

Ship Class	Common WWII Ship Data																		
	Main	ROF	High AA	ROF	Low AA	Torpedoes	Armor			Protection			Fire Cntrl	Cargo	Aircraft	Hulls	Engines	Speed	Size
							Belt	Deck Hold	Deck Engine	Flash	UW	DC							
Merchant Cruiser	6"/50 (6 to 8)	1.75	3"/45(2):3	2.5	2:4 or 4:2		¼	1/8	1/8^¼		2	2	D	M	1 or	2	1	12	2
Merchant (armed)	6"/50 (2)	1.75	3"/45(1):3	2.5	2:4 or 4:2		¼	1/8	1/8^¼	-1		2	no	M	1	2	1	10	3
Merchant (large)	4"/45(1)	2.25					1/8	1/8	1/8			2	no	M		3	1	9	2
Merchant (medium)							1/8	1/8	1/8			2		M		2	1	8	2
Merchant (small)							1/8	1/8	1/8			1		M		2	1	8	1
Tanker							1/8	1/8	1/8			1		O		2	1	10	3
Liner (Slamat)							¼	1/8	1/8^¼			1		T		2	2	16	4
Attack Cargo AKA	5"/38(1):6	2.5			8:4,12:2		1/8	1/8	1/8	-1		1	no	M		3	1	12	3
Cargo AK	5"/38(1):6	2.5	3"/50 (1):3	2.5	8:2		1/8	1/8	1/8	-1		1	no	M		2	1	10	2
Attack Transport (large)	5"/38(1):6	2.5			12:4,10:2		1/8	1/8	1/8	-1		1	no	T		2	1	12	2
Attack Transport (small)	5"/38(1):6	2.5			12:4,10:2		1/8	1/8	1/8	-1		1	no	T		2	1	13	2
LST					7:4,12:2		1/8		1/8			1	no	L		1	1	10	1
Q-ship (large)	5.9"/45(6)	1.75	75mm/35(1):3	2.5	2:4,4:2	53cm(4)	¼	1/8	1/8^¼			2	D	Q*	2	3	1	12	3
Q-ship (small)	5.9"/45(6)	1.75			1:4,4:2	53cm(4)	¼	1/8	1/8^¼			2	D	Q*	1	2	1	13	2

Note speed is top speed used only for emergency. Normal long distance convoy speed would be 4 - 6 per turn.

Cargo:

T - Troops

L - Landing Equipment (Troops, tanks, ammunition and supplies)

O - Oil or fuel. Flashfire = -3.

M - Military supplies. When ammunition Flashfire = -3.

Q* - We deal in lead friend.

6" / 50		Shell	Damage	Disp	Range 100 x meters vs Penetration in Inches of Class 'A' (vertical/ horizontal) armor														
Max 13,000					6	5	4	3½	3	2½	2	1½							
Up to range	HE	7	N		14	25	37	46	55	75	95	130							
					1½												DAF	1	2
Over range					0												Over Range	65	85

5.9" / 45		Shell	Damage	Disp	Range 100x meters vs Penetration in Inches of Class 'A' (vertical/ horizontal) armor														
Max 16,800					3½	3	2½	2	1½	1									
Up to range	HE	7	N		9	25	40	56	79	168									
					1½	2											DAF	1	2
Range over					0	140											Range over	70	86

5" / 38		Shell	Damage	Disp	Range 100 x meters vs Penetration in Inches of Class 'A' (vertical/ horizontal) armor														
Max 14,500					4	3½	3	2½	2	1½	1								
Up to range	CM	8			17	27	38	51	68	105	145								
					-	½	1	1½									DAF	1	2
Range over					0	38	112	139									Range over	51	62

4" / 45		Shell	Damage	Disp	Range 100 x meters vs Penetration in Inches of Class 'A' (vertical/ horizontal) armor														
Max 12,600					3½	3	2½	2	1½	1									
Up to range	HE	9			7	15	30	50	70	126									
					1												DAF	1	2
Over range					0												Over Range	50	70

3" / 50		Shell	Damage	Disp	Range 100 x meters vs Penetration in Inches of Class 'A' (vertical/ horizontal) armor														
Max 13,300					2½	2	1½	1	½										
Up to range	HE	11			15	25	35	65	133										
					½	1	1½										DAF	1	2
Range over					0	114	132										Range over	42	52

