1,600

Bismarck-class Battleship

Ships of this class: Bismarck, Tirpitz

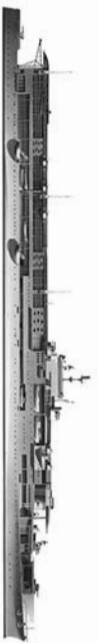
Examples of one of the most renowned classes of ships to be launched, the Bismarck and Tirpitz have become legendary. The Bismarck sank the HMS Hood in the North Atlantic, causing Winston Churchill to order her sunk at any cost. The Royal Navy set sail with no intention of letting her live and she was finally cornered and sunk by the might of the Home Fleet. The Tirpitz, now Germany's most powerful warship, was to spend the war in port where she was the target of increasingly obsessive attacks by the British.



Speed: 6 in. **Armour:** 6+ **Special Traits:** Aircraft 4, Radar, Torpedo Belt
Turning: 1 **Damage:** 43/14 **In Service:** 1939
Target: 4+ **Crew:** 84/28

Weapon	Range	AD	DD	Special
A Turret (2 x 15 in.)	40	2	3	AP
B Turret (2 x 15 in.)	40	2	3	AP
X Turret (2 x 15 in.)	40	2	3	AP
Y Turret (2 x 15 in.)	40	2	3	AP
Secondary Armament	17	5	1	Weak
AA	8	6	—	—

Length: 823 ft. **Displacement:** 50,956 tons **Speed:** 30 kts. **Crew:** 2,092



The Kriegsmarine





Essex-class Aircraft Carrier

Ships of this class: Bunker Hill, Essex, Hornet, Lexington, Wasp, Yorktown

The Essex carriers were to see service in almost every major action within the Pacific, with 24 being commissioned. They were a step forward in US carrier design, with stronger armour and safer fuel-handling capabilities. The Essex carriers arrived as US Navy doctrine was changed deriving strength from numbers, with sometimes as many as six carriers working as a single group.

Speed: 7 in.	Armour: 3+	Special Traits: Carrier
Turning: 1	Damage: 33/11	In Service: 1942
Target: 4+	Crew: 130/43	Aircraft: Six flights of Grumman Hellcats, six flights of Curtis Helldivers and three flights of Grumman Avengers



Weapon	Range	AD	DD	Special
Secondary Armament	12	4	1	Weak
AA	8	10	—	—

Length: 820 ft. **Displacement:** 34,880 tons **Speed:** 33 kts. **Crew:** 3,240

Fletcher-class Destroyer

Ships of this class: Fletcher, Hudson, Picking, Taylor, Wren

The name Fletcher class is almost synonymous with the word destroyer when used in context with World War II. Over 175 of these versatile destroyers were built throughout the war and the basic Fletcher provided the basis of numerous other destroyer designs.

Speed: 7 in.	Armour: 2+	Special Traits: Agile, Sub-Hunter
Turning: 2	Damage: 3/1	In Service: 1930
Target: 6+	Crew: 13/4	

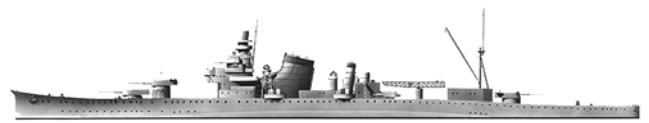
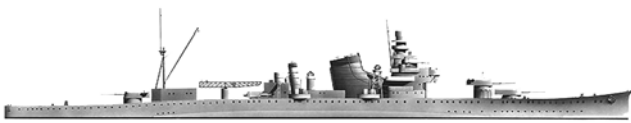


The US Navy

Weapon	Range	AD	DD	Special
Secondary Armament	12	1	1	Weak
AA	5	2	—	—
Port/Starboard Torpedoes	10	5	4	AP, One-Shot
Depth Charges	3	6	2	Slow-Loading

Length: 376 ft. **Displacement:** 2,500 tons **Speed:** 36.5 kts. **Crew:** 329





Kadai-7-Class Submarine

Another ocean-going submarine and armed with six 533mm forward torpedo tubes, these vessels were also known as the KD-7 Class, and served in the South Pacific as well as the waters off Australia. There were 10 KD-7 submarines built overall, all of which were lost during the course of the war.

Speed: 5 in./1 in. **Armour:** 2+ **Special Traits:** Agile, Submersible
Turning: 2 **Damage:** 3/1 **In Service:** 1942
Target: 6+ **Crew:** 3/1

Weapon	Range	AD	DD	Special
Secondary Armament	12	1	1	Slow-Loading, Weak
AA	1	1	—	—
Forward Torpedoes	10	3	4	AP, Slow-Loading

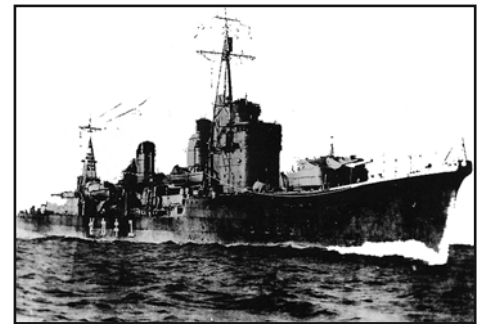
Length: 346 ft. **Displacement:** 2,602 tons **Speed:** 23 kts./8 kts. **Crew:** 88

Kagero-Class Destroyer

Ships of this class: Kuroshio, Oyashio, Hatsukaze, Natsushio, Hayashio

Essentially an enlarged Fubuki, the Kagero hull design was scaled up to overcome the earlier design deficiencies. As a result, the Kageros were the equal of any of their contemporaries in other navies and superior to most. Only the initial lack of radar and continued poor quality of sonar equipment hindered their performance.

Speed: 7 in. **Armour:** 2+ **Special Traits:** Agile
Turning: 2 **Damage:** 3/1 **In Service:** 1928
Target: 6+ **Crew:** 10/3



Weapon	Range	AD	DD	Special
Secondary Armament	12	1	1	Weak
AA	5	2	—	—
Port/Starboard Torpedoes	20	5	5	Slow-Loading, Super AP
Depth Charges	3	2	2	Slow-Loading

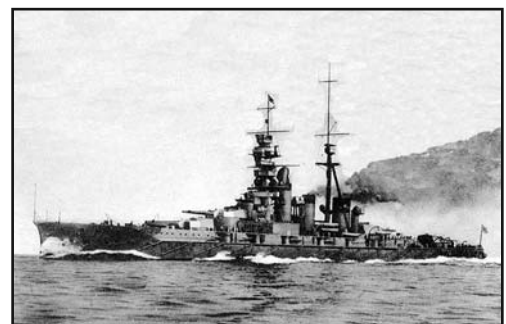
Length: 388 ft. **Displacement:** 2,490 tons **Speed:** 35 kts. **Crew:** 240

Kongo-class Battlecruiser

Ships of this class: Kongo, Hiei, Kirishima, Haruna

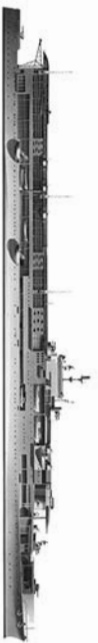
The Kongo class, dating from 1912, was rebuilt between 1927 and 1931 and was thereafter re-rated as a battleship class. Armed with eight 14-inch guns in dual turrets and a secondary battery of sixteen six-inch guns, the Kongos were further rebuilt in the late 1930s. Hiei and Kirishima were lost off Guadalcanal, Kongo was torpedoed by a submarine and Haruna was sunk by an air raid on Kure.

Speed: 6 in. **Armour:** 4+ **Special Traits:** Aircraft 3, Torpedo Belt
Turning: 1 **Damage:** 34/11 **In Service:** 1938
Target: 4+ **Crew:** 57/19



Weapon	Range	AD	DD	Special
A Turret (2 x 14 in)	39	2	2	AP
B Turret (2 x 14 in)	39	2	2	AP
X Turret (2 x 14 in)	39	2	2	AP
Y Turret (2 x 14 in)	39	2	2	AP
Secondary Armament	16	6	1	Weak
AA	8	5	—	—

Length: 720 ft. **Displacement:** 36,601 tons **Speed:** 30.5 kts. **Crew:** 1,437



Imperial Japanese Navy





Littorio-class Battleship

Ships of this class: Impero, Littorio, Roma, Vittorio Veneto

The Littorio class was the first new battleship class for nearly a decade when design work began in 1930. Initially designed to remain within the 35,000 ton limit, the final displacement was just over 40,000 tons. As well as being good-looking ships, the Littorios included a number of new features including high-velocity guns. They were probably the first of the 'fast battleships' that would come to dominate capital ship design in the late 1930s and onward. Littorio was put out of action for six months by the famous Taranto air raid. Vittorio Veneto was damaged by an air-launched torpedo at the battle of Cape Matapan and later by a submarine-launched torpedo. She was also damaged by bombs, along with Roma, in an air raid in 1943. After the Italian surrender, Roma and Littorio (renamed Italia) were hit by German glide bombs; Roma was sunk. Impero was never finished and did not see war service.



Speed: 6 in. **Armour:** 6+ **Special Traits:** Aircraft 3
Turning: 1 **Damage:** 40/13 **In Service:** 1940
Target: 4+ **Crew:** 82/27

Weapon	Range	AD	DD	Special
A Turret (3x 15 in)	47	3	3	AP
B Turret (3x 15 in)	47	3	3	AP
Y Turret (3x 15 in)	47	3	3	AP
Secondary Armament	19	4	1	Weak
AA	6	7	—	—

Length: 735 ft. **Displacement:** 46,215 tons **Speed:** 29 kts. **Crew:** 2,041

Navigatori-class Destroyer

Ships of this class: Da Mosto, Da Noli, Da Recco, Da Verrazzano, Malocello

One of many classes of Italian destroyers that served in the Mediterranean theatre these suffered heavy losses like much of the Italian fleet, with only a few surviving to the end of the war. After the Italian surrender in 1943 many destroyers served alongside the Allies against Germany and there was serious discussion amongst Allied leaders about using the Italian navy in the Pacific against Japan.



Speed: 8 in. **Armour:** 2+ **Special Traits:** Agile
Turning: 2 **Damage:** 3/1 **In Service:** 1929
Target: 6+ **Crew:** 7/2

Weapon	Range	AD	DD	Special
Secondary Armament	12	1	1	Weak
AA	4	1	—	—
Port/Starboard Torpedoes	10	3	3	AP, One-Shot
Depth Charges	3	4	1	Slow-Loading

Length: 321 ft. **Displacement:** 2,657 tons **Speed:** 38 kts. **Crew:** 173





Jeanne d'Arc-class Cruiser

Ships of this class: Jeanne d'Arc

The single vessel of the Jeanne d'Arc class was designed to use the same guns as the Duguay Trouin class. She was a training vessel and not considered to require the speed or armour of a cruiser. Stationed in Martinique, she joined the Allies in 1943, receiving a refit in which her torpedo tubes and aircraft were deleted and improved AA armament was fitted. After 1943 she served in the Mediterranean.

Speed: 5 in. **Armour:** 2+ **Special Traits:** Aircraft 2
Turning: 2 **Damage:** 9/3 **In Service:** 1931
Target: 5+ **Crew:** 26/8



Weapon	Range	AD	DD	Special
A Turret (2 x 6.1 in)	28	1	1	Weak
B Turret (2 x 6.1 in)	28	1	1	Weak
X Turret (2 x 6.1 in)	28	1	1	Weak
Y Turret (2 x 6.1 in)	28	1	1	Weak
AA	6	1	—	—
Port Torpedoes	10	1	3	AP, One-Shot
Starboard Torpedoes	10	1	3	AP, One-Shot

Length: 525 ft. **Displacement:** 8,950 tons **Speed:** 25 kts. **Crew:** 648

La Galissonniere-class Cruiser

Ships of this class: La Galissonniere, Jean De Vienne, Marsellaise, Gloire, Montcalm

Based on the preceding Emile Bertain class, the six vessels of the La Galissonniere class were fast and well protected for their size. After the first two ships, the design was somewhat modified and reflected experience gained. Rated at 31 knots, all six vessels reported speeds of 35-36 knots in trials. La Galissonniere, Jean De Vienne and Marsellaise were scuttled in 1942. The others were refitted in the US in 1943 and lost their aircraft, gaining radar and additional AA armament instead.

Speed: 6 in. **Armour:** 3+ **Special Traits:** Aircraft 4
Turning: 2 **Damage:** 10/3 **In Service:** 1934
Target: 5+ **Crew:** 22/7



Weapon	Range	AD	DD	Special
A Turret (3 x 6 in)	29	1	1	Twin-Linked, Weak
B Turret (3 x 6 in)	29	1	1	Twin-Linked, Weak
Y Turret (3 x 6 in)	29	1	1	Twin-Linked, Weak
AA	6	2	—	—
Port Torpedoes	10	1	3	AP, One-Shot
Starboard Torpedoes	10	1	3	AP, One-Shot

Length: 564 ft. **Displacement:** 9,100 tons **Speed:** 31 kts **Crew:** 540

