

# VICTORY AT SEA - FAQ & ERRATA

Collated: September 2021

## GUNNERY PHASE

---

**Why don't port & starboard turrets (such as on the Yamato) have 180 degree arcs?**

Simplicity is the quick answer.

**How do you get a 7+ to hit?**

You don't – you apply the modifiers to the d6 after rolling needing an end result of 4 or more. If you need to roll 7+ without modifiers, it is simply not possible.

**Can armour 7+ be damaged by guns without a positive AP score?**

Yes, unless the weapon systems has the Weak Trait, they always have a chance of doing critical hits. To be clear, they cannot knock hull off a ship, but critical hits are possible – the structure of the ship may be safe, but individual guns and crew can be hurt, fires can start, etc.

**Can torpedoes conduct beyond horizon attacks?**

In theory, yes, using the normal Beyond the Horizon rules. This is, in effect, a poor man's fan salvo - good luck hitting anything!

**Do Devastating criticals need to be confirmed?**

Yes.

**When a Devastating hit critical level is rolled, that is more than 1 higher than the target ship already has, do you apply all lower levels down to the level that's already been applied?**

Yes.

**What happens if a level 6 escalates and tells you to apply a level 6 which then has a penalty of reapplying the previous critical area (for example, a 6 on weapons says to increase crew, but that level 6 says to increase weapons)?**

Apply the level 6 again, as per normal rules on page 45.

## ORDERS

---

**Evade vs Kamikaze or Twin-linked – do they cancel each other out?**

Roll each dice once (basically, re-roll everything on the first throw).

## TRAITS

---

**Does Advanced Radar use all to hit modifiers or just the Range & Radar as worded?**

All the usual modifiers.

**DP halves ranges – are they left as half an inch or rounded up/down?**

Round down.

**Can Dual Purpose (DP) be used defensively against aircraft attacking at the start of the gunnery phase?**

No, they are not AA weapons *per se* – they can just be used to attack aircraft.

**Do the Tough & Very Tough traits affect the DP trait, or do light guns with DP still only require 1 hit against flights?**

DP bypasses Tough & Very Tough.

**Do Restricted & DP combine or do you just half the Attack Dice once?**

Yes, apply both rules.

## AIRCRAFT

**Do all Observation planes allocated to 'beyond horizon attacks' form a single pool which you then use one every time you want to do a beyond horizon attack?**

Yes. These aircraft have very long endurance, so you could indeed think of it as a replenishing pool.

**Do all Observation planes allocated to Sub Hunting form a single pool which you then allocate out at the start of each turn?**

Use in same way as beyond horizon attacks (effectively, they are much the same thing).

**Page 68 says AA Batteries fire against flights happens at the end of movement. Page 50 says start of Gunnery phase. Which is correct?**

Functionally, there is no difference between these two – either works.

**What do you do if there are multiple flights in range of multiple ships?**

If I understand the question correctly, there will be a hell of a crossfire! The attacked player gets to choose which ships fire upon which flights.

**How does deep deployment work and interact with scouting points and flights deployment?**

Where the carrier deploys doesn't alter the number of flights you can deploy. Only scouting points does that.

**How do flights off a carrier work for Victory points?**

They're scored as normal.

**How do flights off the table (for example, unlaunched from a carrier) work for Victory Points?**

If they do not appear in the game, they cannot yield Victory Points.

**How do carriers in deep deployment work for victory points?**

As normal – they can be attacked by enemy Flights.

**Page 50 says Attack Dice against flights are never modified but then you have the Large trait and Kamikaze rules, as well as bad weather and night. Is it a case of the specific rule overrides the general rule?**

Yes, core rules always followed unless another lays over them - in effect, things like traits allow you to 'break' the rules.

**Do flights use modifiers against ships? Page 52 indicates no, just the to hit chart. However, page 53 says that Kamikazes do and then page 62 says 'usual modifiers to Attack Dice are not used when...?'**

Use the table on page 52 only. Effectively, there are no modifiers so Kamikazes are not modified (there are no modifiers listed for them to be modified!). ASW aircraft on page 62 are a very special case.

**Can flights in base contact with another friendly ship be targeted?**

Yes – they are way above or to the side of the ship, so it will not be hit!

**Can all flights dogfight in defence of a deep deployment carrier or only fighters? How is who is involved in which dogfight worked out?**

Use the normal dogfighting rules, with the supporting flight rules. The carrier may use any flights it has on board, as detailed on page 53.

Nine times out of ten, dogfighting in deep deployment should be simply resolved with flights being matched to one another off-table, but I can see how a difficult/complicated situation can arise. Would recommend for now that this is not permitted in tournament games and we will revisit in the next supplement.

**Can a carrier in deep deployment use AA to defend against attacking flights?**

No. Assume the outgoing fire is too scattered without the carrier being supported.

**Can a carrier in deep deployment receive/use orders?**

Yes, it can.

**If a player has more than one carrier in deep deployment what happens? Does the attacking player move their flights off table declaring which carrier they are going after and both players ignore any other carrier in deep deployment?**

Each flight can go after a specific carrier, as chosen by the attacker.

**What happens to flights after they have attacked a deep deployment carrier? Do they come back on the board next turn or are they gone for the rest of the game?**

For simplicity, gone for the game.

**Are flights chosen for a carrier during list building or on launch?**

During list building.

**Are flights on a carrier chosen as type & role or just role?**

Type & role, during list building.

**Can carrier flights be assigned to scouting?**

No, read as written.

**Can flights on off table carriers/bases re-arm?**

No.

## ADDITIONAL RULES

### Bad Weather/Night: what are the spotting/detection distances for flights?

Assume they are Spotted/Detected – tracking that for individual flights would be a nightmare!

### How do you apply the -1 to hit against flights in Bad Weather or at night? Is it a re-roll or ignored?

AA dice are never modified (see page 50).

### During bad weather are submarines affected the same as destroyers, by not being able to use light guns and AA batteries?

Correct, submarines cannot use those weapons.

### Page 58 says that ships may not use torpedoes during bad weather – what about flights or MTBs?

No, torpedoes do not fare well in bad weather.

### During bad weather can anyone use Depth Charges? What about Royal Navy MTBs using them as anti-ship weapons?

No, but if you think about it, this situation is very unlikely to arise in an actual game...

### Does bad weather/night put a penalty on dogfighting?

No, sauce for the goose (bad weather affects both equally). Also, entirely possible those dogfights are happening above the weather...

### During bad weather, destroyers and MTBs effectively cannot attack at all (only depth charges are possible). However, submarines can use their deck guns and AA as normal when surfaced. Is that right?

Technically submarines should not be able to do that because they were never intended to be used in 'frontline' battles and effectively are their own mini-game within the rules, with their own scenarios. When playing those scenarios, do not use the Bad Weather rules.

### Starshells on page 58 says that you need the trait to use which only the Italian Navy has, is this right?

Yes, but you may find exceptions to this in specific scenarios in the future.

## SUBMARINES

### Can a submarine go submerged or Deep Diving within proximity of land (1")?

Are you asking whether subs can deep dive in shallow water? No, however, submerged is fine though.

### Are there any negatives to shooting a spotted submarine on the surface (i.e. like the -1 for shooting destroyers)?

Should be -1.

### Page 63 Kaiten rules – what are the stats for a Kaiten?

This is coming in future supplement.

### Which submarines can take a Kaiten?

Coming in a future supplement.

### When attacking a surfaced submarine with a flight what is the required to hit score? Is it the standard 4+ or is it the aircraft hit table on page 52?

See the table on page 52.

## MTBS

### Can any light gun shoot MTBs as indicated on page 68 or only those with DP as per page 49?

Any light guns, as per page 68.

### Are MTBs supposed to be easier to hit compared to destroyers in the same situation (e.g. at long range, head on) or should there be an extra minus for shooting MTBs like destroyers?

MTBs get the benefit of only being targetable by certain weapons (which are, incidentally, intended to engage targets exactly like MTBs).

### What is the target score required to hit MTBs by ships?

Base 4+, as per the Gunnery rules. Usual modifiers apply (such as speed).

### What is the target score required to hit MTBs by flights?

See page 52 – same table used.

### For MTBs how does the strafing attack AP value interact with the rule that for MTB armour they ignore AP values?

For MTBs, ignore.

# SCENARIOS

**The Battle of Stromvaer (page 80), shows the 9 destroyers but they aren't mentioned in the Royal Navy section. What ships are they? Do they deploy alongside the Renown, or is the picture wrong?**

The ships are H-class – however, these were removed as the battle takes place in Bad Weather and so they have little effect on the battle.

**The Battle of North Cape (page 87) – does the scenario end as soon as one fleet is destroyed?**

Yes, noting the listed victory conditions.

**The Battle of Calabria (page 89) lists Resolution-class battleship, (HMS Royal Sovereign) when the fleet lists puts it as a Revenge-class. Which is correct?**

Revenge-class.

**Pearl Harbor (page 98) – the map is missing two ships (USS Ward & USS Helena), it has 29 ships on the map but 31 listed.**

It seems as if naval intelligence missed these out on their report. See amended map below.

**Pearl Harbor (page 99), The seventh scenario rule suggests Crew Quality Checks are 4+ to pass. Should it be reworded to say roll D6 and add turn number then compare to the 'Underway chart' (renamed from Crew Quality Table)? Do you stop rolling when the ship gets underway?**

No, and yes.

**The Battle of the Java Sea (page 105). Should the De Ruyter-class cruiser A turret have twin-linked and only 1 AD the same as the X & Y turrets? And only have two not three 5.9-inch guns. With the third forward 5.9-inch being its own system. (B turret? And no traits)**

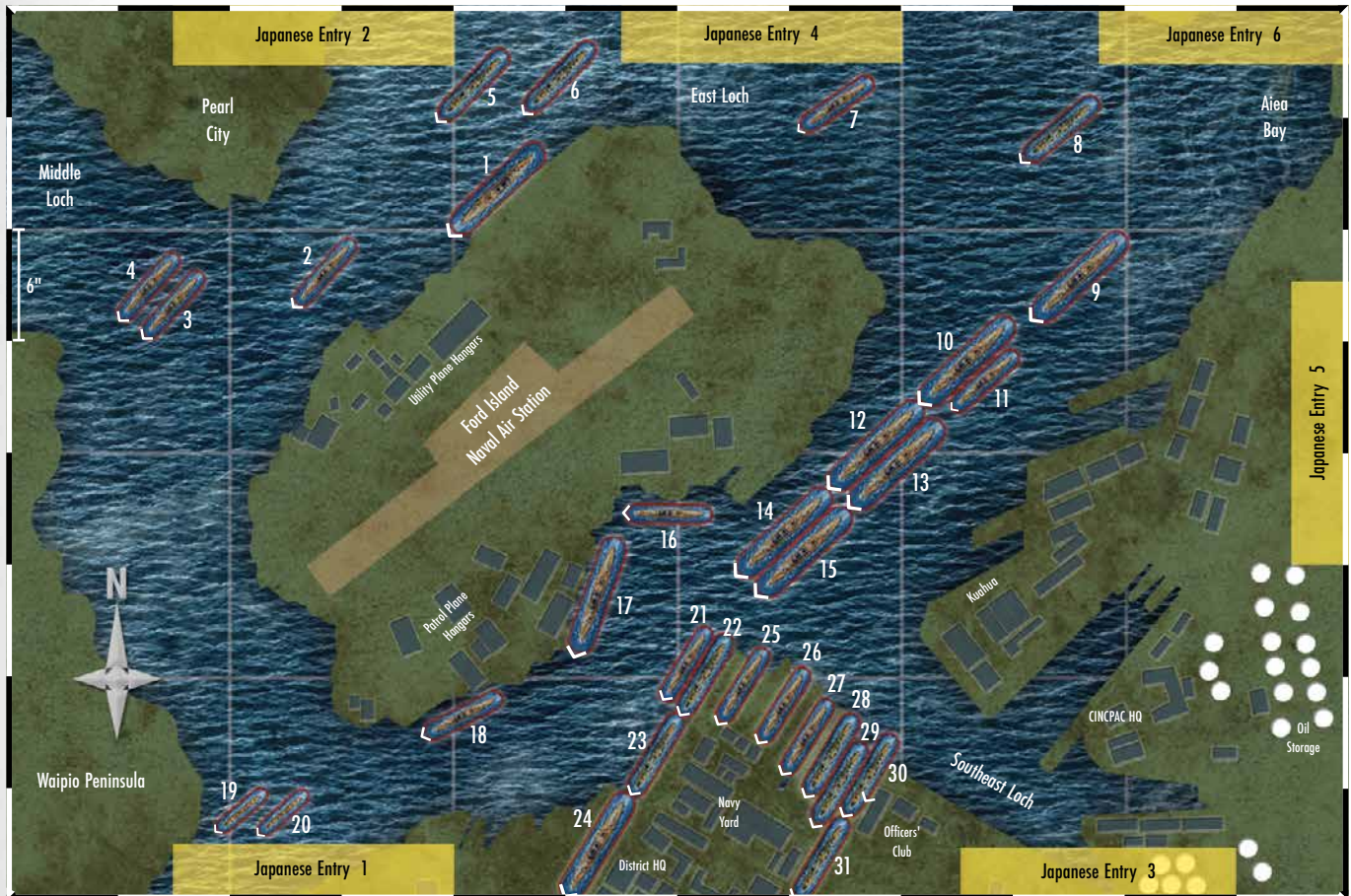
No, this is a factor of the formulae for small guns - they are not all in turrets and thus not worth breaking down into individual weapon systems. This is a case of convenience for the game mechanics and the actual effect on the tabletop should be historically comparable.

**The Battle of the Java Sea (page 105). What is the point in the Fast-Track trait on Java-class cruisers?**

This is a hang-over from an earlier version of the rules when these were categorised as turrets rather than light guns, and can be deleted.

**The Battle of Cape Esperance (page 117). The scenario rules conflict with the game rules of Radar having three US ships have more than one ship detected (page 59, last sentence of Radar rules).**

Scenario rules override core rules (scenarios are intended to bend rules to portray specific – albeit sometimes rare – events).



- 1) Utah; 2) Tangier; 3) Curtiss; 4) Medusa; 5) Raleigh; 6) Detroit; 7) Solace; 8) Phoenix; 9) Nevada; 10) Arizona; 11) Vestal; 12) Tennessee; 13) West Virginia; 14) Maryland; 15) Oklahoma; 16) Neosho; 17) California; 18) Avocet; 19) Helm; 20) Ward; 21) Oglala; 22) Argone; 23) Helena; 24) Pennsylvania; 25) Swan; 26) New Orleans; 27) St Louis; 28) Ramapo; 29) Rigel; 30) San Francisco; 31) Honolulu

**The First Battle of Guadalcanal (page 119).** Does the third scenario rule affect the lights guns (read as written it does – it says ‘each gun’) however it feels like it should only be the main turrets.

No, scenario says ‘main turret guns’.

**The Second Battle of Guadalcanal (page 121).** Second scenario rule, has the same wording as page 119 but has the Takao-class cruisers main guns only highlighted and not the Kirishima’s?

This is obviously intended to be the Kirishima’s main gun turrets as per the other ships mentioned.

**The Battle of Samar (page 123).** Light bombs and normal bombs on the Armament Table – do the TBM Avengers assume the bomber role and lose the Devastating trait. How many DD do they get?

Yes, same DD and lose Devastating.

**The Battle for Okinawa (page 127).** The scenario rules say to count the fighters as dive bombers without Devastating (which means 3+ to hit) are they to get 1 DD? Only the Corsair in the bomber role hits on a 5+ with 4DD in the fleet lists.

Same DD, lose Devastating.

## FLEETS

**How are the points worked out?** There are multiple cases where ships with better stats cost the same or less than others of the same Navy and type. These can have up to 40 points difference e.g. the Japanese Destroyers *Hatsuharu* (4/1 hull, 60 points), *Kagero* (5/2 hull, 100 points), *Shiratsuyu* (95 points, 4/1 hull) & *Yugumo* (60 points 5/2 hull + has radar).

In a nutshell, various formulae are used to generate stats, and then playtesting and other influences are used to refine points.

It’s important to note that we haven’t purely based points off single measurements. For example, gun stats are not based on gun calibre alone, but take into account shell weight, penetrator muzzle velocity, explosives and lots of other things that very clever, very dull men get excited over! 14-inch guns are not all made equal and their shells certainly aren’t.

**Multiple Ships have two refits on a same year, are these all either/ or refits or are some of them just multiple refits in a single year? If playing a game of that year can I chose to just use one of them?**

Multiple refits. Apply these in sequence (so you can use just the first, for example, but you cannot ‘skip’ any – if you want the second, you also need the first!).

**Multiple ships have a rule about limiting speed to launch aircraft – does it have an impact in the game?**

Ignore all references to speed limitations on launching aircraft.

**Multiple ships have a refit increasing the range of depth charges to 3”, which they already are, what should this refit do? Should it cost points?**

Please ignore all reference to increased ranges for depth charges.

**Do torpedoes with the same name all share the same traits? As several of the Japanese Navy Type 93 Torpedoes have the wakeless trait yet others don’t.**

All Type 93 torpedoes should be Wakeless.

**Why do some upgrades say replace torpedo with type X and others just say change range bands and DD?**

Not all torpedoes with the same name have the same capabilities. Differences can creep in with launch methods, refits, and updates to the torpedoes themselves.

**Why do some ships have refits saying – moved to reserves, turned in to a training ship etc?**

Just a historical note, can be used to ‘remove’ a ship from a list in a specific year. These were included for completism and have no real in-game effect

**Where ships are listed as being transferred to another nation, e.g. the Clemson-class destroyers being transferred to the Royal Navy, are there any other rules for using them in that nations fleet?**

In a tournament game, you probably won’t want to. These were included for completionism, and you may well want to port ships over in your own games.

**Do large aircraft flights such as the B-17, Betty, Ju-88, have one attack dice as per normal flight rules OR should they have multiple attack dice each with a lower DD number? For example, should the B-17 be written as 4 AD x 4DD. And have the same rules as torpedo weapons (page 42) and the ability to only use some of the attack dice in each attack?**

Use Flight rules as normal. They may have more bombs, but in several cases they are just one aircraft rather than flights.

**Royal Navy ASW aircraft all have DD 0, but USN & IJN AWS flights have DD values – should these be the damage dice used by the ASWs depth charges? And do the ones, like the B-26 Mitchell have multiple attack dice?**

They should all be using the depth charges rules on page 61.

**When a refit just says add a bank of torpedoes, are they always the same type as ones removed in an earlier refit?**

Same.

# ROYAL NAVY

Is HMS Argus' 1940 refit (page 137) already included in the stats?

The correct entry is shown below.

Is the Hermes-class type supposed to be carrier, or is it civilian?

Carrier

What's the cost for the Indomitable-class carrier's increase in flights (page 140)?

As listed under 1943 refit.

Should HMS Unicorn's 1944 refit (page 142) say to add advance radar when the ship already has the Trait?

Trait should be Radar.

Should the Danae-class cruiser (page 145) have an AA Battery with local 1 included with the stats?

No. Note DP guns.

Should the Dido-class (group 1) be Cruiser not Carrier?

Cruiser.

For the HMS Delhi refit, under the Danae-class cruiser, what is a Delhi-Class Anti-Aircraft Cruiser as it's not in the rules?

The entry is shown below.

Should HMS Belfast's 1944 refit (page 147) add advance radar & increase the AA Battery to Local 6?

### Refits – Belfast

- 1943 Increase AA Battery to Local 4 for +5 points.
- 1944 Add Radar and Sub-Hunter, and increase AA Battery to Local 5 for +35 points.
- 1945 Remove Aircraft, add Advanced Radar, decrease Light Guns to (8 x 4-inch) and Attack Dice 4, increase AA Battery to Range bands 1"/2"/3"/5", Attack Dice 1 and Local 8 for +25 points.

### Refits – Edinburgh

- 1941 Increase AA Battery to Local 4 for +5 points.
- 1942 Add Radar for +15 points.

Hawkins-class (type 1) has both port torpedoes with the one-shot trait and both starboard with slow-loading, should it be one of each?

Fire arcs are correct. One port and starboard are Slow-Loading, the other port and starboard are One-Shot, so they form pairs.

Hawkins-class (type 2) (page 150) has the 1941 refit adding aircraft 1, should this be aircraft 2? Has the 4-inch light guns range band increase already been included in the stat line?

+1 Aircraft for a total of 2. The 4-inchers should start with range 17".

Should the Kent-class (page 150) be armour 3+?

Yes

Should the Leander-class (page 152) be type Cruiser rather than Carrier?

Yes

With the Admiralty V&W classes is the second one the LR refits & 3rd one the WAIR refits?

The second one on page 158 is WAIR.

With Royal Navy ship classes how do you tell which is a C or D class, a G or H class, etc?

On the table, they will have the same models, so player chooses. Historically speaking, Wikipedia will be your friend (usually easy to tell by the name of the ship though).

With HMS Wallace (Shakespeare-class) is the AA Battery replaced as well?

No, as it gets Local 2 in a later refit.

Are the Nelson-class battleships missing the Heavy trait from their 16-inch guns?

Not all guns of the same calibre are the same and in this case the guns don't deserve the trait.



ARGUS-CLASS CARRIER	Flank Speed:	4"	Armour:	1+	Hull:	34/11	Traits:	Carrier	Aircraft:	5 Flights	80 points
	Type:	Civilian	Length:	576 ft.	Speed:	21 kts.	Ships of this Class: Argus				
	Commissioned:	1918	Displacement:	16,750 tons	Crew:	401					
	Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits	
	None	–	–	–	–	–	–	–	–	–	–
	<b>Refits – Argus</b> 1940 Add the weapons below for +10 points. <span style="float: right;">1942 Increase Light Guns to (4 x 4-inch), Attack Dice 2, and add Restricted for +5 points.</span>										
Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits		
Light Guns (2 x 4-inch)	← ●	4"	8"	12"	17"	1	-2	1	DP, Weak		
AA Battery	← ●	–	–	–	–	–	–	–	Local 1		

DELHI-CLASS ANTI-AIRCRAFT CRUISER	Flank Speed:	6"	Armour:	2+	Hull:	12/4	Traits:	Agile, Radar				60 points
	Type:	Cruiser	Length:	472 ft.	Speed:	29 kts.	Ships of this Class: Delhi (1942)					
	Commissioned:	1942	Crew:	469	Displacement:	5,925 tons						
	Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits		
	Light Guns (5 x 5-inch) <sup>1</sup>	← ●	4"	9"	13"	18"	3	-2	1	DP, Weak		
	AA Battery	← ●	–	–	–	–	–	–	–	Local 2		
<sup>1</sup> Light Guns (5 x 5-inch) – Only 1 Attack Die may be fired into the front or aft arcs.												
<b>Refits</b> 1944 Increase AA Battery to Local 3 for +5 points.												

## US NAVY

**What are the range bandings for USS Nevada's replacement 5-inch light guns and should her 1945 refit see the AA Battery increased to 9 AD (page 174)?**

AA Battery's AD should be 7. Stats for the replacement light guns and AA Battery are as follows:

Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Light Guns (16 x 5-inch)		1"	3"	4"	18"	10	-2	1	DP, Restricted, Weak
AA Battery		4"	8"	12"	5"	7	-	-	Local 3

**Should the South Dakota-class have the same range on their 5-inch light guns as all other US battleships? Not the 8" max range they have in the book.**

No, 8" maximum is correct

**What are the ranges for USS California's AA Battery (page 177)?**

They should be 1/2/3/5"

**With the Lexington-class carriers (page 180), the 1942 refit limits light guns #1 to 3 AD in the fore arc, yet those weapons don't have the ability to fire in the fore arc?**

Sorry – the fire arc graphic is incorrect here. It should be:



**Should the Midway-class carriers (page 180) have AP -1 on their 5-inch light guns unlike nearly every other US Navy's ships 5-inch light guns?**

Yes.

**Should the AA Battery attack dice be 1 on the Brooklyn-class 1944 refit or should it be 6 and the points are incorrect?**

This is correct as written.

**Should the Fargo-class cruisers have AP – on their 5-inch guns unlike nearly every other US Navy's ships 5-inch guns?**

Yes.

**Some US Navy destroyers (Farragut- & Sims-class) have 2 attack dice on their 5 x 5-inch light guns when all other US destroyers have 3 AD with the same weapons – do they have 4 x 5-inch instead?**

They have 4 x 5-inch guns instead.

**With the Fletcher-class destroyers can you mix the Fletcher, Nicolas, O'Bannon's or 'Radar Pickets' refits with those listed as All? For example, the Fletcher-class changes its AA Battery AD to 0 in 1942 but the All refit 1944 changes it to 2. Or is the All meaning all others except those listed?**

'All' covers every ship in the class, including those listed in the question. In general, refits for specific ships would override 'all' refits.

**With the John C. Butler-class destroyers (page 194) is the 1945 refit an either/or? As both remove all torpedoes so looks to prevent the other.**

The second entry should be removed – there is only one refit.

**Are the Colorado-class battleships missing the Heavy trait from their 16-inch guns?**

As with the answer to the HMS *Nelson* question earlier, in this case the guns don't deserve the Heavy trait.

## MARINE NATIONALE

How many attack dice should the *Dunkerque's* 2nd set of light guns have?

9, as listed.

The D520 flights have lost the carrier capability from *The Battle for the Pacific* starter set – is this right?

Yes.

What is the cost of the *Bearn 1943* refit?

No cost. Sure, she gets advanced radar, but also loses something quite fundamental!

Some of the refits for the *Bourrasque-*, *Chacal-* & *Le Fantasque-* class destroyer say 'light guns as shown below' but don't have any weapons tables...

Missing tables are below.

### Bourrasque

Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Light Guns (4 x 4.7-inch)		4"	8"	12"	16"	2	-2	1	Weak

### Chacal

Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Light Guns (1 x 4-inch)		4"	8"	12"	17"	1	-2	1	DP, Slow-Loading, Weak

### Le Fantasque

Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Light Guns (1 x 4-inch)		4"	8"	12"	17"	1	-2	1	DP, Slow-Loading, Weak

## CIVILIAN SHIPPING

Should the Ammunition ship's 5-inch gun only have an 8" range? Or should it be 16" like the Oil Tankers?

It should be 8" range.

## KRIEGSMARINE

The *Scharnhorst* (page 219) says increase damage, should this read increase hull instead?

Yes.

The *Type 1936A (Mob) Z31 1944* refit (page 227) has a typo, and says 1942 instead of 1941.

Correct, it should say 1941.

What are the traits for the *Type 1939* classes Torpedoes (page 227)?

Devastating, One-Shot

Do I have to purchase the torpedo changes in the refits for *Type VII & IX* submarines?

No, these are not compulsory

Is the *Type XXI* submarine really faster underwater than on the surface?

Yes, it really is!

The *Type XXI* (page 229) has a commission date of 1944 yet its only refit is 1940, should the refit be 1944?

Yes, it should be 1944



# IMPERIAL JAPANESE NAVY

Is the range and AP of the Ise-class battleship (page 234) main guns correct as they are different to every other 14-inch gun on a Japanese ship, including the Ise-class battleship/ carrier hybrid.

The correct details are below.

Are the Shinano-class carrier points correct? With the armour of 4+ and the 2nd highest hull in the game it looks massively under-costed compared to the Hyo- class, for example.

Yes, the points are correct.

I'm confused by page 242 which shows Kuma-class cruisers and Kuma-class carriers!

Yes, on the following page is a replacement page showing the correct details.

Shouldn't the Mogami's Q turret (page 243) be limited to port & starboard arcs only?

Yes, fire arc graphic incorrect

Is the Mogami's pre-1940 refit text or weapons box correct? One says both sets of torpedoes are one-shot, the other has one port & starboard with slow-loading trait.

The text is correct.

The Natori (Nagara-class) 1944 refit (page 244) says replace "light guns as shown below" which set of light guns do we use?

Natori's entry is missing – use the details shown below.

With the Sendai class should both refit lists use the same torpedo table?

Yes.

With the Takao-class Atago & Takao light guns refit are they supposed to be 4/8/15/16" like all other 5-inch guns on the class?

The table is correct.

The Takao-class Maya's 1940 refit (page 246) says to remove the AA Batteries attack dice, which it doesn't have, should this refit just be removed?

Remove Local 1

Is there any difference between a Type 8 & Type 8 M2 torpedo in game?

No, historical accuracy only.

Should Type 93 torpedoes have the Wakeless trait?

Yes, but only the Type 93 – ignore others that are long-ranged.

370 points

ISE-CLASS BATTLESHIP	Flank Speed:	5"	Armour:	5+	Hull:	80/26	Traits:	Aircraft 3, Torpedo Belt 2		
	Type: Battleship	Length: 708 ft.		Speed: 25.3 kts.		Ships of this Class: Ise, Hyūga				
	Commissioned: 1917	Crew: 1,360		Displacement: 40,169 tons						
	Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
	A Turret (2 x 14-inch)		9"	19"	29"	39"	2	+1	2	–
	B Turret (2 x 14-inch)		9"	19"	29"	39"	2	+1	2	–
	Q Turret (2 x 14-inch)		9"	19"	29"	39"	2	+1	2	–
	R Turret (2 x 14-inch)		9"	19"	29"	39"	2	+1	2	–
	X Turret (2 x 14-inch)		9"	19"	29"	39"	2	+1	2	–
	Y Turret (2 x 14-inch)		9"	19"	29"	39"	2	+1	2	–
Light Guns (16 x 5.5-inch)		5"	11"	17"	23"	10	-2	1	Restricted, Weak	
Light Guns (8 x 5-inch)		4"	8"	12"	16"	6	-2	1	DP, Restricted, Weak	
AA Battery		–	–	–	–	–	–	–	Local 1	
Refits – Hyūga					Refits – Ise, Hyūga					
1942 Turret failed in May 1942. Remove X Turret and increase AA Battery to Local 2 for -15 points.					Late 1943 Both ships converted to Ise-class hybrid battleship/aircraft carrier.					

Natori – 1944	Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
	Light Guns (5 x 5.5-inch)		5"	11"	17"	23"	3	-2	1	Weak. Only 1 AD may be fired into the front & aft arcs
	Light Guns (2 x 5-inch)		4"	8"	12"	16"	1	-2	1	DP, Weak
	Depth Charges		1"	1"	1"	1"	1	–	2	Slow-Loading

KUMA-CLASS LIGHT CRUISER

<b>Flank Speed:</b>	6"	<b>Armour:</b>	2+	<b>Hull:</b>	16/5	<b>Traits:</b>	Agile
<b>Type:</b> Cruiser	<b>Length:</b> 532 ft.	<b>Speed:</b> 32 kts.	<b>Ships of this Class:</b> <i>Kiso, Kuma, Tama, Kitakami, Ōi</i>				
<b>Commissioned:</b> 1920	<b>Crew:</b> 450	<b>Displacement:</b> 8,000 tons	<i>(Kitakami and Ōi converted to torpedo cruisers, see below)</i>				

60 points

Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Light Guns (7 x 5.5-inch)		5"	11"	17"	23"	4	-2	1	Weak
AA Battery		—	—	—	—	—	—	—	Local 1
Port Type 6 Torpedoes		3"	6"	9"	12"	2	—	2	Devastating, One-Shot
Port Type 6 Torpedoes		3"	6"	9"	12"	2	—	2	Devastating, One-Shot
Starboard Type 6 Torpedoes		3"	6"	9"	12"	2	—	2	Devastating, One-Shot
Starboard Type 6 Torpedoes		3"	6"	9"	12"	2	—	2	Devastating, One-Shot

**Light Guns (7 x 5.5-inch):** Only 2 Attack Dice may be fired into the front and aft arcs. **Kuma, Tama:** Add Aircraft 1 for +5 points.

**Refits – All**  
 1940 Replace all Torpedoes with Type 8 M2, increasing to Range bands 4"/8"/12"/16" and Damage Dice 3 for +40 points.  
**Refits – Tama**  
 1944 Remove Aircraft, add Radar, change all weapons as shown below for +105 points.  
**Refits – Kiso**  
 1944 Add Radar, change all weapons as shown below for +110 points.  
**Refits – Kuma**  
 1944 Remove Aircraft and replace all Torpedoes with Type 93, increasing to Range bands 8"/17"/25"/34" and Damage Dice 3 for +10 points.

Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Light Guns (5 x 5.5-inch)		5"	11"	17"	23"	3	-2	1	Weak
Light Guns (2 x 5-inch)		4"	8"	12"	16"	1	-2	1	DP, Weak
AA Battery		—	—	—	—	—	—	—	Local 3
Port Type 93 Torpedoes		8"	17"	25"	34"	2	—	3	Devastating, One-Shot, Wakeless
Port Type 93 Torpedoes		8"	17"	25"	34"	2	—	3	Devastating, One-Shot, Wakeless
Starboard Type 93 Torpedoes		8"	17"	25"	34"	2	—	3	Devastating, One-Shot, Wakeless
Starboard Type 93 Torpedoes		8"	17"	25"	34"	2	—	3	Devastating, One-Shot, Wakeless

**Light Guns (5 x 5.5-inch):** Only 1 Attack Dice may be fired into the front and aft arcs. **Light Guns (2 x 5.5-inch):** May only be fired into the X Turret arc.

The Kuma-class of light cruisers was a compromise between ocean going scout ships and improved versions of the Tenryū-class. The goal was the production of an intermediate class of cruiser which could act both as fleet scout and

destroyer flotilla command ship. As a result, these cruisers sacrificed protection for speed and firepower. Initially equipped with 21-inch torpedoes, they would later be upgraded with the new 24-inch Long Lance torpedo.

KUMA-CLASS CRUISER

<b>Flank Speed:</b>	6"	<b>Armour:</b>	2+	<b>Hull:</b>	16/5	<b>Traits:</b>	Agile
<b>Type:</b> Cruiser	<b>Length:</b> 535 ft.	<b>Speed:</b> 32 kts.	<b>Ships of this Class:</b> <i>Kitakami, Ōi</i>				
<b>Commissioned:</b> 1941	<b>Crew:</b> 439	<b>Displacement:</b> 7,800 tons					

200 points

Weapons	Fire Arcs	Point Blank	Short	Long	Extreme	AD	AP	DD	Traits
Light Guns (4 x 5.5-inch)		4"	9"	14"	19"	2	-2	1	Weak
AA Battery		—	—	—	—	—	—	—	Local 1
Port Type 93 Torpedoes		8"	17"	25"	34"	4	—	3	Devastating, One-Shot, Wakeless
Port Type 93 Torpedoes		8"	17"	25"	34"	4	—	3	Devastating, One-Shot, Wakeless
Starboard Type 93 Torpedoes		8"	17"	25"	34"	4	—	3	Devastating, One-Shot, Wakeless
Starboard Type 93 Torpedoes		8"	17"	25"	34"	4	—	3	Devastating, One-Shot, Wakeless

**Light Guns (4 x 5.5-inch):** May Fire only 1 Attack Dice in front arc.

**Fan Salvo:** If a Kuma-class Torpedo Cruiser takes part in a fan salvo, 4 dice may be rolled for the ship instead of just one.

**Fire Control:** Due to insufficient fire control capabilities, a Kuma-class Torpedo Cruiser may not fire its Light Guns and Torpedoes in the same turn. In addition, no more than two targets may be selected for torpedo attack in the same turn.

**Refits – Kitakami**  
 1942 Converted to fast transport. Remove two port and two starboard Torpedoes and add Depth Charge for -35 points.  
 1945 Decrease Flank Speed to 5", remove Agile, add Radar, increase AA Battery to Local 4, remove all Torpedoes for -45 points. Add up to 8 Kaiten manned torpedoes for +10 points each.  
**Refits – Ōi**  
 1942 Converted to fast transport. Remove all Torpedoes and add Depth Charge for -30 points.

The Japanese had high hopes for the Long Lance torpedo in the face of a larger American battle line. To that end, the Kuma-class cruisers *Ōi* and *Kitakami* were both converted into torpedo cruisers. They traded half of the main 5.5-inch guns and the aircraft catapult for no less than 40 torpedo tubes. Unfortunately,

they lacked sufficient fire control for such a large number of tubes, limiting their effectiveness. Also, by the time they re-joined the fleet, Allied forces would no longer accept night battles except when supported by radar. Even the great range of the Long Lance could not compete with radar directed gunfire.

## REGIA MARINA

---

**Should the Duca Degli Abruzzi-class type (page 263) be a cruiser and not a carrier?**

Yes

**The Zara-class ships *Fiume & Pola* (page 265) – are their hull values 26 or 28?**

26/9.

**The Zara Class ships had a 4+ armour in the *The Battle for the Pacific* starter set rules – why was this changed?**

This was updated following further research by the Official Naval Boffins.

**Should the *Conte di Cavour* have the same AD on its B & X Turrets compared to the *Andrea Doria*-class despite having less guns?**

The *Conte di Cavour* has more guns on those turrets so should have a higher attack dice than the *Andrea Doria*-class...