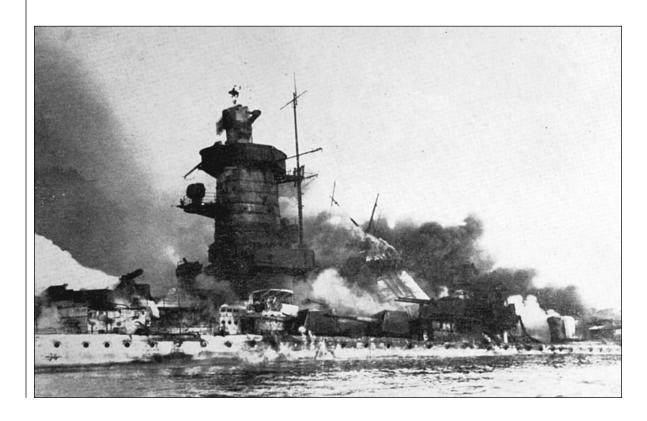
GREAT NAVAL BATTLES™ VOLUME IV: BURNING STEEL

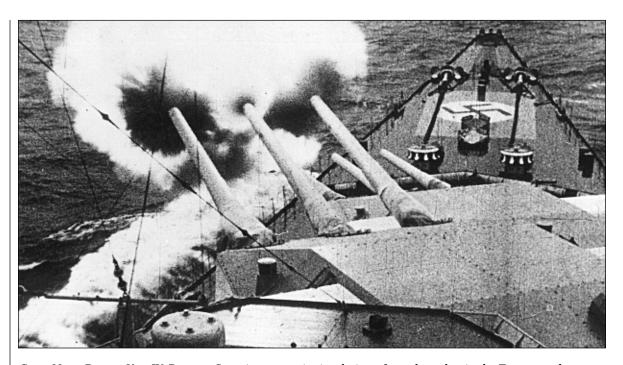
Tutorial, New Information and Reference



CONTENTS

Prelude to War	Ships	13
	British	13
Tutorial	French	
Getting Started2	Russian	40
New Infortmation	German	44
	Italian	52
Translation of Speech in GNB4 8	Transports	59
	Troop	60
A Brief History of the Atlantic War9	Tanker	60

PRELUDE TO WAR



GREAT NAVAL BATTLES VOL. IV: BURNING STEEL is a strategic simulation of naval combat in the European theater during World War II. As such, you manage tasks that would normally be carried out by hundreds of trained officers and enlisted men.

In GNB IV, we have attempted to recreate the fleets of the major naval powers, and provide both the historical and hypothetical engagments in which they would play a role. The Allied shipping convoys and their escort fleets; the Axis fleet's role in the invasion of Norway; the island carrier of Malta — these battles are yours to recreate.

TUTORIAL SCENARIO

This tutorial demonstrates how to navigate a task force, launch planes for a search mission, and launch torpedoes at an enemy. Gunnery is handled by the game's artificial intelligence, although if you want to handle gunnery manually, refer to the "Main Gunnery Control" section on page 43 of your user's manual. This scenario is a head to head conflict between a handful of ships, designed to give you a handle on the basics before you take on a larger engagement.

GETTING STARTED

Begin by selecting SCENARIO from the Game Options window, which opens the Difficulty window. Select the INTERMEDIATE difficulty setting. You may choose BEGINNER if you wish; if you do so, the German taskforce (TF) is the gray icon on the map, the British taskforce is blue. On INTERMEDIATE you will have to search for the enemy.

Next, select AXIS in the Select Side window by left-clicking on the German flag or the highlighted Axis button. Once you select your side, the Tutorial scenario should display in the Select Scenario; if it does not, left-click on the NEXT button until the scenario description reads "Tutorial." Once this displays in the window, left-click on LOAD.

The first screen you see after loading the scenario is the Flagbridge screen; for this Task Force, the Bismarck is the flagship. You are in command of a task force consisting of two ships — the Bismarck and the Prinz Eugen. The Flagbridge screen is where you plot the movement of your task force and give orders to other forces at your command. On the Map panel, the black line leading to the northwest shows TF 01's currently plotted course and the white numbers in the lower left corner show the zoom level is H50xV37. Use the "–" button at the upper right corner of the Map panel to zoom out until a German flag appears to the east of your TF. This is your base at France at which your search aircraft are stationed; these planes can be used to help you search for the Royal Navy's ships.

The Status bar is the bar near the bottom of the screen with seven rectangular buttons. Each of these buttons allows you to access important sections of the game. Below that is the Message bar, which allows you to display messages, switch between your taskforces and bases, display the elapsed time, change the game speed setting, as well as pause and resume the game.

All scenarios begin paused, giving you time to issue orders before starting play.

Initial Commands

An experienced commander prepares his forces prior to contact with the enemy because when you see them, it may be too late to issue orders. Aircraft in particular require thirty minutes to ready for a mission.

Commanding TF 01

If you zoom in on your map (using the "+" button), you'll see that you have two ships in a "Line Ahead" formation. One of your ships, the Bismarck, has both a small white square and a small white "+" on top of it. The square indicates that this ship is the flagship of your task force and the "+" means that it is also the lead ship of the task force. These designations are important because all navigation orders must be given from the Flag Bridge of the flagship. The lead ship acts as the basis for formations and maneuvers made by the task force. Sometimes the lead ship and flagship are two different ships in a task force. Other orders, such as torpedo fire authorization are controlled from the bridge of each ship. The default setting enables the ships to fire if necessary — you are at war after all.

Changing Course

Left-click on the NAV button on the Status bar to change from the Ships panel to the Navigation panel. Left-click on the Manual button to take control of the bridge. The SET SPEED and SET ORDERS buttons become active. Left-click on the SET ORDERS button. In the Set Orders window that opens are nine possible choices. Select Plot Course and left-click on OK. The black line disappears which indicated TF 01's previous course. You are now prompted to set the way points of your course. The cursor changes to a cross shape which you should place on the Map panel at a point near the map edge, slightly north of due west. You can set up to ten way points, but for now one will do. You can left-click on REPLOT LAST if you want to change the plot. When you are satisfied, left-click the OK button.

Ready Search Aircraft

Move the cursor, which is now a pair of brackets, over to France and left-click on it; the Base Summary panel appears. Right-click or press Esc, and the Menu bar appears at the top of the screen. Activate the STATIONS menu by left clicking on it and then left-click on the AIR OPS selection (or, press F6). This opens the Summary panel which lists the planes under your command.

In order for aircraft to fly, they must be readied for specific missions. Left-click on the READY button at the bottom of the Summary panel. The Ready Aircraft window opens, where eight JU87 and four DO217 aircraft await your command. Currently, the JU87's are selected, as shown by the yellow highlight. Use the "+" or "-" arrows next to the mission display until the display reads Search. Left-click on the scroll arrows until eight Walruses are being readied. Select the DO217 line and repeat the process until all aircraft are being readied for search missions. Left-click on the OK button.

The summary panel now shows that planes are fueling and will be ready in thirty minutes. You are now ready to left-click on the green G0 button on the Message bar to begin the scenario.

Begin Scenario

After a few seconds, the game notifies you that there are no enemy ships or aircraft visible. When you clear this message, the game shifts into Fast speed mode (once you encounter the enemy, the game speed drops back down to whatever setting is displayed in the lower right of the screen). TF 01 will move across the map, and the Ready Time counter on the Summary panel approaches 00:00. When your planes are ready, the game notifies you and suspends itself (the red STOP button is replaced by the green GO button). The bottom of the Summary panel should now have two buttons active, UNREADY and LAUNCH. Left-click on the LAUNCH button and the Launch Aircraft window opens. Select the aircraft to be launched the same way that you selected aircraft to be readied, by using the scroll arrows.

You may wish to launch the two different types of planes separately, because their speeds and ranges are different. When launching more than one type of plane, each type flies at its maximum speed, so slower planes may be left behind.

Flying Search Missions

When you left-click on the OK button, the Set Position window opens and the cursor changes to a cross shape again. Left click on the map where the center of the search arc should be, about the same place that you indicated for the course of TF 01. The Search Width window opens and the number of degrees between search planes is requested. Leave the setting at the default of "10," and left-click on OK. A set of search flight paths become visible. There is a wide area between the flight paths, so if you reserved any planes, organize another search mission, but when the Search Width window opens, reduce the number to "5." Left-click on the green

GO button to resume the scenario. You now see the planes beginning their search mission, with the game still in Fast mode.

A Priority Message notifies you when the enemy has been spotted. The game pauses at this point. When this message is cleared, a contact icon with a "Ø" appears and the game pauses again. Left-click on the TF 01 icon on the map panel, followed by the NAV button. If the plotted course lays near the contact icon, great! If not, then use this opportunity to adjust your course to intercept the enemy ships. Resume the game.

Some of your search aircraft change course and overfly the contact to ascertain the composition of the enemy forces. Left-click on the "Ø" icon for a report on contents of the enemy TE Your aircraft continue to shadow the enemy ships until they must return to base to refuel. At higher levels of difficulty, your search planes may lose contact. As TF 01 nears the enemy ships, you can zoom in using the "+" button, and center the view by pressing the Ctrl key, moving the hand cursor between the forces, and left-clicking. Refine your intercept course using the Set Plot procedure described earlier. Even though search aircraft find a Contact, the enemy ship and task force icons do not appear until spotted by a surface ship or until they are attacked by aircraft.

Close In

The enemy is at extreme range now, so the distance will need to be closed in order to make launching torpedoes more practical. The game speed setting drops to 1 and the game pauses automatically when enemy ships come into view. It would take hours to close the distance at that rate, so increase the game speed using Alt-T, or left-clicking on the "1" button next to the red STOP button, to open the Game Speed window and increase the game speed to 3 or A (accelerated mode) until you are within range.

As the enemy TF becomes visible, adjust TF 01's course to run as close to parallel as possible so that both of your ships may fire. You may need to pause and resume a few times to achieve this. Plot a course that brings you close to the English ships, within 15,000 yards. TF 01 will be firing back if the Fire button is active on the Ships panel. When you are not actively changing the course settings, switch back to the Ships panel using the SHIPS button. From here you can move to the bridge of individual ships in order to operate their guns and torpedoes. Double left-click on the first destroyer on your ship list to select it and change to the Ship Bridge station for that ship. Left-click on the TORP button on the bottom menu. Switch the control to Manual and you should be ready to begin your attack.

Launching Torpedoes

Resume the game (remember the green G0 button) and allow your ships to close to a parallel position less than 15,000 yards from the enemy and then pause the action. Gunnery and Torpedo Stations start under computer control so to take over manual control you need to select the Torpedo Mount station using the top menu (or press F5) and switch the control to Manual. Please note that this only allows you to manually control the torpedoes on this ship. Unlike navigation and gunnery, torpedoes must be controlled from each individual ship. If you want to manually control the torpedoes for each ship in your task force, you need to access each ship separately and switch the torpedo stations to manual. You can switch to another ship's bridge in one of four ways: by using the Ships button on the Flag Bridge, by using the map screen to click on a different ship icon in your task force, by clicking on the up and down arrows next to the name of the ship in the menu at the bottom of all screens (except the Flagbridge screen), or by using the Page Up and Page Down key on the keyboard.

When you have closed to within 15,000 yards slow the game speed down to speed 1. Switch to the Prinz Eugen, and examine the Torpedo Mount station by pressing F5. The numbered green lights and switches are the actual tubes available on this mount (in this case, five tubes). Pause the game to give yourself time to consider your choice of targets, and set the mount to manual by left clicking on the Auto/Manual switch on the upper left corner of the mount. The other dials and switches control the range setting, spread, and target direction. To set a target, click on the black box under the Compute button (there may be a contact name or ship's name there already). This brings up a target list for you to select a from by left-clicking on it. On the edge of the compass dial you will notice a thick red line; this indicates the actual position of the target ship in relation to your ship. The thin white line indicates the direction of fire of the torpedoes and the orange area indicates the mount's firing arc. Left-click on Compute to automatically compute and update the range and heading calculations needed to fire your torpedoes. If the thin white line is in the orange zone, you are ready to fire. Check the range to target and compare it to the range settings for your torpedoes. You may have to change the settings from Short to Medium or Long in order to be effective. Click on the fire button and your torpedoes are away! If you click on the handles to the left or right of the mount you can bring up a second mount (if available). This must be set to manual and then, using the process described above, you can launch another spread of torpedoes (if the enemy ships are in the correct target zone). If you look through the scope, you should be able to see the enemy ships.

If you switch back to the Ship Bridge station or Flagbridge station (one with a map), you can actually see the torpedoes you just fired speeding on their way. With luck you'll see one of Her Majesty's finest sink from your hits!

Tutorial Options

You can continue to fight out this scenario using your remaining torpedoes and gunnery, or use the orders setting on the Navigation panel to order your ships to Return to Base. For more practice, try the same scenario at a higher difficulty level, or from the Allied side. If you lost this time, try it again at the lower difficulty level, or try arming your JU87 dive bomber planes by selecting the Dive Bomb Ship mission rather than the Search mission.

NEWINFO

Scenario Descriptions

This scenario was not completed until after the user's manual had gone to press.

♦ Battle of Bergen

TIME: April 15, 1940

LOCATION: North Sea between Denmark and the Norwegian city of Bergen

AXIS FORCE: BB's Scharnhorst, Gneisenau; CA's Lutzow, Scheer, Admiral Hipper, Blucher, Prinz Eugen, Emden,

Konigsberg, Karlsruhe, Kolin, Leipzig, Nurnberg; 21 destroyers; 5 troop transports

ALLIED FORCE: BB's Queen Elizabeth, Royal Sovereign, Resolution, Renown, Repulse, Hood, Nelson, Rodney, King George V; CA's Enterprise, Cornwall, Cumberland, Suffolk, Devonshire, Shropshire, Mauritius, Southmpton, Liverpool, Manchester, Belfast; 23 destroyers

In April of 1940, British spotting planes noticed an increase in ship traffic at the German port of Kiel, but did not have a measure aginst which to compare its size. As it turns out, this ship traffic was the Kriegsmarine setting off for the invasion of Norway. In this hypothetical scenario, the Royal Navy is dispatched to investigate the German build up.

TRANSLATION OF SPEECH IN GNB4

ENGLISH	GERMAN	ITALIAN	FRENCH
Enemy aircraft spotted, sir.	Feindflugzeug gesichtet, Herr Kapitän.	Aereo nemico scoperto, Commandante.	Avion ennemi détecté, capitaine.
Enemy spotted, sir.	Feindkontakt, Herr Kapitaen.	Nemica scoperto, Commandante.	Ennemi détecté, capitaine.
Main guns opening fire, sir.	Hauptgeschütze eröffnen Feuer, Herr Kapitän.	I canoni principali aprono fuoco, Commandante.	Armes principales ouvren le feu, capitaine.
Torpedoes away, sir.	Torpedos gefeuert, Herr Kapitän.	Siluri lanciato, Commandante.	Torpilles lancées, capitaine.
Enemy ship sinking, sir.	Feindobjekt sinkt, Herr Kapitän.	Nave nemica affondando, Commandante.	Le vaisseau ennemi coule capitaine.
Evading torpedoes, sir.	Weiche Feindtorpedos aus, Herr Kapitän.	Evitando siluri, Commandante.	Torpilles esquivées, capitaine.
Torpedo spotted, sir.	Torpedo gesichtet, Herr Kapitän.	Siluri scoperti, Commandante.	Torpilles détectées, capitaine.
Launching aircraft, sir.	Flugzeug gestartet, Herr Kapitän.	Aereo lanciato, Commandante.	L'avion décolle, capitaine.
Transferring to another ship, sir.	Schiffwechsel wird vollzo- gen, Herr Kapitän.	Trasferendo su'un altra nave, Commandante.	Transfert vers un autre vaisseau, capitaine.
Ship sinking, sir.	Schiff sinkt, Herr Kapitän.	Nave afondando, Commandante.	Le vaisseau coule, capitaine.
Aye aye, sir.	Jawohl, Herr Kapitän.	Signor, si.	À vos ordres, capitaine.

A BRIEF HISTORY OF THE ATLANTIC WAR

Though the popular conception is that the Pacific was the home to the great naval conflicts of World War II, the Atlantic was by far the most important theater of ship engagements. The powers that controlled the sea lanes would control the land beyond it — if the Allies wanted to penetrate Fortress Europa, they would need to take control of the seas that surrounded it first.

The majority of the surface action in the Atlantic and surrounding waters took place from the onset of the war through the end of 1942 — this is the period upon which Great Naval Battles Vol. IV sets its focus. The naval war from this point, though not over until after D-Day, was fought mainly between U-Boats and Allied convoys. The entire war can be broken down into seven periods:

September 1939 - May 1940

Phase One saw some of the more impressive battles of the war, including the sinking of the Courageous and Royal Oak, as well as the Admiral Graf Spee. The loss of the Graf Spee was a bad omen for the German navy, but the successes of the U-Boats throughout this period promised to keep it a close fight.

The end of Phase One comes with the defeat of France. Germany now had naval bases along the Atlantic (France) and the North Sea (Norway) — a serious threat to the Great Britain.

Germany's Prize Ordinance called for U-Boats to stop all enemy or neutral shipping and search for any war supplies. It was set in place to avoid direct confrontation, as had been policy in World War One. Knowing that this policy drew the U.S. into the first war, the Prize Ordinance was meant to deter overly anxious submarine captains by restricting their options. By the end of Phase One, however, U-Boats were freely attacking enemy shipping without reservation.

June 1940 - May 1941

The second phase of the war was one dominated by the Axis powers. Italy declared war on France and Britain 10 June 1940, which dealt a serious blow to English convoy action throughout the Mediterranean. The freedom the German U-Boats now enjoyed with their multitude of bases allowed wolf packs to wreak havoc to any shipping around the British Isles.

It was clear that unless relief came to the British, the Kriegsmarine would dominate the Atlantic and seal Europe's fate. In March of 1941, the United States passed the Lend-Lease act — 50 year old destroyers were given to Great Britain and the Allied cause in return for 99-year leases of naval bases in the Caribbean, Bahamas, and Canada. This infusion of new ships was enough to keep victory out of Axis hands.

The phase came to an end with the sinking of the Bismarck in May of 1941 off of Denmark. At the same time, the Allies had made significant progress on breaking the German codes, especially through the capture of the U.110 submarine early in May of 1941. Code books and the German Enigma machine were now in the hands of the British, and the pride of the German navy was lying at the bottom of the North Sea.

June 1941 - December 1942

The next phase of the battle is one of a cat and mouse game, with each side remaining fairly equal. Though the entry of the U.S. into the war brought increased strength to the Allied navy, the German U-Boats kept their impact to a minimum. The introduction of RAF anti-submarine planes occasionally alleviated the pressure of the Axis forces.

January 1943 - May 1943

Rommel's defeat in North Africa was key to the Allies in containing Axis expansion; to supply the effort nearly gave the Germans control of the Atlantic.

As Allied ships were diverted to protect convoys in the Mediterranean, the Atlantic convoys were left with only minimal protection. In March of 1943, only 30% of Allied ships reached port safely. With over 100 U-Boats in the waters of the North Sea and Atlantic, this danger can be easily understood.

Victory in Africa brought relief to the Atlantic convoys — but the true end of this phase was the withdrawal of the majority of the U-Boats for refitting and upgrading to their German ports.

June 1943 - August 1943

As the majority of the German U-Boats were in dock for upgrades, the Allies began a concentrated air campaign to destroy submarines off the coasts of Britain and France. The German response was to equip U-Boats hastily with AA armament and send out Ju88's to deal with Allied attacks — neither were successful.

September 1943 - May 1944

The upgraded U-Boats returned to service, armed with new homing torpedoes, improved radar detection, and the schorchel air mast (this device allowed for the submarines to recharge their batteries while running submerged). In spite of the advanced new U-Boats, the tide had shifted to the Allies.

The German navy lost her two last great battleships — the Tirpitz and Scharnhorst during this time, as the British navy had time to recoup during the absence of the full U-Boat fleet.

It was during this time that the Germans began work on the next generation of U-Boats — the Type XXI and type XXIII, as well as the Walther-engine Type XVII. These submarines would have most likely returned control to the Germans, if it were not for the fact that Italy had been defeated. With the Kriegsmarine forced to fight the Wermacht and Luftwaffe for increasingly scarce resources, material and support quickly faded.

June 1944 to War's End

The final phase of the Atlantic war is crystallized in the D-Day invasion. Admiral Doenitz ordered all U-Boats to concentrate on cross-Channel activity in early June, but only four were able to reach their objectives due to a concentration of Allied air and sea power.

With the Channel sealed, the Allies were free to land a massive invasion force; with the lack of access to the Atlantic, the sea war was effectively over for the Germans. Though limited U-Boat activity continued through 1945, resources and equipment became so scarce that members of the Luftwaffe were transferred to the U-Boat arm in order to provide personnel for the remaining ships.

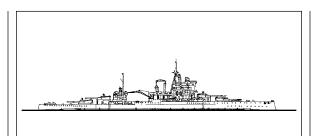
The credit for the British and American victory goes in part to planning and in part to resources. The determination of the Allied naval forces kept shipping lanes open in spite of the deadly U-Boats; the untapped resources the Americans brought both directly and through the Lend-Lease Act pumped up the British just enough to keep them alive.

Save for the U-Boat wolf packs, the German navy was neutralized by the end of 1942. The heavy losses in Norway and the destruction of capital ships early on, meant an uphill war of attrition for the Germans who could not afford the resources to construct the P Class and H Class replacements. The Italian navy, though well equipped, was outnumbered by the British — and was no match for the air power it encountered.

The true wild card for the war was the French navy. Her destruction by the Royal Navy prevented the Italians and Germans from creating a force that would have outnumbered and overwhelmed the British. We hope you enjoy our hypothetical scenarios with these fleets, as well as creating your own.

SHIP CLASSIFICATIONS AND SPECIFICATIONS





BB QUEEN ELIZABETH

Displacement: 31,795 tons

Length: 645 ft.

Max Speed: 24 kts. (23 kts. Warspite)

Range: 8,500 nm/12 kts.

Main Armament: 8-15 in./42 [10x2] (8 - 6 in./45/XII [8x1 casemate] Warsprite; 12 - 6 in.45/XII [12x1 casemate] Barham

and Malaya)

Torpedoes: none **Armour Belt**: 13 in.

 $\label{eq:armour Deck:} \textbf{Armour Deck:} \ 5 \ \text{in}.$

Armour Main Guns: 13 in.
Armour Secondary Guns: 2 in.

(6 in. Warsprite, Barham, and Malaya)

Armour Conning Tower: 3 in. (11 in. Barham, 5 in. Malaya)

Aircraft: 2 Catapult: 1 Beam: 90 ft. 6 in. DC Partys: 5

Pumps: 5

Cruise Speed: 12 kts.

Cargo Capacity: 0 Anti-Aircraft Guns

Very Large: 20 Large: 0

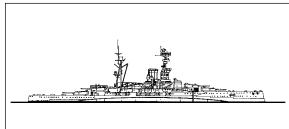
Medium: 4 Small: 0

Aircraft

Hanger Cap: 2 Launch Cap: 1

Landing Cap: 2

Complement: 950



BB ROYAL SOVEREIGN

Displacement: 29,950 tons

Length: 620 ft. 8 in. Max Speed: 22 kts.

Range: 8,600nm/13 kts.

Main Armament: 8 - 15 in.42 [4x2]

Secondary Armament:

12 - 6 in./45/XII [12x1 casemate]

Torpedoes: none (4 - 21 in. [fixed] Royal Oak)

(1 21 III. [IIXou] Noju

Armour Belt: 13 in.

Armour Deck: 3 in. (4 in. Royal Oak)

Armour Main Guns: 13 in.

Armour Secondary Guns: 6 in.

Armour Conning Tower: 11 in.

Catapult: 1
Aircraft: 2

Beam: 88 ft. 6 in. DC Partys: 5

Pumps: 5

Cruise Speed: 13 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 8

Large: 4

Medium: 0

Small: 2

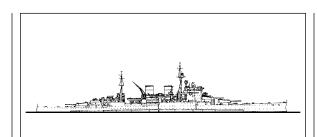
Aircraft

Hanger Cap: 2

Launch Cap: 1

Landing Cap: 2

Complement: 950



BB RENOWN

Displacement: 30,750 tons

Length: 750 ft.

Max Speed: 31 kts. (28 kts. Repulse)

Range: 3,650nm/10 kts.

Main Armament: 6 - 15 in./42 [3x2]

Secondary Armament: none

Torpedoes: none

Armour Belt: 6 in.

Armour Deck: 5.75 in.

Armour Main Guns: 9 in.

Armour Secondary Guns: 2 in.

(none Repulse)

Armour Conning Tower: 3 in.

(10 in. Repulse)

Catapult: 1 Aircraft: 2

Beam: 102 ft. DC Partys: 5

Pumps: 5

Cruise Speed: 10 kts.

Cargo Capacity: 0

Anti-aircraft Guns Very Large: 2

Large: 0

Medium: 3 (2 Repulse)

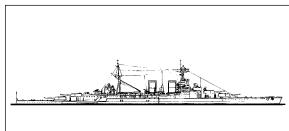
Small: 0

Aircraft

Hanger Cap: 2 Launch Cap: 1

Landing Cap: 2

Complement: 1000



BB HOOD

Displacement: 42,462 tons

Length: 860 ft.

Max Speed: 31 kts.

Range: 8,500nm/14 kts.

Main Armament: 8 - 15 in./42 [4x2]

Secondary Armament: none

Torpedoes: none

Armour Belt: 12 in.

Armour Deck: 5in

Armour Main Guns: 15 in.

Armour Secondary Guns: 6 in.

Armour Conning Tower: 11 in.

Catapult: none Aircraft: none

Beam: 104 ft.

DC Partys: 5 Pumps: 5

Cruise Speed: 14 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 8

Large: 4

Medium: 3

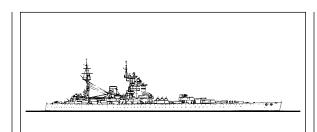
Small: 0

Aircraft

Hanger Cap: none Launch Cap: none

Landing Cap: none

Complement: 1477



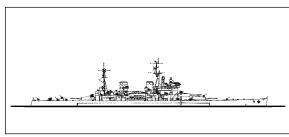
BB NELSON

Beam: 106

Displacement: 33,313 tons
Length: 660 ft.
Max Speed: 23 kts.
Range: 7000nm/14 kts.
Main Armament: 9 - 16 in./45 [3x3]
Secondary Armament:
12 - 6 in./50/XXII [6x2]
Torpedoes: none
Armour Belt: 14 in.
Armour Deck: 6.2 in.
Armour Main Guns: 16 in.
Armour Secondary Guns: 7.25 in.
Armour Conning Tower: 14 in.
Catapult: 1

DC Partys: 6
Pumps: 6
Cruise Speed: 14 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 6
Large: 0
Medium: 0
Small: 8
Aircraft
Hanger Cap: 2
Launch Cap: 1
Landing Cap: 2

Complement: 1314



BB KGV

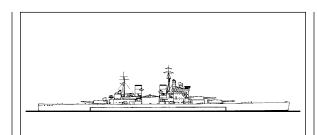
Displacement: 36,727 tons
Length: 700 ft.
Max Speed: 28 kts.
Range: 5,310nm/16 kts.
Main Armament:
10 - 14 in./45 [2x4, 1x2]
Secondary Armament:
16 - 5.25 in./50 [8x2]
Torpedoes: none
Armour Belt: 15 in.
Armour Deck: 6 in.
Armour Main Guns: 13 in.
Armour Secondary Guns: 2 in.

Armour Conning Tower: 4.5 in. Catapult: 1
Aircraft: 2

Beam: 103 ft.
DC Partys: 6
Pumps: 6
Cruise Speed: 16kts
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 0
Large: 0
Medium: 4
Small: 0
Aircraft
Hanger Cap: 2
Launch Cap: 1

Landing Cap: 2

Complement: 1422



BB LION

Displacement: 40,550 tons
Length: 740 ft.
Max Speed: 30 kts.
Range: 5,310nm/16 kts.
Main Armament: 9 - 16 in./45 [3x3]
Secondary Armament:
16 - 5.25/50 [8x2]
Torpedoes: none
Armour Belt: 15 in.
Armour Deck: 6 in.
Armour Main Guns: 15 in.
Armour Secondary Guns: 2 in.
Armour Conning Tower: 4.5 in.
Catapult: 1
Aircraft: 2

Beam: 104 ft.

DC Partys: 6

Pumps: 6

Cruise Speed: 16 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 12

Large: 0

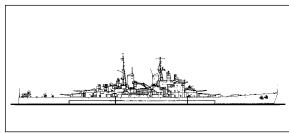
Medium: 24

Small: 4

Aircraft

Hanger Cap: 2

Aircraft
Hanger Cap: 2
Launch Cap: 1
Landing Cap: 2
Complement: 1680



BB VANGUARD

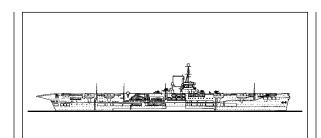
Displacement: 44,500 tons Beam: 108 ft. DC Partys: 6 Length: 760 ft. Max Speed: 30 kts. Pumps: 6 Range: 5,400 nm/16 kts. Cruise Speed: 16 kts. Main Armament: 8 - 15 in./42 [4x2] Cargo Capacity: 0 Secondary Armament: Anti-Aircraft Guns 16 - 5.25in/50 [8x2] Very Large: 0 Large: 73 Torpedoes: none Medium: 0 Armour Belt: 14 in. Small: 0 Armour Deck: 6 in. Aircraft Armour Main Guns: 13 in. Armour Secondary Guns: 2.5 in.

Armour Conning Tower: 3 in.

Catapult: none

Aircraft: none

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 1893



CVEAGLE

Launch Cap: 10

Landing Cap: 21

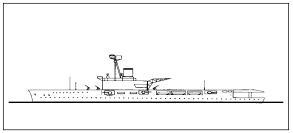
Complement: 950

Displacement: 22,600 tons Beam: 94 ft. DC Partys: 6 Length: 667 ft. Pumps: 6 Max Speed: 24 kts. Range: 4,800nm/16 kts. Cruise Speed: 16 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 Torpedoes: none Large: 4 Armour Belt: 7 in. Medium: 2 Armour Deck: 3.5 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: 21

Armour Conning Tower: none

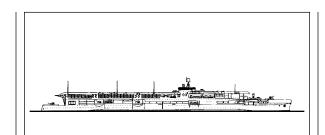
Catapult: none

Aircraft: 21



CV HERMES

Displacement: 10,850 tons Beam: 70 ft. Length: 598 ft. DC Partys: 6 Max Speed: 28 kts. Pumps: 6 Range: 4,480nm/16 kts. Cruise Speed: 16 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 Torpedoes: none Large: 0 Armour Belt: 1.5 in. Medium: 2 Armour Deck: 3 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: 20 Armour Conning Tower: none Launch Cap: 10 Landing Cap: 20 Catapult: none Complement: 664 Aircraft: 15



CV FURIOUS

Displacement: 22,450 tons Beam: 90 ft. Length: 786 ft. DC Partys: 6 Max Speed: 30 kts. Pumps: 6 Cruise Speed: 16 kts. Range: 5,610nm/16 kts. Main Armament: none Secondary Armament: none Torpedoes: none

Armour Main Guns: 1 in. Armour Secondary Guns: none Armour Conning Tower: none

Catapult: none

Aircraft: 36

Armour Belt: 3 in.

Armour Deck: 3 in.

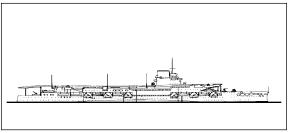
Cargo Capacity: 0 Anti-Aircraft Guns Very Large: 12

Large: 0 Medium: 0 Small: 4

Aircraft

Hanger Cap: 36 Launch Cap: 18 Landing Cap: 36

Complement: 1218



CV COURAGEOUS

Displacement: 22,500 tons Beam: 91 ft. Length: 786 ft. DC Partys: 6 Max Speed: 30 kts. Pumps: 6

Range: 5,300nm/16 kts. Cruise Speed: 16 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns

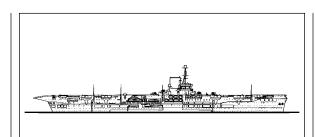
Very Large: 16 Torpedoes: none Large: 0 Armour Belt: 3 in. Medium: 3 Armour Deck: 2 in. Small: 0 Armour Main Guns: 1 in. Aircraft

Armour Secondary Guns: none

Armour Conning Tower: none Catapult: none Aircraft: 48

Launch Cap: 24 Landing Cap: 48 Complement: 1216

Hanger Cap: 48



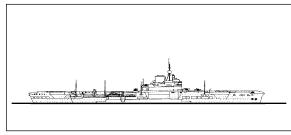
CVARK ROYAL

Aircraft

Displacement: 22,000 tons Beam: 91 ft. Length: 800 ft.. DC Partys: 6 Pumps: 6 Max Speed: 31 kts. Range: 4,300nm/12 kts. Cruise Speed: 12 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 16 Torpedoes: none Large: 0 Armour Belt: 4.5 in. Medium:4 Armour Deck: 3.5 in. Small: 0

Armour Main Guns: 1 in.

Armour Secondary Guns: none Hanger Cap: 60
Armour Conning Tower: none Launch Cap: 30
Catapult: none Landing Cap: 60
Aircraft: 60 Complement: 1580



CVILLUSTRIOUS

Displacement: 23,207 tonsBeam: 96 ft.Length: 673 ft.DC Partys: 6Max Speed: 31 kts.Pumps: 6

Range: 14,000nm/10 kts.

Main Armament: 16 - 4.5 in./45 [8x2]

Secondary Armament: none

Torpedoes: none
Armour Belt: 4.5 in.

Armour Deck: 3 in.

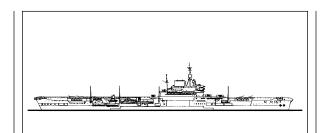
Armour Main Guns: none

Cargo Capacity: 0

Anti-Aircraft Guns
Very Large: 16
Large: 0
Medium: 6
Small: 0

Aircraft

Armour Secondary Guns: none Hanger Cap: 33
Armour Conning Tower: none Launch Cap: 16
Catapult: none Landing Cap: 33
Aircraft: 30
Complement: 1229



CVINDOMITABLE

Displacement: 23,080 tons Beam: 96 ft. Length: 754 ft. DC Partys: 6 Pumps: 6 Max Speed: 31 kts. Range: 13,000nm/10 kts. Cruise Speed: 10 kts. Main Armament: none Cargo Capacity: 0

Secondary Armament: none Anti-Aircraft Guns Very Large: 16 Torpedoes: none Large: 0 Armour Belt: 4.5 in. Medium: 6 Armour Deck: 3 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none

Hanger Cap: 45 Armour Conning Tower: none Launch Cap: 22 Catapult: none Landing Cap: 45 Aircraft: 45 Complement: 1392

CVIMPLACABLE

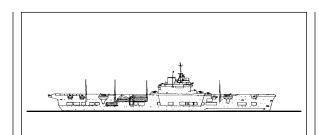
Displacement: 23,450 tons Beam: 96 ft. Length: 766 ft. DC Partys: 6 Max Speed: 32 kts. Pumps: 6

Range: 11,300nm/14 kts. Cruise Speed: 14 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 16 Torpedoes: none Large: Armour Belt: 4.5 in. Medium: 5 Armour Deck: 3 in. Small: 4

Aircraft Armour Secondary Guns: none Hanger Cap: 60 Armour Conning Tower: none Launch Cap: 30 Landing Cap: 60 Catapult: none

Armour Main Guns: 1 in.

Complement: 1585 Aircraft: 60



CV UNICORN

Displacement: 14,750 tons Beam: 90 ft. DC Partys: 6 Length: 640. Pumps: 6 Max Speed: 24 kts. Range: 7,000nm/14 kts. Cruise Speed: 14 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Torpedoes: none Large: 0 Armour Belt: 1.4 in. Medium: 0 Armour Deck: 2 in. Small: 16 Armour Main Guns: 1 in.

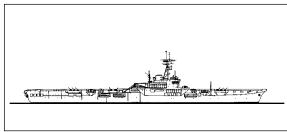
Armour Secondary Guns: 1 in. none Armour Conning Tower: none

Catapult: none Aircraft: 35

Anti-Aircraft Guns Very Large: 8

Aircraft

Hanger Cap: 35 Launch Cap: 17 Landing Cap: 35 Complement: 1200

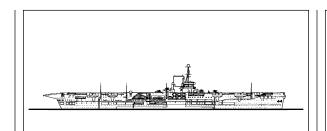


CV COLOSSUS

Displacement: 13,190 tons Beam: 80 ft. Length: 695. DC Partys: 6 Max Speed: 25 kts. Pumps: 6 Range: 8,500nm/20 kts.

Cruise Speed: 20 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 0 Torpedoes: none Large: 0 Armour Belt: 1 in. Medium: 0 Armour Deck: 1 in.1 in. Small: 24 Armour Main Guns: none Aircraft

Armour Secondary Guns: none Hanger Cap: 37 Armour Conning Tower: none Launch Cap: 18 Landing Cap: 37 Catapult: none Complement: 1300



no historical reference available

CV CVE

Displacement: 11,400 tons Beam: 70 ft. DC Partys: 6 Length: 495 ft. Max Speed: 18 kts. Pumps: 6 Range: 10,200nm/15 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: Torpedoes: none Large: 16 Armour Belt: 1 in. Medium: 30 Armour Deck: 1 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none

Armour Conning Tower: none

Catapult: none

Aircraft: 24

DC Partys: 6
Pumps: 6
Cruise speed: 15 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large:
Large: 16
Medium: 30
Small: 0
Aircraft
Hanger Cap: 22
Launch Cap: 11
Landing Cap: 22
Complement: 646

CA CALEDON

Displacement: 4,120 tons Beam: 43 ft. Length: 450 ft. DC Partys: 4 Max Speed: 29 kts. Pumps: 4 Range: 3,560nm/20 kts. Cruise Speed: 20 kts. Main Armament: 5 - 6 in./45 [5x1] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 2 **Torpedoes:** 8 - 21 in. [4x2] Large: 4 Armour Belt: 3 in. Medium: 0 Armour Deck: 1 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: none Armour Conning Tower: 6 in. Launch Cap: none Landing Cap: none Catapult: none Complement: 400 Aircraft: none

no historical reference available

no historical reference available

CA CARLISLE

CA CERES

Launch Cap: none

Landing Cap: none

Complement: 460

Displacement: 4,190 tons	Beam: 44 ft.	
Length: 450 ft. 3 in.	DC Partys: 4	
Max Speed: 29 kts.	Pumps: 4	
Range: 3,560nm/20 kts.	Cruise Speed: 20 kts.	
Main Armament: 5 - 6 in./50	Cargo Capacity: 0	
Secondary Armament: none	Anti-Aircraft Guns	
Torpedoes: 8 - 21 in. [4x2]	Very Large: 8	
Armour Belt: 3 in.	Large: 4	
Armour Deck: 1 in.	Medium: 1 Small: 0	
Armour Main Guns: 1 in.	Aircraft	
Armour Secondary Guns: none	Hanager Cap: none	

Armour Conning Tower: 3 in.

Catapult: none

Aircraft: none

Displacement: 4,290 tons Beam: 44 ft. Length: 452 ft. 6 in. DC Partys: 4 Max Speed: 29 kts. Pumps: 4 Range: 3,560nm/20 kts. Cruise Speed: 20 kts. Main Armament: 5 - 6 in. Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 8 **Torpedoes:** 8 - 21 in. [4x2] Large: 4 Armour Belt: 3 in. Medium: 1 Armour Deck: 1 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: none Armour Conning Tower: 3 in. Launch Cap: none Landing Cap: none Catapult: none Complement: 432 Aircraft: none

no historical reference available

no historical reference available

CA HAWKINS

Displacement: 9,750 tons	Beam: 65 ft.	
Length: 605 ft.	DC Partys: 4	
Max Speed: 30 kts.	Pumps: 4	
Range: 3,560nm/20 kts.	Cruise Speed: 20	
Main Armament: 7 - 7.5 in./45 [7x1]	Cargo Capacity:	
Secondary Armament: none	Anti-Aircraft Gun	
Torpedoes: 4 - 21 in.	Very Large: 4	
Armour Belt: 3 in.	Large: 0	

Armour Main Guns: 1 in. Armour Secondary Guns: none Armour Conning Tower: 3 in.

Catapult: none Aircraft: none

Armour Deck: 1.5 in.

20 kts. :0 ıns Large: 0 Medium: 19 Small: 0

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 712

CA DANAE

Displacement: 4,970 tons Beam: 45 ft. Length: 471 ft. DC Partys: 4 Max Speed: 29 kts. Pumps: 4 Range: 1,480nm/29 kts. Cruise Speed: 20 kts. **Main Armament:** 6 - 6 in./45 [6x1] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 0 **Torpedoes:** 12 - 21 in. [4x3]

Large: 2 Armour Belt: 3 in. Medium: 2 Armour Deck: 1 in. Small: 0 Armour Main Guns: 1 in. Aircraft

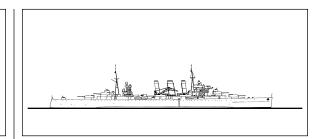
Armour Secondary Guns: none Armour Conning Tower: 3 in. Catapult: none

Aircraft: none

Hanger Cap: none Launch Cap: none Landing Cap: none

Complement: 450

no historical reference available



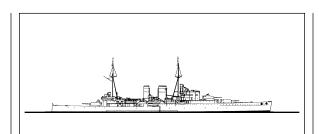
CA EMERALD

Complement: 450

Displacement: 7,565 tons	Beam: 55 ft.
Length: 570 ft.	DC Partys: 4
Max Speed: 32 kts.	Pumps: 4
Range: 3,850nm/20 kts.	Cruise Speed: 20 kts.
Main Armament: 7 - 6 in./50/XXII [7x1]	Cargo Capacity: 0
Secondary Armament: none	Anti-Aircraft Guns
Torpedoes: 16 - 21 in. [4x4]	Very Large: 5
Armour Belt: 3 in.	Large: 7 Medium: 0
Armour Deck: 2 in.	Small: 0
Armour Main Guns: 1 in.	Aircraft
Armour Secondary Guns: none	Hanger Cap: 1
Armour Conning Tower: none	Launch Cap: 1
Catapult: 1	Landing Cap: 1

CA KENT

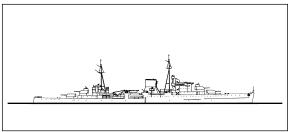
Displacement: 10,900 tons	Beam: 68 ft.
Length: 590 ft.	DC Partys: 5
Max Speed: 32 kts.	Pumps: 5
Range: 13,300nm/12 kts.	Cruise Speed: 12 kts
Main Armament: 8 - 8 in./50 [4x2]	Cargo Capacity: 0
Secondary Armament: none	Anti-Aircraft Guns
Torpedoes: 8 - 21 in. [2x4]	Very Large: 4
Armour Belt: 4.5 in.	Large: 0 Medium: 0
Armour Deck: 1.5 in.	Small: 4
Armour Main Guns: 1 in.	Aircraft
Armour Secondary Guns: none	Hanger Cap: 1
Armour Conning Tower: none	Launch Cap: 1
Catapult: 1	Landing Cap: 1
Aircraft: 1	Complement: 685



CA EXETER

Complement: 630

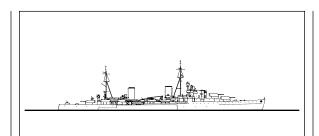
Displacement: 8,390 tons Beam: 58 ft. Length: 540 ft. DC Partys: 5 Max Speed: 32 kts. Pumps: 5 Range: 12,500nm/12 kts. Cruise Speed: 12 kts. Main Armament: 6 - 8 in.[3x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 **Torpedoes:** 6 - 21 in. [2x3] Large: 0 Armour Belt: 3 in. Medium: 0 Armour Deck: 1.5 in. Small: 2 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: 2 Armour Conning Tower: none Launch Cap: 1 Landing Cap: 2



CA LEANDER

Displacement: 7,270 tons Beam: 56 ft. Length: 522 ft. DC Partys: 5 Max Speed: 33 kts. Pumps: 5 Range: 11,000nm/12 kts. Cruise Speed: 12 kts. Main Armament: 8 - 6 in./50/XXII [4x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 **Torpedoes:** 8 - 21 in. [2x4] Large: 0 Armour Belt: 4 in. Medium: 0 Armour Deck: 2 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: 1 Armour Conning Tower: none Launch Cap: 1 Landing Cap: 1 Catapult: 1 Complement: 570 Aircraft: 1

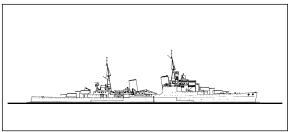
Catapult: 1



CA ARETHUSA

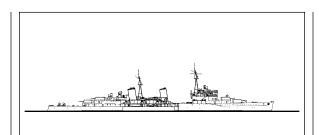
Complement: 500

Displacement: 5,220 tons Beam: 51 ft. DC Partys: 5 Length: 480 ft. Pumps: 5 Max Speed: 32 kts. Range: 6,500nm/16 kts. Cruise Speed: 16kts Main Armament: 6 - 6 in./50/XXII [3x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 **Torpedoes:** 6 - 21 in. [2x3] Large: 0 Armour Belt: 2.2 in. Medium: 0 Armour Deck: 2 in. Small: 0 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: 1 Armour Conning Tower: none Launch Cap: 1 Landing Cap: 1 Catapult: 1



CA SOUTHAMPTON

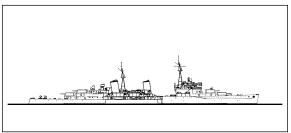
Displacement: 9,100 Beam: 62 ft. Length: 558 ft. DC Partys: 5 Max Speed: 32 kts. Pumps: 5 Range: 11,000nm/12 kts. Cruise Speed: 12 kts. Main Armament: 12 - 6 in./50/XXII [4x3] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 8 **Torpedoes:** 6 - 21 in. [2x3] Large: 0 Armour Belt: 4.5 in. Medium: 0 Armour Deck: 2 in. Small: 8 Armour Main Guns: 2 in. Aircraft Armour Secondary Guns: none Hanger Cap: 3 Armour Conning Tower: none Launch Cap: 1 Landing Cap: 3 Catapult: 1 Complement: 748 Aircraft: 3



CA GLOUCESTER

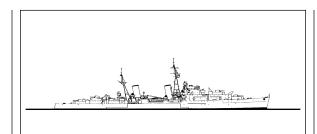
Complement: 800

Displacement: 9,400 tons Beam: 62 ft. Length: 558 ft. DC Partys: 5 Max Speed: 32 kts. Pumps: 5 Cruise Speed: 12 kts. Range: 11,000nm/12 kts. Main Armament: 12 - 6 in./50/XXII [4/3] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 8 **Torpedoes:** 6 - 21 in. [2x3] Large: 0 Armour Belt: 4.5 in. Medium: 0 Armour Deck: 2 in. Small: 8 Armour Main Guns: 4 in. Aircraft Armour Secondary Guns: none Hanger Cap: 3 Armour Conning Tower: none Launch Cap: 1 Landing Cap: 3 Catapult: 1



CA EDINBURGH

Displacement: 10,550 tons Beam: 63 ft. Length: 579 ft. DC Partys: 5 Max Speed: 33 kts. Pumps: 5 Range: 10,000/12 kts. Cruise Speed: 12 kts. Main Armament: 12 - 6 in./50/XXII [4x3] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 12 **Torpedoes:** 6 - 21 in. [2x3] Large: 0 Armour Belt: 4.5 in. Medium: 2 Armour Deck: 3 in. Small: 0 Armour Main Guns: 4 in. Aircraft Armour Secondary Guns:none Hanger Cap: 3 Armour Conning Tower: none Launch Cap: 1 Landing Cap: 3 Catapult: 1 Complement: 850 Aircraft: 3



CA DIDO

Displacement: 5,600 tons
Length: 485 ft.
Max Speed: 32 kls.
Range: 5,500nm/16 kls.
Main Armament: 6 - 5.25 in./45
[4x2]; (10 - 5.25 in./50 [5x2] Naiad,
Euryalus, Hermione, Sirious, Cleopatra,
and Argonaut: 8 - 4.5 in./45 [4x2]
Charybdis, and Scylla)

Secondary Armament: none Torpedoes: 6 - 21 in. [2x3] Armour Belt: 3 in.

Armour Deck: 2 in.
Armour Main Guns: 1 in.
Armour Secondary Guns: none
Armour Conning Tower: none

Catapult: none Aircraft: none Beam: 51 ft.

DC Partys: 5

Pumps: 5

Cruise Speed

Cruise Speed: 16 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 0
Large: 0
Medium: 0
Small: 8
Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 500

CA FIJI

Displacement: 8,530 tons

Length: 538 ft. Max Speed: 32 kts.

Range: 12,500nm/12 kts. **Main Armament:** 12 - 6 in./50/XXII [4x3]

Secondary Armament: none Torpedoes: 6 - 21 in. [2x3]

Armour Belt: 3.5 in.
Armour Deck: 2 in.

Armour Main Guns: 2 in.

Armour Secondary Guns: none **Armour Conning Tower:** none

Catapult: 1
Aircraft: 2

Beam: 62 ft. DC Partys: 5

Pumps: 5

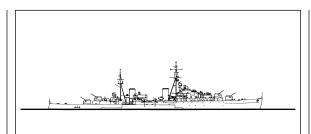
Cruise Speed: 12 kts.
Cargo Capacity: 0

Anti-Aircraft Guns Very Large: 8 Large: 0

Medium: 0 Small: 8

Aircraft

Hanger Cap: 2 Launch Cap: 1 Landing Cap: 2 Complement: 730



CA BELLONA

Displacement: 5,950 tons Beam: 51 ft. Length: 485 ft. Max Speed: 32 kts. Pumps: 5 Range: 5,500nm/16 kts. Cruise Speed: 16 kts.

Main Armament: 8 - 5.25 in./50 [4x2] Secondary Armament: none Torpedoes: 6 - 21in [2x3] Large: 0 Armour Belt: 3 in. Medium: 0 Armour Deck: 1 in. **Small**: 12 Armour Main Guns: 1 in.

Armour Secondary Guns: none

Armour Conning Tower: none

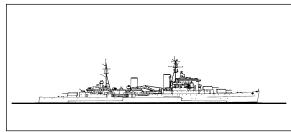
Catapult: none Aircraft: none

DC Partys: 5

Cargo Capacity: 0 Anti-Aircraft Guns Very Large: 0

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 530



CA SWIFTSURE

Displacement: 8,800 tons Beam: 63 ft. Length: 538 ft. DC Partys: 5 Max Speed: 31.5 kts. Pumps: 5

Range: 12,500nm/12 kts. Cruise Speed: 12 kts. Main Armament: 9 - 6 in./50/XXIII [3x3] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 10 **Torpedoes:** 6 - 21 in. [2x3] Large: 0 Armour Belt: 3.5 in. Medium: 0

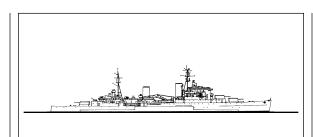
Armour Deck: 2 in. **Small**: 10 Armour Main Guns: 2 in.

Armour Secondary Guns: none Armour Conning Tower: none

Catapult: none Aircraft: none

Aircraft Hanger Cap: none Launch Cap: none Landing Cap: none

Complement: 855



CA TIGER

 Displacement: 8,800 tons
 Beam: 64 ft.

 Length: 538 ft.
 DC Partys: 5

 Max Speed: 32 kts.
 Pumps: 5

 Range: 12,500nm/12 kts.
 Cruise Speed: 12 kts.

 Main Armament: 9 - 6 in/50/XXIII [3x3]
 Cargo Capacity: 0

 Secondary Armament: none
 Anti-Aircraft Gus

 Torpedoes: 6 - 21 in. [2x3]
 Very Large: 10

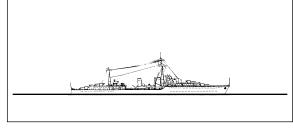
 Armour Belt: 3.5 in.
 Medium: 0

 Armour Deck: 2 in.
 Small: 18

 Armour Main Guns: 2 in.
 Aircraft

Armour Secondary Guns: none Hanger Cap: none
Armour Conning Tower: none Launch Cap: none
Catapult: none Landing Cap: none

Aircraft: none Complement: 867



BRITISH DD

Beam: 32 - 36 ft.

DC Partys: 4

Pumps: 4

Cruise Speed: 15 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 0

Large: 0 (2 S,T Class)

Medium: 0

Small: 2 (4 O,P,Q,R Class)

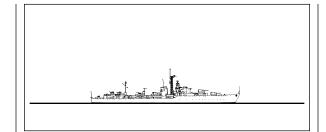
Aircraft

Hanger Cap: none

Launch Cap: none

Landing Cap: none

Complement: 138 - 225



BRITISH FLEET DD

Beam: 37 - 37 ft.

DC Partys: 4

Pumps: 4

Cruise Speed: 15 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 0 Large: 0 Medium: 0

Small: 4

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none

Complement: 180 - 225

FRENCH SHIPS

no historical reference available



Displacement: 23,230 tons Beam: 88 ft. Length: 541 ft. DC Partys: 4 Max Speed: 20 kts. Pumps: 4 Range: 7000nm/10 kts.

Main Armament: 10 - 13.4 in./45 [5x2] (8 - 13.4 in./45 [4x2] Lorraine only) Secondary Armament: 14 - 5.5 in./55 [14x1 Casemate] Large: 0 Medium: 0 Torpedoes: none

Aircraft Armour Deck: 2 in. Armour Main Guns: 15 in. Armour Secondary Guns: 6.75 in.

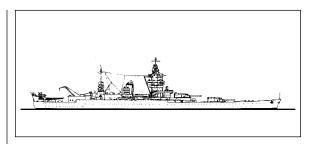
Armour Conning Tower: 13 in.

Catapult: 1 Aircraft: 4

Armour Belt: 11 in.

Cruise Speed: 10 kts. Cargo Capacity: 0 Anti-Aircraft Guns Very Large: 8 Small: 0

Hanger Cap: 4 Launch Cap: 1 Landing Cap: 4 **Complement:** 1124 - 1133



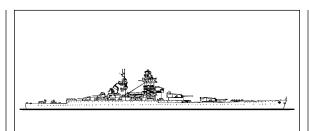
BB DUNKERQUE

Displacement: 26,500 tons Beam: 102 ft. Length: 703 ft. DC Partys: 5 Max Speed: 29 kts. Pumps: 5

Range: 7,500nm/16 kts. Cruise Speed: 16 kts. Main Armament: 8 - 13 in./50 [2x4] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 0 Torpedoes: none Large: 8 Armour Belt: 9.75 in. Medium: 0 Armour Deck: 5 in. Small: 32 Armour Main Guns: 13 in. Aircraft

Armour Secondary Guns: 3.5 in. Hanger Cap: 2 Armour Conning Tower: 10.5 in. Launch Cap: 1 Landing Cap: 2 Catapult: 1 Complement: 1431 Aircraft: 2

FRENCH SHIPS



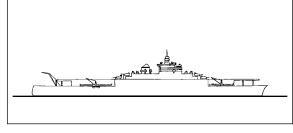
BB RICHELIEU

Displacement: 35,000 tons Beam: 108 ft. Length: 813 ft. DC Partys: 5 Max Speed: 30 kts. Pumps: 5 Range: 6,900nm/20 kts. Cruise Speed: 20 kts.

Main Armament: 8 - 15 in./45 [2x4] Cargo Capacity: 0 Secondary Armament: Anti-Aircraft Guns 9 - 6 in./55 [3x3] Very Large: 12 Large: 8 Torpedoes: none Medium: 0 Armour Belt: 13.5 in. Small: 16 Armour Deck: 6.75 in. Aircraft

Armour Main Guns: 17.5 in. Hanger Cap: 3 Armour Secondary Guns: 5 in. Launch Cap: 2 Landing Cap: 3 Armour Conning Tower: 13 in. Complement: 1670 Catapult: 2

Aircraft: 3



CV BEARN

Displacement: 22,146 tons Beam: 89 ft. (115 ft. over Flight Deck)

Length: 599 ft. Max Speed: 22 kts. Range: 4,500nm/18 kts. Cruise Speed: 18 kts.

Main Armament: 8 - 6.1 in./55 [8x1] Cargo Capacity: 0 Secondary Armament: AA only

Torpedoes:4 - 21.7 in. [submerged] Large: 8 Armour Belt: 3.25 in. Armour Deck: 1 in. Small: 0 Armour Main Guns: 1 in. Aircraft

Armour Secondary Guns: none Armour Conning Tower: none

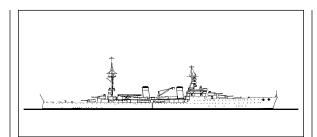
Catapult: none Aircraft:40

DC Partys: 5 Pumps: 5

Anti-Aircraft Guns Very Large: 6 Medium: 0

Hanger Cap: 40 Launch Cap: 20 Landing Cap: 40

Complement: 875



CA TROUIN

Displacement: 7249 tons Length: 595 ft. Max Speed: 33 kts. Range: 4,500nm/15 kts. Main Armament: 8 - 6.1 in./55 [4x2] Secondary Armament: none

Armour Belt: 1 in.
Armour Deck: .75 in.
Armour Main Guns: 1 in.
Armour Secondary Guns: none

Torpedoes: 12 - 21.7 in. [4x3]

Armour Conning Tower: 1 in.

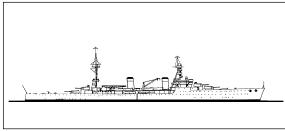
Catapult: 1
Aircraft: 2

Beam: 57 ft.
DC Partys: 4
Pumps: 4

Cruise Speed: 15 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 4
Large: 0
Medium: 0
Small: 4
Aircraft

Hanger Cap: 2 Launch Cap: 1 Landing Cap: 2

Complement: 578



CA DUQUESNE

Displacement: 10,000 tons

Length: 626 ft.

Max Speed: 34 kts.
Range: 5,000nm/15 kts.

Main Armament: 8 - 8 in./50 [4x2]

Secondary Armament: none

Torpedoes: 6 - 21.7 in. [2x3]

Armour Belt: 1 in.
Armour Deck: 1 in.

Armour Main Guns: 1 in.

Armour Secondary Guns: none **Armour Conning Tower:** 1 in.

Catapult: 1
Aircraft: 2

Beam: 62 ft.

DC Partys: 4 Pumps: 4

Cruise Speed: 15 kts.

Cargo Capacity: 0

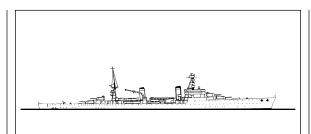
Anti-Aircraft Guns Very Large: 8

Large: 8 Medium: 0 Small: 12

Aircraft

Hanger Cap: 2

Launch Cap: 1 Landing Cap: 2



CA SUFFREN

Displacement: 9,938 tons Length: 637 ft. Max Speed: 31 kts. Range: 4,600nm/15 kts. Main Armament: 8 - 8 in./50 [4x2] Secondary Armament: none

Torpedoes:

Armour Belt: 2 in.

Armour Deck: 1 in.

none (12 - 21.7 in. [4x3] SUFFREN only)

Armour Main Guns: 1 in. Armour Secondary Guns: none Armour Conning Tower: 1 in.

Catapult: 1 Aircraft: 2

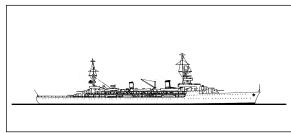
Beam: 64 ft. DC Partys: 4 Pumps: 4

Cruise Speed: 15 kts. Cargo Capacity: 0 Anti-Aircraft Guns

Very Large: 8 Large: 8 Medium: 0 **Small**: 12

Aircraft

Hanger Cap: 2 Launch Cap: 1 Landing Cap: 2 Complement: 750



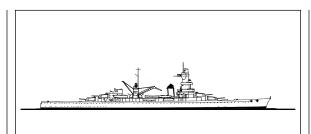
CA JOAN D'ARC

Displacement: 6496 tons Beam: 58 ft. Length: 557 ft. DC Partys: 4 Max Speed: 25 kts. Pumps: 4

Range: 5,200nm/11 kts. Cruise Speed: 11 kts. Main Armament: 8 - 6.1 in./55 [4x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 **Torpedoes:** 2 - 21.7 in. [2x1] Large: 4 Armour Belt: 1 in.

Medium: 0 Armour Deck: 1 in. **Small**: 12 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none

Hanger Cap: 2 Armour Conning Tower: 1 in. Launch Cap: 1 Landing Cap: 2 Catapult: 1 Complement: 648 Aircraft: 2



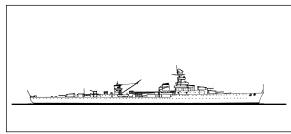
CA ALGERIE

Displacement: 10,000 tons Beam: 68 ft. 7 in. Length: 590 ft. 6 in. DC Partys: 4 Pumps: 4 Max Speed: 31 kts. Range: 8,700nm/15 kts. Cruise Speed: 15 kts. Main Armament: 8 - 8 in./50 [4x2] Cargo Capacity: 0

Secondary Armament: none Anti-Aircraft Guns Very Large: 12 **Torpedoes:** 6 - 21.7 in. [2x3] Large: 8 Armour Belt: 4.75 in. Medium: 0 Armour Deck: 3 in. Small: 16 Armour Main Guns: 3.75 in. Aircraft

Armour Secondary Guns: none Hanger Cap: 3 Armour Conning Tower: 3.75 in. Launch Cap: 1 Landing Cap: 3 Catapult: 1 Complement: 748

Aircraft: 3

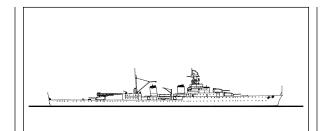


CA BERTIN

Displacement: 5886 tons Beam: 53 ft. Length: 580 ft. 11 in. DC Partys: 4 Max Speed: 34 kts. Pumps: 4

Range: 3,600nm/15 kts. Cruise Speed: 15 kts. Main Armament: 9 - 6 in./50 [3x3] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 **Torpedoes:** 6 - 21.7 in. [2x3] Large: 8 Armour Belt: none Medium: 0 Armour Deck: 1 in. Small: 8 Armour Main Guns: 1 in. Aircraft

Armour Secondary Guns: 1 in. Hanger Cap: 2 Armour Conning Tower: 1 in. Launch Cap: 1 Landing Cap: 2 Catapult: 1 Complement: 711 Aircraft: 2



CA GALISSONNIERRE

Displacement: 7,600 tons Length: 589 ft. Max Speed: 31 kts. Range: 5,500nm/14 kts. Main Armament: 9 - 6 in./50 [3x3] Secondary Armament: none

Torpedoes: 4 - 21.7in [2x2]

Armour Belt: 4 in.

Armour Deck: 1.5 in.

Armour Main Guns: 4 in.

Armour Secondary Guns: none

Armour Conning Tower: 3.75 in.

Catapult: 1 Aircraft: 4 Beam: 57 ft.
DC Partys: 4
Pumps: 4

Cruise Speed: 14 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 8
Large: 8
Medium: 0
Small: 12

Aircraft
Hanger Cap: 4
Launch Cap: 1
Landing Cap: 4
Complement: 764

DD FLEET

Displacement: 2126 - 2884 tons

Length: 393 - 430 ft. **Max Speed:** 36 kts.

(39 kts. MOGADOR Class)

Range: 3650nm/18 kts.

(4,000nm/18 kts. MOGADOR Class) **Main Armament:** 5 - 5.5 in./0 [5x1]

(8 - 5.5 in./40 [4x2] MOGADOR Class)
Secondary Armament: AA only

Torpedoes: 6 - 21.7 in. [2x3] (9 - 21.7 in.

[3x3] LE FANTASQUE Class); 10 - 21.7 in. [2x3,2x2] MOGADOR Class)

Armour Belt: none
Armour Deck: none

Armour Main Guns: none
Armour Secondary Guns: none

Armour Conning Tower: none

Catapult: none Aircraft: none Beam: 37 - 42 ft. DC Partys: 3 Pumps: 3

Cruise Speed: 18 kts.

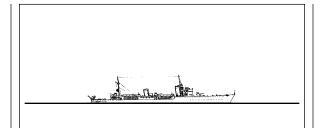
Cargo Capacity: 0
Anti-Aircraft Guns

Very Large: 0 Large: 4

Medium: 0 Small: 4

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 195 - 264



DD STANDARD

Displacement: 1319 - 1772 tons

Length: 326 - 366 ft.

Max Speed:

33 kts. (37 kts. Le HARDI Class)

Range: 2,300nm/14 kts.

(1,900nm/25 kts. Le HARDI Class)

Main Armament: 4 - 5.1 in./40 [4x1]

(6 - 5.1 in./40 [3x2 Le HARDI Class)

Secondary Armament: AA only

Torpedoes: 6 - 21.7 [2x3] (7 - 21.7 in. [1x3, 2x3] Le HARDI Class)

Armour Belt: none

Armour Deck: none Armour Main Guns: none

Armour Secondary Guns: none

Armour Conning Tower: none

Catapult: none Aircraft: none

Beam: 32 - 36 ft.

DC Partys: 3

Pumps: 3

Cruise Speed:

14 kts. (25 kts. Le HARDI)

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 0

Large: 2

Medium: 0

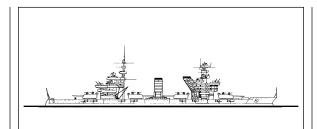
Small: 2 (4 Le HARDI Class)

Aircraft

Hanger Cap: none Launch Cap: none

Landing Cap: none

Complement: 142 - 187



BB GANGUT

Displacement: 23,360 tons **Length:** 590 ft.

Max Speed: 23 kts.

Range: 2,700nm/14 kts.

Main Armament: 12 - 12 in /52 [4x3]

Secondary Armament:

12 - 4.7 in./50 [12x1 Casemate] **Torpedoes:** none

Armour Belt: 9 in.
Armour Deck: 3 in.

Armour Main Guns: 8 in.

Armour Secondary Guns: 3 in. **Armour Conning Tower:** 10 in.

Catapult: none
Aircraft: none

Beam: 87 ft. DC Partys: 4

Pumps: 4

Cruise Speed: 14 kts.

Cargo Capacity: 0
Anti-Aircraft Guns

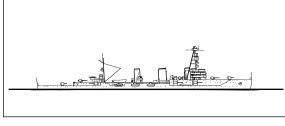
Very Large: 6 Large: 4

Medium: 0 Small: 36

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none

Complement: 1126



CA PROFINTERN

Displacement: 6833 tons

Length: 507 ft.

Max Speed: 22 kts.

Range: 3,700nm/18 kts.

Main Armament: 15 - 5.1 in./55 [15x1]

Secondary Armament: none

Torpedoes: 6 - 21 in.

(12 - 21 in. Chervona Ukraina) **Armour Belt:** 3 in.

Armour Deck: 1 in.

Armour Main Guns: 1.75 in. **Armour Secondary Guns:** none

Armour Conning Tower: 3 in.

Catapult: none
Aircraft: none

Beam: 50 ft. DC Partys: 4

Pumps: 4

Cruise Speed: 18 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

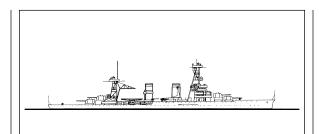
Very Large: 6 Large: 0

Medium: 0 Small: 4

Aircraft

Hanger Cap: none Launch Cap: none

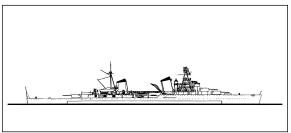
Landing Cap: none



CA KAVKAZ

Complement: 850

Displacement: 7650 tons Beam: 52 ft. Length: 559 ft. DC Partys: 4 Max Speed: 29 kts. Pumps: 4 Range: 3,700nm/18 kts. Cruise Speed: 18 kts. Main Armament: 4 - 7.1 in./57 [4x1] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 4 **Torpedoes:** 12 21 in. [4x3] Large: 4 Armour Belt: 3 in. Medium: 0 Armour Deck: 1.5 in. Small: 0 Armour Main Guns: 3 in. Aircraft Armour Secondary Guns: none Hanger Cap: 1 Armour Conning Tower: 3 in. Launch Cap: 1 Landing Cap: 1

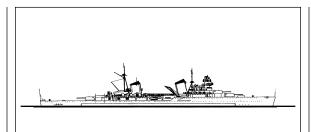


CA KIROV

Displacement: 7880 tons Beam: 58 ft. Length: 584 ft. DC Partys: 4 Max Speed: 36 kts. Pumps: 4 Range: 3,700nm/18 kts. Cruise Speed: 18 kts. Main Armament: 9 - 7.1 in./57 [3x3] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 6 **Torpedoes:** 6 - 21 in. [2x3] Large: 6 Armour Belt: 2 in. Medium: 0 Armour Deck: 2 in. Small: 0 Armour Main Guns: 3 in. Aircraft Armour Secondary Guns: none Hanger Cap: 2 Armour Conning Tower: 6 in. Launch Cap: 1 Landing Cap: 2 Catapult: 1 Complement: 734 Aircraft: 2

Catapult: 1

Aircraft: 1



CA GORKIY

Displacement: 8177 tons Length: 626 ft.

Max Speed: 35 kts.

Range: 3,700nm/18 kts.

Main Armament: 9 - 7.1 in./57 [3x3]

Secondary Armament: none

Torpedoes: 6 - 21 in. [2x3] Armour Belt: 2 in.

Armour Deck: 2 in.

Armour Main Guns: 3 in.

Armour Secondary Guns: none Armour Conning Tower: 6 in.

Catapult: 1 Aircraft: 2

Beam: 58 ft. DC Partys: 4

Pumps: 4

Cruise Speed: 18 kts.

Cargo Capacity: 0

Anti-Aircraft Guns Very Large: 6

Large: 10 Medium: 0 Small: 0

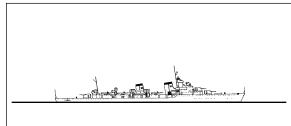
Aircraft

Hanger Cap: 2 Launch Cap: 1

Landing Cap: 2

Complement: 963

Catapult: none



DD FLOTILLA LEADERS LENNINGRAD/TASHKENT CLASSES

Displacement: 2150 - 2893 tons

Length: 418 - 458 ft.

Max Speed:

36 kts. (39 kts. TASKENT Class)

Range: 1,800nm/20 kts.

Main Armament: 5 - 5.1 in./55 [5x1] (6 - 5.1 in./50 [3x2] TASKENT Class)

Secondary Armament: none

Torpedoes: 8 - 21 in. [2x4]

(9 - 21 in. [3x3] TASKENT Class)

Armour Belt: 1 in. Armour Deck: 1 in.

Armour Main Guns: 1 in.

Armour Secondary Guns: none

Armour Conning Tower: none

Aircraft: none

Beam: 38 - 45 ft. DC Partys: 3 Pumps: 3

Cruise Speed: 20 kts.

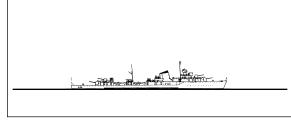
Cargo Capacity: 0 Anti-Aircraft Guns

> Very Large: 2 (0 TASHKENT class) Large: 2 (6 TASKENT Class)

Medium: 0 Small: 0

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none



DD DESTROYERS

Displacement: 1670 - 2240 tons

Length: 370 - 387 ft.

Max Speed: 37 kts.

(36 kts. STOROZHEVOI, 42 kts. OPYTNYI)

Range: 1,800nm/20 kts.

Main Armament: 4 - 5.1 in./50 [4x1]

(3 - 5.1 in./50 [3x1] OPYTNYI)

Secondary Armament: none

Torpedoes: 6 - 21 in. [2x3] (8 - 21 in. [2x4] OPYTNYI)

Armour Belt: none

Armour Deck: 1 in.

Armour Main Guns: 1 in. Armour Secondary Guns: 1 in.

Armour Conning Tower: none

Catapult: none Aircraft: none

Beam: 23 - 38 ft.

DC Partys: 3

Pumps: 3

Cruise Speed: 20 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 2

Large: 2 (5 OGNEVOI, 7 OPYTNYI)

Medium: 0

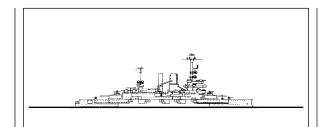
Small: 0

Aircraft

Hanger Cap: none Launch Cap: none

Landing Cap: none

Complement: 197 - 250



BB SCHLESIEN

Displacement: 13,993 tons
Length: 419 ft.
Max Speed: 18 kts.
Range: 4,800nm/12 kts.
Main Armament: 4 - 11 in./40 [2x2]
Secondary Armament: none

Torpedoes: none
Armour Belt: 9.5 in.
Armour Deck: 3 in.
Armour Main Guns: 6.5in

Armour Secondary Guns: none Armour Conning Tower: 12 in.

Catapult: none
Aircraft: none

Beam: 73 DC Partys: 5

Pumps: 5

Cruise Speed: 12 kts. Cargo Capacity: 0 Anti-Aircraft Guns Very Large: 6 Large: 0 Medium: 0

Aircraft

Small: 0

Hanger Cap: 2 Launch Cap: 1 Landing Cap: 2 Complement: 743

BB BISMARCK

Displacement: 41,700 tons (42,900 tons Tirpitz)

Length: 814 ft.

Max Speed: 30 kts.
Range: 8,000nm/18 kts.

Main Armament: 8 - 15 in./47 [4x2]

Secondary Armament: 12 - 5.9 in./55 [6x2] Torpedoes: none (6 - 21 in. [2x3] Tirpitz) Armour Belt: 12.5 in.

Armour Deck: 6.75 in.
Armour Main Guns: 14.25 in.
Armour Secondary Guns: 4 in.

Armour Conning Tower: 14 in.

Catapult: 1
Aircraft: 4 - 6

Beam: 118 ft.

DC Partys: 6

Pumps: 6

Cruise Speed: 18 kts.
Cargo Capacity: 0

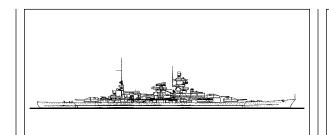
Anti-Aircraft Guns Very Large: 16

Large: 16 Medium: 12 Small: 0

Aircraft

Hanger Cap: 4 - 6 Launch Cap: 1 Landing Cap: 4 - 6

Complement: 2092 (2608 Tirpitz)



BB SCHARNHORST

Displacement: 34,841 tons Length: 754 ft. Max Speed: 32 kts. Range: 9,000nm/18 kts. Main Armament: 9 - 11 in./54.5 [3x3] Secondary Armament: 12 - 5.9 in./55 [4x2, 4x1] Torpedoes: none Armour Belt: 13.75in Armour Deck: 5 in. Armour Main Guns: 14 in.

Armour Secondary Guns: 5.5 in. Armour Conning Tower: 13.75 in. Catapult: 1

Aircraft: 3 - 4

Beam: 98 ft. DC Partys: 6

Pumps: 6

Cruise Speed: 18 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 14
Large: 16
Medium: 8
Small: 0

Aircraft

Hanger Cap: 3 - 4 Launch Cap: 1 Landing Cap: 3 - 4 Complement: 1669 - 1840

no historical reference available

BB PCLASS

Displacement:30,500 tonsBeam:98 ft.Length:841 ft.DC Partys:6Max Speed:33 kts.Pumps:6

Range: 14,000n/19 kts.Cruise Speed: 19 kts.Main Armament: 6 - 15 in./47 [3x2]Cargo Capacity: 0Secondary Armament:Anti-Aircraft Guns

 Secondary Armament:
 Anti-Aircraft Guns

 6 - 5.9 in./48 [3x2]
 Very Large: 8

 Torpedoes: none
 Large: 8

 Armour Belt: 7 in.
 Medium: 20

 Armour Deck: 3 in.
 Small: 0

 Aircraft
 Aircraft

Armour Main Guns: 8.5 in.

Armour Secondary Guns: 5.5 in.

Armour Conning Tower: 7.75 in.

Catapult: 1

Hanger Cap: 4

Launch Cap: 1

Landing Cap: 4

Complement: 1965

Aircraft: 4

no historical reference available

BB HCLASS

Aircraft

Displacement: 55,453 tons Beam: 122 ft. Length: 911 ft. DC Partys: 6 Max Speed: 30 kts. Pumps: 6 Range: 9,000nm/18 kts. Cruise Speed: 18 kts. Main Armament: 8 - 16 in./47 [4x2] Cargo Capacity: 0 Secondary Armament: Anti-Aircraft Guns 12 - 5.9 in./55 [6x2] Very Large: 16 Large: 16 Torpedoes: none Medium: 24 Armour Belt: 11.75 in. Small: 0

Armour Main Guns: 15.25 in.

Armour Secondary Guns: 4 in.

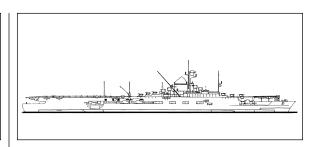
Armour Conning Tower: 15.25 in.

Catapult: 1

Complement: 2600

Aircraft: 4

Armour Deck: 4.75 in.



CV GRAF ZEPPELIN

 Displacement: 26,931 tons
 Beam: 103 ft.

 Length: 820 ft.
 DC Partys: 6

 Max Speed: 35 kts.
 Pumps: 6

 Range: 10,000nm/18 kts.
 Cruise Speed: 18 kts.

Main Armament: 16 - 5.9 in./55 [8x2]

Secondary Armament: none

Torpedoes: none

Armour Belt: 3.5 in.

Armour Deck: 1.5 in.

Armour Main Guns: 1.25 in.

Aircraft

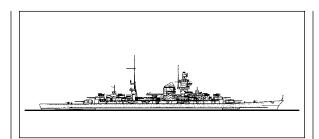
Aircraft

Aircraft

Aircraft

Aircraft

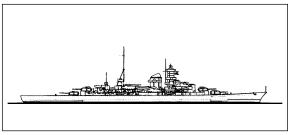
Armour Secondary Guns: noneHanger Cap: 42Armour Conning Tower: noneLaunch Cap: 21Catapult: noneLanding Cap: 42Aircraft: 42Complement: 1760



CA LUTZOW*

Displacement: 11,700 tons Beam: 71 ft. Length: 610 ft. DC Partys: 5 Max Speed: 28 kts. Pumps: 5 Range: 10,000nm/18kts Cruise Speed: 18 kts. Main Armament: 6 - 11 in./55 [2x3] Cargo Capacity: 0 Anti-Aircraft Guns Secondary Armament: 8 - 5.9 in./55 [8x1] Very Large: 6 Large: 8 **Torpedoes:** 8 - 21 in. [2x4] Medium: 6 Armour Belt: 3 in. Small: 0 Armour Deck: 1.5 in. Aircraft Armour Main Guns: 5.5 in. Hanger Cap: 2 Armour Secondary Guns: none Launch Cap: 1 Landing Cap: 2 Armour Conning Tower: 6 in. **Complement:** 619 - 1150 Catapult: 1

*The ships in this class were referred to as "pocket battleships" but probably fit better into the heavy cruiser category

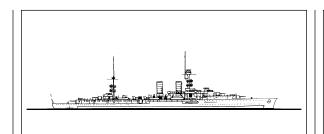


CA HIPPER

Displacement: 16,974 tons Beam: 70 ft. Length: 679 DC Partys: 5 Max Speed: 33kts Pumps: 5 Range: 6,800nm/18 kts. Cruise Speed: 18 kts. (5,500nm/18 kts. Prinz Eugen) Cargo Capacity: 0 Main Armament: 8 - 8 in./60 [4x2] Anti-Aircraft Guns Secondary Armament: none Very Large: 12 Large: 12 **Torpedoes:** 12 - 21 in. [4x3] Medium: 8 Armour Belt: 3.25 in. Small: 0 Armour Deck: 3.25 in. Aircraft Armour Main Guns: 6.25 in. Hanger Cap: 3 Armour Secondary Guns: none Launch Cap: 1 Landing Cap: 3 Armour Conning Tower: 6 in. Complement: 1600 Catapult: 1

Aircraft: 3

Aircraft: 2



CA EMDEN

Displacement: 5,600 tons Length: 509 ft. Max Speed: 30 kts. Range: 5,300nm/18 kts. Main Armament: 8 - 5.9 in./55 [8x1] Secondary Armament: none

Main Armament: 8 - 5.9 in./55 [8x1 Secondary Armament: none Torpedoes: 4 - 21 in. [2x2] Armour Belt: 1.5 in. Armour Deck: 1 in. Armour Main Guns: 2 in.

Armour Secondary Guns: none
Armour Conning Tower: 4 in.

Catapult: none Aircraft:none Beam: 47 DC Partys: 5

Pumps: 5

Cruise Speed: 18 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 3
Large: 0
Medium: 4
Small: 0
Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 650

CA KCLASS

Displacement: 6,650 tons

Length: 571 ft.

Max Speed: 32 kts.

Range: 5,200nm/18 kts. **Main Armament:** 9 - 5.9 in./60 [3x3]

Secondary Armament: none

Torpedoes: 12 - 20 in. [4x3]
Armour Belt: 2.75 in.

Armour Deck: 1.5 in.

Armour Main Guns: 1.25 in.
Armour Secondary Guns: none

Armour Conning Tower: 4 in.

Catapult: 1
Aircraft: 2

Beam: 50 DC Partys: 5

Pumps: 5

Cruise Speed: 18 kts.

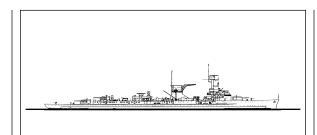
Cargo Capacity: 0 Anti-Aircraft Guns

Very Large: 2 Large: 8

Medium: 8 Small: 0

Aircraft

Hanger Cap: 2 Launch Cap: 1 Landing Cap: 2



CA LEIPZIG

Displacement: 6,515 tons Beam: 53 ft. Length: 581 ft. DC Partys: 5 Max Speed: 32 kts. Pumps: 5 Range: 5,700nm/18 kts. Main Armament: 9 - 5.9 in./60 [3x3] Secondary Armament: none **Torpedoes:** 12 - 21 in. [4x3] Large: 8 Armour Belt: 2 in. Armour Deck: 1 in.

Armour Secondary Guns: none Armour Conning Tower: 4 in.

Armour Main Guns: 1.25 in.

Catapult: 1 Aircraft: 2

Cruise Speed: 18 kts. Cargo Capacity: 0 Anti-Aircraft Guns Very Large: 2 Medium: 0 Small: 0 Aircraft

Hanger Cap: 2 Launch Cap: 1 Landing Cap: 2 Complement: 850

CA NURNBERG

Displacement: 6,520 tons Beam: 54 ft. Length: 595 ft. DC Partys: 5 Max Speed: 32 kts. Pumps: 5

Range: 5,700nm/18 kts. Cruise Speed: 18 kts. Main Armament: 9 - 5.9 in./60 [3x3] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 8 **Torpedoes:** 12 - 21 in. [4x3] Large: 8 Armour Belt: 6 in. Medium: 8 Armour Deck: 1 in. Small: 0 Armour Main Guns: 3.25 in. Aircraft Armour Secondary Guns: none

Catapult: 1

Aircraft: 2

Hanger Cap: 2 Armour Conning Tower: 4 in. Launch Cap: 1 Landing Cap: 2 Complement: 896

no historical reference available

CA M CLASS

Displacement: 7,800 tons Beam: 56 ft. DC Partys: 5 Length: 600 ft. Max Speed: 36 kts. Pumps: 5 Cruise Speed: 18 kts. Range: 5,200nm/18 kts. Main Armament: 8 - 5.9 in./55 [4x2] Cargo Capacity: 0

Secondary Armament: none Anti-Aircraft Guns Very Large: 4 **Torpedoes:** 8 - 21 in. [2x4] Large: 8 Armour Belt: 2 in. Medium: 8 Armour Deck: 1.25 in. Small: 0 Armour Main Guns: 3.25 in. Aircraft

Armour Secondary Guns: none Hanger Cap: 2 Armour Conning Tower: 4 in. Launch Cap: 1 Landing Cap: 2 Catapult: 1 Complement: 920

Z CLASS DD

Displacement: 1625 tons Beam: 37 - 39 ft. Length: 391-404 ft. DC Partys: 4 Max Speed: 38 kts. Pumps: 4

Main Armament: 5 - 5 in./45 [5x1] Secondary Armament: none

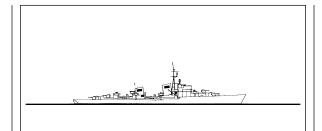
Torpedoes: Armour Belt: 1 in. Armour Deck: 1 in. Armour Main Guns: none Armour Secondary Guns: none Armour Conning Tower: none

Catapult: none Aircraft: none

Cruise Speed: 18 kts. Cargo Capacity: 0 Anti-Aircraft Guns Very Large: 0 Large: 4 Medium: 4 Small: 0 Aircraft Hanger Cap: none Launch Cap: none Landing Cap: none

Complement: 315

Aircraft: 2



IMPROVED Z CLASS DD

Displacement: 2603 - 3605 tons Beam: 39 ft. Length: 417 ft. DC Partys: 4

Max Speed: 39 kts. Pumps: 4

Main Armament: 5 - 5.9 in./45 [5x1] Cruise Speed: 18 kts. Secondary Armament: none Cargo Capacity: 0

Torpedoes: Anti-Aircraft Guns Very Large: 0 Large: Varies Armour Belt: 1 in. Armour Deck: 1 in. Medium: Varies

Armour Main Guns: none Small: 0 Armour Secondary Guns: none

Armour Conning Tower: none

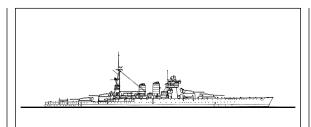
Catapult: none

Aircraft: none

Hanger Cap: none Launch Cap: none Landing Cap: none

Aircraft

Complement: 313 - 321



BB CAVOUR

Displacement: 22,992 tons **Length:** 557 ft.

Max Speed: 28 kts.

Range: 4,800nm/10 kts.

Main Armament:

10 - 12 in./44 [2x3, 2x2] Secondary Armament:

12 - 4.7 in./50 [12x1]

Torpedoes: none

Armour Belt: 10 in.

Armour Deck: 4.5 in.

Armour Main Guns: 10 in.
Armour Secondary Guns: 5 in.
Armour Conning Tower: 11 in.

Catapult: none
Aircraft: none

Beam: 92 ft. DC Partys: 4

Pumps: 4

Cruise Speed: 10 kts.
Cargo Capacity: 0

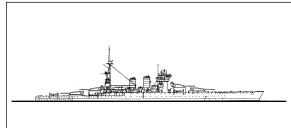
Anti-Aircraft Guns Very Large: 8 Large: 12

Medium: 0 Small: 12

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none

Complement: 1200



BB DORIA

Displacement: 22,956 tons

Length: 554 ft.

Max Speed: 26 kts.

Range: 4,800nm/10 kts.

Main Armament:

10 - 12 in./44 [2x3,2x2]

Secondary Armament: 12 - 5.3 in./45 [12x1]

Torpedoes: none
Armour Belt: 10 in.

Armour Deck: 4 in.

Armour Main Guns: 11 in.
Armour Secondary Guns: none

Armour Conning Tower: 11 in.

Catapult: none
Aircraft: none

Beam: 92

DC Partys: 4 Pumps: 4

Cruise Speed: 10 kts.

Cargo Capacity: 0

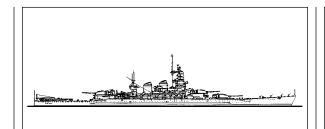
Anti-Aircraft Guns Very Large: 10

Large: 15 Medium: 20 Small: 0

Aircraft

Hanger Cap: none Launch Cap: none

Landing Cap: none



no historical reference available

CVAQUILA

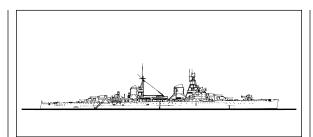
BB LITTORIO

Displacement: 40,724 tons Beam: 107 ft. Length: 780 ft. DC Partys: 5 Max Speed: 30 kts. Pumps: 5 Range: 4,700nm/14 kts. Cruise Speed: 14 kts. Main Armament: 9 - 15 in./50 [3x3] Cargo Capacity: 0 Secondary Armament: Anti-Aircraft Guns 12 - 6 in./55 [4x3] Very Large: 16 Large: 20 Torpedoes: none Medium: 16 Armour Belt: 11 in. Small: 0 Armour Deck: 6.5 in. Aircraft Armour Main Guns: 14 in. Hanger Cap: none Armour Secondary Guns: 11 in. Launch Cap: none Landing Cap: none Armour Conning Tower: 11 in. **Complement:** 1830 - 1950 Catapult: none

Displacement: 23,130 tons Beam: 97 ft. Length: 6759 ft. DC Partys: 5 Max Speed: 30 kts. Pumps: 5 Range: 8,500nm/18 kts. Cruise Speed: 18 kts. Main Armament: none Cargo Capacity: 0 Secondary Armament: AA only Anti-Aircraft Guns Very Large: 0 Torpedoes: none Large: 12 Armour Belt: 6 in. Medium: 132 Armour Deck: 3 in. Small: 0 Armour Main Guns: none Aircraft Armour Secondary Guns: none Hanger Cap: 51 Armour Conning Tower: none Launch Cap: 25 Landing Cap: 51 Catapult: none Complement: 1400

Aircraft: 51

Aircraft: none



CA TRENTO

Displacement: 10,344 tons

Length: 646 ft.

Max Speed: 36 kts.

Range: 9,000nm/18 kts.

Main Armament: 8 - 8 in./50 [4x2]

Secondary Armament: none

Beam: 68 ft.

DC Partys: 4

Pumps: 4

Cruise Speed: 18 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

 Torpedoes: 8 - 21 in. [4x2]
 Very Large: 16

 Armour Belt: 3 in.
 Large: 4

 Armour Deck: 2 in.
 Medium: 0

 Armour Main Guns: 2 in.
 Small: 0

Armour Secondary Guns: none Hanger Cap: 3
Armour Conning Tower: 4 in. Launch Cap: 1
Catapult: 1 Landing Cap: 3
Aircraft: 3 Complement: 781

CA ZARA

Displacement: 11,680 tonsBeam: 63 ft.Length: 557 ft.DC Partys: 4

Max Speed: 32 kts. Pumps: 4

Range: 9,000nm/18 kts. Cruise Speed: 18 kts.

Main Armament: 8 - 8 in./53 [4x2] Cargo Capacity: 0

Main Armament: 8 - 8 in./53 [4x2]Cargo Capacity: 0Secondary Armament: noneAnti-Aircraft Guns

Armour Main Guns: 3.5 in.

Aircraft

Aircraft

Armour Secondary Guns: none Hanger Cap: 2
Armour Conning Tower: 6 in. Launch Cap: 1

Catapult: 1

Aircraft: 2

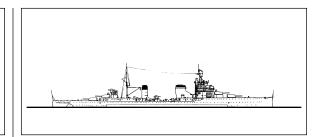
Launcin cap: 1

Launcin cap: 2

Launcin cap: 2

Complement: 841

no historical reference available



CA BOLZANO

Displacement: 10,890 tons Beam: 68 ft. Length: 646 ft. DC Partys: 4 Max Speed: 36 kts. Pumps: 4 Range: 9,000n/18 kts. Cruise Speed: 18 kts. Main Armament: 8 - 8 in./53 [4x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 16 **Torpedoes:** 8 - 21 in. [4x2] Large: 4 Armour Belt: 3 in. Medium: 0 Armour Deck: 2 in. Small: 8 Armour Main Guns: 4 in. Aircraft

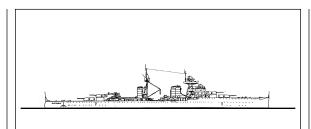
Armour Secondary Guns: none Hanger Cap: 3 Armour Conning Tower: 4 in. Launch Cap: 1 Landing Cap: 3 Complement: 725

CA GUISSANO

Displacement: 5,110 tons Beam: 51 ft. Length: 555 ft. DC Partys: 4 Max Speed: 37 kts. Pumps: 4 Range: 3,600nm/18 kts. Cruise Speed: 18 kts. Main Armament: 8 - 6 in./25 [4x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 6 **Torpedoes:** 4 - 21 in. [2x2] Large: 8 Armour Belt: 1 in. Medium: 0 Armour Deck: 1 in. Small: 8 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: 2 Armour Conning Tower: 1.5 in. Launch Cap: 1 Landing Cap: 2 Catapult: 1 Complement: 520 Aircraft: 2

Catapult: 1

Aircraft: 3



CA CADORNA

Displacement: 5,232 tons Length: 555 ft. DC Partys: 4 Max Speed: 37 kts. Pumps: 4 Range: 3,600nm/18kts Main Armament: 8 - 6 in./53 [4x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns **Torpedoes:** 4 - 21 in. [2x2] Large: 2 Armour Belt: 1 in. Medium: 0 Armour Deck: 1 in. Small: 8 Armour Main Guns: 1 in. Aircraft Armour Secondary Guns: none Hanger Cap: 2

Armour Conning Tower: 1.5 in. Launch Cap: 1 Landing Cap: 2 Catapult: 1 Complement: 544 Aircraft: 2

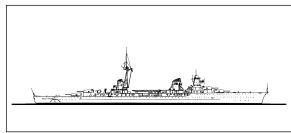
Beam: 51 ft. Cruise Speed: 18 kts. Very Large: 6

Catapult: 1

Displacement: 7,405 tons

Length: 598 ft.

Aircraft Armour Conning Tower: 4 in. Landing Cap: 2 Complement: 650 Aircraft: 2

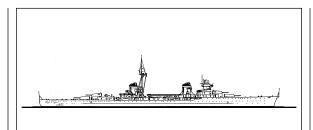


CA MONTECUCCOLI

Beam: 55 ft.

DC Partys: 4

Max Speed: 37 kts. Pumps: 4 Range: 5,600nm/18 kts. Cruise Speed: 18 kts. Main Armament: 8 - 6 in./53 [4x2] Cargo Capacity: 0 Secondary Armament: none Anti-Aircraft Guns Very Large: 6 **Torpedoes:** 4 - 21 in. [2x2] Large: 8 Armour Belt: 3.5 in. Medium: 0 Armour Deck: 1 in. Small: 8 Armour Main Guns: 3 in. Armour Secondary Guns: none Hanger Cap: 2 Launch Cap: 1



CA DAOSTA

Displacement: 8,317 tons Length: 613 ft. Max Speed: 37 kts. Range: 5,600nm/18 kts.

Main Armament: 8 - 6 in./53 [4x2] Secondary Armament: none Torpedoes: 6 - 21 in. [2x3] Armour Belt: 4 in. Armour Deck: 1.5 in.

Armour Secondary Guns: none Armour Conning Tower: 4 in.

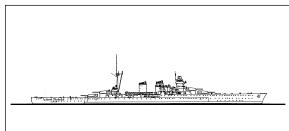
Armour Main Guns: 3.5 in.

Catapult: 1
Aircraft: 2

Beam: 57 ft.
DC Partys: 4
Pumps: 4

Cruise Speed: 18 kts.
Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 6
Large: 8
Medium: 0
Small: 12

Aircraft
Hanger Cap: 2
Launch Cap: 1
Landing Cap: 2
Complement: 694



CA ABRUZZI

Displacement: 9.940 tons

Length: 614ft.

Max Speed: 34 kts.

Range: 5,600nm/18 kts. **Main Armament:** 10 - 6 in./53 [2x3, 2x2]

Secondary Armament: none Torpedoes: 6 - 21 in. [2x3]

Armour Belt: 5in

Armour Deck: 1.5 in.
Armour Main Guns: 3 in.

Armour Secondary Guns: none Armour Conning Tower: 4 in.

Catapult: 2 Aircraft: 2 Beam: 62 ft.
DC Partys: 4
Pumps: 4

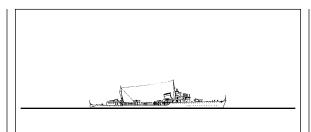
Cruise Speed: 16 kts.

Cargo Capacity: 0
Anti-Aircraft Guns
Very Large: 8

Large: 8
Medium: 0
Small: 8

Aircraft

Hanger Cap: 2 Launch Cap: 2 Landing Cap: 2 Complement: 692



DD FLEET

Displacement: 1615 - 1900 tons

Length: 333 - 346 ft. **Max Speed:** 38 kts.

Range: 4,600nm/12 kts.

Range. 4,000mm/12 kts.

Main Armament: 4 - 4.7 in./50 [2x2] (6 - 4.7 in./50 [3x2] NAVIGATORI CLASS)

Secondary Armament: none

Torpedoes: 6 - 21 in. [2x3]

Armour Belt: none
Armour Deck: none

Armour Main Guns: none

Armour Secondary Guns: none

Armour Conning Tower: none Catapult: none

Aircraft: none

Beam: 33 - 34 ft. **DC Partys:** 3

Pumps: 3

Cruise Speed: 12 kts.

Cargo Capacity: 9
Anti-Aircraft Guns

Very Large: 0

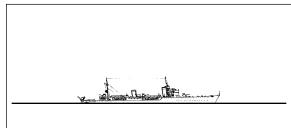
Large: 0 (2 NAVIGATORI Class)

Medium: 0 Small: 4 - 12

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none

Complement: 150 - 225



DD STANDARD

Displacement: 955 - 1220 tons

Length: 270 - 309 ft.

Max Speed: 35 kts.

Range: 3600nm/12 kts.

Main Armament: 4 - 4.7 in./50 [2x2]

Secondary Armament: none

Torpedoes: 6 - 21 in. [2x3]

Armour Belt: none

. . .

Armour Deck: none

Armour Main Guns: none

Armour Secondary Guns: none

Armour Conning Tower: none

Catapult: none

Aircraft: none

Beam: 28 - 30 ft.

DC Partys: 3

Pumps: 3

Cruise Speed: 12 kts.

Cargo Capacity: 0

Anti-Aircraft Guns

Very Large: 0

Large: 2

Medium: 0

Small: 2

0....

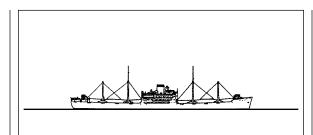
Aircraft

Hanger Cap: none Launch Cap: none

Landing Cap: none

Complement: 150 - 180

TRANSPORTS



TRANSPORT 1

Displacement: 13,095 tons **Length:** 435 ft. **Max Speed:** 14 kts.

Main Armament: none
Secondary Armament: none

Torpedoes: none
Armour Belt: 1 in.
Armour Deck: 1 in.
Armour Main Guns: none

Armour Secondary Guns: none **Armour Conning Tower:** none

Catapult: none
Aircraft: none

Beam: 63 ft. DC Partys: 1

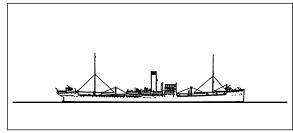
Pumps: 1

Cruise Speed: 10 kts.
Cargo Capacity: 30,000

Anti-Aircraft Guns Very Large: 0 Large: 4 Medium: 4 Small: 4

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 404



TRANSPORT 2

Displacement: 13,095 tons

Length: 435 ft.

Max Speed: 14 kts.

Main Armament: none
Secondary Armament: none

Torpedoes: none
Armour Belt: 1 in.

Armour Deck: 1 in.

Armour Main Guns: none
Armour Secondary Guns: none

Armour Conning Tower: none

Catapult: none

Aircraft: none

Beam: 63 ft.

DC Partys: 1 Pumps: 1

Cruise Speed: 10 kts.
Cargo Capacity: 30,000

Anti-Aircraft Guns

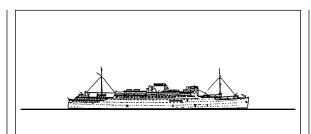
Very Large: 0 Large: 4

Medium: 4 Small: 4

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none

TROOP & TANKER



TROOP

Displacement: 13,095 tons **Length:** 435 ft.

Max Speed: 14 kts.

Main Armament: none

Secondary Armament: none

Torpedoes: none]
Armour Belt: 1 in.
Armour Deck: 1 in.
Armour Main Guns: none

Armour Secondary Guns: none **Armour Conning Tower:** none

Catapult: none
Aircraft: none

Beam: 63 ft. DC Partys: 1

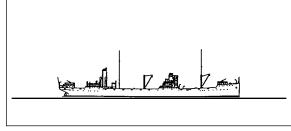
Pumps: 1

Cruise Speed: 10 kts.
Cargo Capacity: 30,000

Anti-Aircraft Guns Very Large: 0 Large: 4 Medium: 4 Small: 4

Aircraft

Hanger Cap: none Launch Cap: none Landing Cap: none Complement: 404



TANKER

Displacement: 13,095 tons

Length: 435 ft.

Max Speed: 14 kts.

Main Armament: none
Secondary Armament: none

Torpedoes: none **Armour Belt:** 1 in.

Armour Deck: 1 in.

Armour Main Guns: none

Armour Secondary Guns: none

Armour Conning Tower: none

Catapult: none Aircraft: none Beam: 63 ft. DC Partys: 1

Pumps: 1

Cruise Speed: 10 kts.

Cargo Capacity: 30,000

Anti-Aircraft Guns Very Large: 0

Large: 4

Medium: 4 Small: 4

Aircraft

Hanger Cap: none Launch Cap: none

Landing Cap: none

ADDITIONAL GAME CREDITS

Program Installation: Ben Cooley

SSI Internal Testers: Forrest Elam, Mike Higgins, Lance Page

External Testing Group: John Beck, John Bendel, Lee Jordan, Bill Lott, Roy Stubbs, John Taylor, Judy Weller