

## Wardroom Errata – August 2024

The Wardroom have made the following alterations to the official rules based on members feedback about gameplay, the historical loadouts and capabilities of the Ships, or to have consistency with other ships (where the guns and mounts or the location are the same for example) or to resolve issues with subsequent refits. I have put the explanations for the changes in green highlight.

Note some of these go against the Official Errata. Such as the Farragut Class Destroyer (USN) and the DP Trait addition. While I have written it as changes to the rulebook these are totally unofficial.

### Rule Book

**pg 47, Create Smoke! Order:** Add 'In a straight line from the bridge' after the second sentence. Add 'or the ships model from the bridge to the counters' in between the words 'Counters' and 'and'. *This is to stop creative arcs with the smoke or arguments about if the model blocks LoS with this order*

**pg 48, Armoured Deck Trait:** Add 'before checking for any criticals' at the end of the last sentence. *This is due to the wording difference between Armoured Deck and Torpedo belt, it also helps create game play difference between Dive Bombers & Torpedo Bombers*

**pg 49 DP Trait:** Add 'This attack may be used at the same time as a ships AA Batteries' after the last sentence. *This is because we have found that DP doesn't have the historical usage effect as they normally end up firing after the aircraft have attacked if the official FAQ is followed.*

**pg 41, Moving Ships:** replace the 3<sup>rd</sup> paragraph of the middle column 'If a ship would finish it movement on top of another ship, simply move the ship back along its path until it can be safely put down. If a ship has not been able to move for two turns due to another ship model blocking its movement add enough movement so that it can clear the blocking model. A ship that has been moved backwards in this manner still counts as having gone the initial distance for being a fast moving target'. *This is because the written rule could mean a ship is moved in any direction. And can be used to accelerate slower ships up the table – such as speed 4 Battleships moving 7 or 8" in a turn.*

### ROYAL NAVY

**Admiral Class Battleship:** HMS Hood Refit 1940: Remove the 12 x 5.5" light guns. Increase the 4" Light Guns to (14x4") AD7 *In 1940 the 5.5" guns were removed and 3 extra 4" emplacements added bring the Hood up to 14 4" guns installed.*

**Nelson Class Battleship:** All entries: Limit the Q turret to P&S arcs only *This brings it into line with all other Q turrets in the game.*

**Scott Class Destroyer:** All entries: From the Ship remove the **Aircraft X** trait. *This ship class didn't have observer Aircraft.*

**Scott Class Destroyer:** Malcolm Refit 1943: Add ship trait – **Hedgehogs**. *This ship was equipped with them during her refit. You can also see on pg 162 where something is missing from the refit as it goes “add for”*

## US NAVY

**Colorado Class Battleship:** Maryland Refit 1945: Change the refit to: Replace all Light Guns and AA Battery with the same as the West Virginia 1945 Refit (including the change of range band increments). *She didn't lose her light guns or gain a triple mount torpedo launcher on one side.*

**Colorado Class Battleship:** West Virginia Refit 1945: The max ranges are correct, change the other range bands round. *The book has the range bands on the wrong guns, that's all*

**South Dakota Class Battleship:** All entries: 5” Light Guns increase max range to 18”. *They had the same 5” guns on the same mounts as the Iowa class so now they get the same stats.*

**Tennessee Class Battleship:** Tennessee Refit 1943: From Light Guns remove **Fast Track** trait

**Northampton Class Cruiser:** Chester Refit 1944: AA battery increase max range to 5”. *No range is given but AD2, during her refits she was equipped with similar AA weaponry as the USS Louisville.*

**Benson Class Destroyer:** Add Mayo Refit 1941: Remove one set of torpedoes. *If you don't remove one set, so how can you return them in 1944?*

**Benson Class Destroyer:** All less Mayo Refit 1944: Light Guns AD decrease to 2. *You can see where the AD number is missing from the refit on pg 190.*

**Farragut Class Destroyer:** Base Entry: Light Guns Increase AD to 3 *The FAQ has given the c1943 number of guns. They were built with 5, but reduced to 4 when they increased the AA.*

**Farragut Class Destroyer:** All 1943 Refits: Add Change Light Guns to (4 x5”) and reduce AD to 2. *See above entry for explanation.*

**Sims Class Destroyer:** Core Entry: Light Guns increase AD to 3. *Again these ships were built with 5x 5” guns, these ships already have the refits with the removal in 1941.*

## MARINE NATIONALE (French)

**Dunkerque Class Battleship:** All entries: (4 x 5.1") Light Guns decrease AD to 2. *How 4 guns have 9AD I don't know!*

**Richelieu Class Battleship:** All entries: Q & R turrets add rear arc. *Due to location these arcs are more correct than those given.*

**Chacal Class Destroyer:** All entries: Remove trait **Depth Charges**. *The information below the entry on pg 208 state that they had no Anti-Submarine weaponry.*

**Dewoitine D.520 Fighter Flight:** Change Carrier to Yes. *While a carrier version was being worked on, it would not have been able to fly from the Bearn due to her speed not able to create the lift required for take-off. However, the reason for this change is to allow the French fleet to have a carrier-based fighter for game reasons.*

**Surcouf Class Cruiser Submarine:** Base entry: add to the damage rule – If submerged when it takes damage the Surcouf must surface in its next movement phase. *This more for gameplay clarity and not over penalise the Surcouf player.*

## KRIEGSMARINE (Germany)

**Type 1936a Class Destroyer:** Z23, Z24 & Z25 Refits 1942/1943: (3 x 5.9") Light Guns charge arcs to Port, Starboard and Aft. *The fore gun was removed and replaced by a turret not the rear.*

## IMPERIAL JAPANESE NAVY

**Kitakami Class Cruiser (2<sup>nd</sup> Kuma Class Cruiser entry):** Base Entry: Increase the number of Torpedo Systems to 5 Port and 5 Starboard. All stats for the torpedoes remain the same including AD for a total of 20 AD per side arc. *These ships had 5 sets of quad launchers per side. Also the Kitakamis 1942 refit wouldn't work if they only had 2 a side!*

**Kitakami Class Cruiser:** Kitakami Refit 1942: Change **Fan Salvo** to 3 dice. *If you are removing 40% of the Torpedoes you should have a reduction in the Fan Salvo!*

**Takao Class Cruiser:** Atago & Takao Refits 1942: (8 x 5") Light Guns increase max range to 16". *The same guns on the same mounts on other ships of the class have range 16".*

**Tone Class Cruiser:** All Entries: (8 x 5") Light Guns decrease AP to -2. *The same guns on all other Japanese ships have AP-2.*

## REGINA MARINA (ITALAIN)

**Etna Class Cruiser:** Base Entry: Change the commissioned date to 1943. *This is just to allow it to be taken in general pickup games which work best set at 1943 no other reason!*

**Zara Class Cruiser:** All Entries: Increase Armour to 4+, to Light Guns add the following traits – DP, Restricted, Weak. *About the armour – let's just say some people far more knowledgeable than me disagree with WL on this one so we've returned it to the beta value.... The Light Guns are being brought into line with all the rest of the ships that had the same guns and mounts.*

**Soldati Class Destroyer:** All entries: Increase torpedo weapon systems to 3 AD. *These ships had triple mount launchers not twin.*

**Breda Ba.201 Dive-Bomber Flight:** Add a commissioned date of 1943 and change Carrier to Yes. *It was being developed to be carrier capable, the commission date is to make it available for standard pickup games.*

## CIVILIAN SHIPS

**Armed Merchants:** German Raider Refit: To Torpedoes System add **One-Shot** Trait. *German practice at the time for surface ships was to keep the warhead separate from the body until loading, as such it's not something that could be done in battle.*

**Oil Tanker:** Cimarron Class Refits: Increase speed to 5". *The book says increase to 4" when already at 4"*

## WARDROOM SHIPS

These are historic ships that have been stated up at the request of members of the wardroom FB group or the VaS discord. These are entirely unofficial, however points for them can be found in the points charts.

### Royal Navy

**Battle Class Destroyer:** Originally commissioned in 1945, only one saw active service during WW2 in the pacific. we have given them a what-if date of 1944 as this is when the first ships of the class were launched.

Battle Class	Flank Speed	7"	Armour	1+	Hull	6/2	Traits	Depth Charges, Radar, Sub-Hunter		
	Commissioned	1944	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (4 x 4.5")	F/P/S	5"	10"	15"	21"	2	-2	1	Weak, DP
	AA Battery	360	1"	2"	3"	5"	1	-	-	Local 1
	Torpedo Type IX	P/S	3"	6"	9"	12"	5	-	3	Devastating, One-Shot
	Torpedo Type IX	P/S	3"	6"	9"	12"	5	-	3	Devastating, One-Shot

Refits:

**Either:** 1<sup>st</sup> 6 1942 'Early' Battle: Add (1 x 4") Light Gun, Arc 360, Range 4/8/12/17", AD1, AP -2, DD1, Traits Weak, DP, Slow Fire,

**OR** 1943 'Late' Battle: Change hull to 7/2; Increase the local Trait to Local 2; Change Lights guns to (5 x 4.5") Light Guns with AD 3, with arc 360; Add the following restriction: Light Guns (5x 4.5") Only 2Attack Dice may be fired in the Fore arc and 1 Attack die in the Aft arc.

**Black Swan Class Destroyer:** The Black Swan Sloop was a convoy defence ship, eventually replaced by the Hunt class Destroyer.

Black Swan	Flank Speed	4"	Armour	1+	Hull	3/1	Traits	Agile, Depth Charges, Radar, Sub-Hunter		
	Commissioned	1939	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (6 x 4")	F/P/S	4"	8"	12"	17"	3	-2	1	Weak, DP
	AA Battery							-	-	Local 1
Light Guns (6 x 4") Only 2Attack Dice may be fired in the Fore arc and 1 Attack die in the Aft arc										

Refit:

Modified Black Swan 1942: Increase Depth Charge to AD 2, Increase Local Trait Local 2.

## US NAVY

**Allen M Sumner Class Destroyer:** An improved fletcher design with twin ruder making them more agile for ASW work they had greater armament and slightly more AA than the late war refits of the fletchers in the same size hull. This profile can also be used for the **Gearing** class Destroyer which were the same design just wider for more fuel

Allen M Sumner	Flank Speed	7"	Armour	1+	Hull	7/2	Traits	Agile, Depth Charges, Advance Radar		
	Commissioned	1944	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (6 x 5")	360	4"	9"	13"	18"	3	-2	1	Weak, DP
	AA Battery	360	1"	2"	3"	5"	2	-	-	Local 1
	Mk15 Torpedoes	P/S	2"	5"	7"	10"	5		3	Devastating, one-Shot
Mk15 Torpedoes	P/S	2"	5"	7"	10"	5		3	Devastating, one-Shot	

Light Guns (6 x 5") Only 2 Attack Dice may be fired in the Fore arc and 1 Attack die in the Aft arc

Refit: 1945: Remove one set of torpedoes and increase Local to Local 2. *The rear torpedo launcher was removed and replaced with a 40mm AA plus other AA guns. This is not enough to change the AA AD stat, so it has been used to increase the Local stat.*

## KRIEGSMARINE

**XI Class Cruiser Submarine:** A what-if submarine designed along the lines of the Surcouf, a couple of hulls were built. There are also rumours of at least one being finished and manned by the SS and utilised in the last days of the war, possibly evacuating senior party members out of Germany.

XI Class Sub.	Flank Speed	3"/1"	Armour	2+	Hull	9/3	Traits	Agile, Aircraft 1, Radar,		
	Commissioned	1939	Type	Submarine			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (4 x 5")	360	4"	9"	13"	18"	2	-2	1	Weak,
	AA Battery	360						-	-	Local 1
	Fore Torpedo G7a/T-1	F	2"	5"	7"	10"	4	-	3	Devastating, slow load
Aft Torpedo G7a/T-1	A	2"	5"	7"	10"	2	-	3	Devastating, slow load	

Light Guns (4 x 5") Only 1 Attack Dice may be fired in the Fore and Aft arcs

The XI class cant submerge if it takes any damage. If submerged when it takes damage then must surface in its next movement phase.

*Some liberties have been taken as not a lot is known about the proposed specs of this submarine. The light guns are based on those taken of the Type 1936 Destroyer but with a slightly shorter Extreme Range due to being on a submarine as there is no data about the proposed twin turret mount. The speed is taken from other U-Boats designed at the same time as this would have been expected to keep with them.*

## REGIA MARINA

**Comandanti Medaglie d'Oro Class Destroyer:** A what-if class designed to replace the Soldati class, none of the 20 ships were finished before being cancelled or scrapped around the time of Italy's armistice.

D'Oro Class	Flank Speed	7"	Armour	1+	Hull	6/2	Traits	Agile, Depth Charges, Radar		
	Commissioned	1943	Type	Destroyer			WLPA		SHIPS	
	Weapon	Arc	PB	SR	LR	ER	AD	AP	DD	Traits
	Light guns (4 x 5.3")	360	5"	10"	15"	21"	2	-2	1	Weak
	AA Battery	360	1"	3"	4"	6"	1	-	-	
	Si 270 Torpedoes	P/S	2"	4"	6"	8"	3		2	Devastating, one-Shot
	Si 270 Torpedoes	P/S	2"	4"	6"	8"	3		2	Devastating, one-Shot
Light Guns (4 x 5.3") Only 1 Attack Dice may be fired in the Fore and Aft arcs										

Refit: Series 2 & 3 1944: Increase Light Guns to (5 x 5.3") with 3 AD. With a limit of 2 AD being fired in the Aft Arc. Add the Trait **Local 1** to the AA Battery.