



## SHIP COST WORKSHEET

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SHIP NAME			CLASS			
NATIONALITY			YEAR			
GUN CLASS		COST	SUBTOTAL	AA GUNS		SUBTOTAL
A (14"+)		60 PTS EA			X 2 =	
B (11"+)		45 PTS EA			X 2 =	
C (8"+)		30 PTS EA			X 2 =	
D (5.9"+)		20 PTS EA			X 3 =	
E (4.2"+)		15 PTS EA			X 4 =	
F (2.5"+)		10 PTS EA			X 5 =	
G1 (1.5"+)		6 PTS EA			X 2 =	
G2 (<1.5")		3 PTS EA			X 1 =	
TORPEDOES		CAL / 2		TOTAL AA STRENGTH		
RELOADS		8 PTS EA		LAUNCH DATE		
RELOAD GEAR		10 PER MT		REFIT DATE		
MINES		1 PT EA		CONVERSION DATE		
DEPTH CHARGES		2 PTS EA		CREW		
SPEED		SEE NOTES		CRUISE DISTANCE		
SPOTTER AIRCRAFT		5 PTS EA		CRUISE SPEED		
CATAPULTS				NM		
SURFACE RADAR		30 PTS EA		KTS		
AIR WARNING RADAR		20 PTS EA				
GUNNERY CTL RADAR		20% MAIN				
AA FIRE CTL RADAR		SEE NOTES				
AA DIRECTORS		SEE NOTES				
ARMOUR CLASS		SEE NOTES		RESISTANCE VALUE		
DISPLACEMENT		20PTS/1,000 TONS		AC		
TOTAL POINTS COST				x 50 PTS =		
				> > > > > > > > > >		
				SUBTOTAL		
				LESS MODIFIER %		
				RESISTANCE VALUE		

NOTES:

NOTES:

1. SPEED COST is 20 points per 5,000 tons or part thereof (use Standard Displacement) for each 5 knots in excess of 25 knots.
2. CATAPULTS are only *bought* for aircraft carriers, but the number aboard is required for the ship lists and damage purposes.
3. ANTI-AIRCRAFT FIRE CONTROL RADAR (AAFCR) COST is the AA Strength of the gun class controlled multiplied by 2, and may only be fitted to Class F guns or larger.
4. AA DIRECTORS COST is 10 points per full 10 points of AA Strength, with a minimum cost of 10 points per class of guns.
5. ARMOUR CLASS COST is 25 points per 10,000 tons or part thereof, for each Armour Class Factor.

## SHIP COST WORKSHEET (AIRCRAFT CARRIERS)

[illegible]

**Notes:** refer to Worksheet 1



## AIRCRAFT COST WORKSHEET

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<b>AIRCRAFT:</b> _____			<b>MODEL:</b> _____				
<b>AIRCRAFT TYPE:</b>	<b>COST</b>		<b>POINTS</b>	<b>AA STR</b>	<b>AA STR</b>	<b>RV</b>	<b>RV</b>
DIVE BOMBER	5			2		4	
FIGHTER-BOMBER	8			5		3	
FIGHTER	5			8		1	
FLOAT PLANE	10			2		10	
FLYING BOAT	20			4		20	
GROUND ATTACK	5			2		4	
LEVEL BOMBER	-			-		-	
TORPEDO BOMBER	-			-		-	
<b>EXTRA FOR:</b>	<b>COST</b>		<b>POINTS</b>			<b>RV</b>	<b>RV</b>
SHIP BASED	2					+14	
LAND BASED	5					+12	
<b>ENGINES:</b>	<b>COST</b>	<b>QTY</b>	<b>POINTS</b>	<b>AA STR</b>	<b>AA STR</b>	<b>RV</b>	<b>RV</b>
FOR SECOND ENGINE	3					+3	
EACH ENGINE AFTER THE SECOND	2			QTY X 1		QTY X 1	
EXTRA PER ROCKET ENGINE	5					+7	
EXTRA PER JET ENGINE	7					+9	
<b>ARMAMENT:</b>	<b>COST</b>	<b>QTY</b>	<b>POINTS</b>	<b>AA STR</b>	<b>AA STR</b>	<b>RV</b>	<b>RV</b>
AERIAL GUNS UNDER 10MM	1			QTY X 0.5			
AERIAL GUNS 10-19MM	2			QTY X 1.0			
AERIAL GUNS 20-36MM	4			QTY X 1.0			
AERIAL GUNS 37MM AND OVER	6			QTY X 0.5			
GUN TURRETS	2			QTY X 1.0		QTY X 1	
<b>ORDNANCE:</b>	<b>COST</b>	<b>QTY</b>	<b>POINTS</b>				
GP BOMBS UP TO 250 LBS	3						
GP BOMBS 251-600 LBS	5						
GP BOMBS 601-1,100 LBS	8						
GP BOMBS 1,101-12,000 LBS	10						
AP BOMBS UP TO 250 LBS	5						
AP BOMBS 251-600 LBS	8						
AP BOMBS 601-1,100 LBS	10						
AP BOMBS 1,101-22,000 LBS	15						
AERIAL TORPEDO	10						
DEPTH CHARGE	2						
AIR TO SURFACE ROCKET	1						
RADIO CONTROLLED GLIDE BOMB	50						
<b>SPECIAL:</b>	<b>COST</b>	<b>QTY</b>	<b>POINTS</b>				
KAMIKAZE OR SUICIDE PILOT/CREW	50						
LONG RANGE DROP TANKS	2						
AIRBORNE RADAR SUITE	50						
ATOMIC BOMB	5,000						
<b>TOTALS</b>			<b>POINTS</b>	<b>AA STR</b>		<b>RV</b>	
<b>NUMBER OF AIRCRAFT PER FLIGHT</b>			<b>X PTS =</b>	<b>X AA =</b>			

**RESISTANCE VALUE MODIFIERS**  
YEAR OF PROTOTYPE  
FIRST FLIGHT  
**RV SUBTOTAL**  
1910-1925 -25%  
1926-1936 -10%  
1937-1942 NONE  
1943-1950 +10%