

CL-1 SA South Africa

CL 2044

Prime Minister Class

South Africa

BASIC SHIP DATA				SENSORS											
Displacement:	4190 std	In Class:	3	RADARS			Range (nm)								
Damage Points:	126	In Service:	2023	Name	Function	Large	Med	Small	FC Mod						
Damage Modifier:	1.00	Max Speed:	29	<input type="checkbox"/> HARCO AS-39d	AS	100	50	25							
Propulsion:	Oil Turbine	Crew:	460 men	<input type="checkbox"/> HARCO GF-6c	FC-S	15	7.5	3.75	+1						
Armor:	5/2	Class Size:	B	<input type="checkbox"/> HARCO N-13k	SS	22	11	5.5							
Advance per 45 degree turn		(Speed Loss)		SONARS			Active	Active							
Standard Rudder:	300 yds	3kts		Name	Type	Rng (Kyds)	Surf	Sub	Torp						
Hard Rudder:	200 yds	4kts		HARCO PS-5j	Flank	1	3.0	1.0	3.0						
Accel/Tac Turn from 0-50% Max Speed:		10kts		<input type="checkbox"/> Searchlight (Port)											
Accel/Tac Turn from 51-100% Max Speed:		5kts		<input type="checkbox"/> Searchlight (Stbd)											
Deceleration/Tac Turn from any speed:		12kts													
Weapons															
152mm/50 M2018															
<input type="checkbox"/> A F (1)1	152mm/50 M2018	<input type="checkbox"/> D A (1)1	152mm/50 M2018												
<input type="checkbox"/> B F (1)1	152mm/50 M2018	<input type="checkbox"/> E A (1)1	152mm/50 M2018												
<input type="checkbox"/> C P&S (1)1	152mm/50 M2018														
Shell	Hit = 70% Short Range			Hit = 50% Medium Range			Hit = 30% Long Range			Hit = 10% Extreme Range					
Type	kyds	Pen	Dam.	kyds	Pen	Dam.	kyds	Pen	Damage	kyds	Pen	Damage			
AP	0 - 4.4	30	14	4.5 - 13.1	23	8	13.2 - 21.8	5	3	21.9 - 29.0	8	2			
HE	0 - 4.4	4	25	4.5 - 13.1	3	19	13.2 - 21.8	1	8	21.9 - 29.0	1	8			
102mm/45 M2030															
<input type="checkbox"/> F P&S (1)1	102mm/45 M2030														
<input type="checkbox"/> G P&S (1)1	102mm/45 M2030														
Shell	Hit = 70% Short Range			Hit = 50% Medium Range			Hit = 30% Long Range			Hit = 10% Extreme Range					
Type	kyds	Pen	Dam.	kyds	Pen	Dam.	kyds	Pen	Damage	kyds	Pen	Damage			
HE	0 - 3.0	3	15	3.1 - 9.0	2	12	9.1 - 15.0	0	5	15.1 - 20.0	1	5			
SAP	0 - 3.0	11	10	3.1 - 9.0	8	7	9.1 - 15.0	2	3	15.1 - 20.0	3	2			
Torpedoes															
<input type="checkbox"/> H P (4)1	533mm TT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	Type	Speed(kts)	Range (kyds)	Speed(kts)	Range (kyds)	Speed(kts)	Range (kyds)	Damage	
<input type="checkbox"/> I P (4)1	533mm TT	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	SI 270/35	29	13,100	35	8,760	46	4,400	68	
Anti-aircraft Batteries															
Area AA:	(1)2 102mm/45 M2030	Range	5.0	Full Strength	0.42	<input type="checkbox"/>	3/4 Strength	0.32	<input type="checkbox"/>	1/2 Strength	0.21	<input type="checkbox"/>	1/4 Strength	0.11	<input type="checkbox"/>
Light AA:	(1)6 37mm/98 Crl-2,			2.38	<input type="checkbox"/>		1.79	<input type="checkbox"/>		1.19	<input type="checkbox"/>		0.60	<input type="checkbox"/>	
	(2)3 20mm/65 Breda														

Remarks:

Botha

DD Summer 2042

Botha Class

RSAN

Total Damage Points: 35

System Critical Hits

Ship #1 Speed DP Damage Taken 33 kts 0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 25 kts 9 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 16kts 18 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 8kts 26 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 0kts 32 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sinks				<input type="checkbox"/> Bridge <input type="checkbox"/> Rudder Engineering <input type="checkbox"/> 33 kts <input type="checkbox"/> 25 kts <input type="checkbox"/> 16kts <input type="checkbox"/> 8kts		Bridge Roll 1d10 (1-6) Same Orders (7-8) Circle Right (9-10) Circle Left No Speed Changes Minor Fire 4 Tactical Turns to correct Subsequent course and speed changes take 2 Tac Turns Rudder Max Speed: 12 Course changes after moving required advance is 15 vice 45 degrees.	
Ship #2 Speed DP Damage Taken 33 kts 0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 25 kts 9 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 16kts 18 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 8kts 26 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 0kts 32 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sinks				<input type="checkbox"/> Bridge <input type="checkbox"/> Rudder Engineering <input type="checkbox"/> 33 kts <input type="checkbox"/> 25 kts <input type="checkbox"/> 16kts <input type="checkbox"/> 8kts			
Ship #3 Speed DP Damage Taken 33 kts 0 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 25 kts 9 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 16kts 18 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 8kts 26 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> 0kts 32 <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> <input type="checkbox"/> Sinks				<input type="checkbox"/> Bridge <input type="checkbox"/> Rudder Engineering <input type="checkbox"/> 33 kts <input type="checkbox"/> 25 kts <input type="checkbox"/> 16kts <input type="checkbox"/> 8kts		Other Critical Hits and Notes	
Ship #4 Speed DP Damage Taken 6 kts 0 <input type="checkbox"/> 4 kts 1 <input type="checkbox"/> 3kts 2 <input type="checkbox"/> 2kts 3 <input type="checkbox"/> 0kts 4 <input type="checkbox"/> Sinks				<input type="checkbox"/> Bridge <input type="checkbox"/> Rudder Engineering <input type="checkbox"/> 6 kts <input type="checkbox"/> 4 kts <input type="checkbox"/> 3kts <input type="checkbox"/> 2kts			
Fires				Flooding			
Roll 1d10 for severity:		Roll1d10 for DC		Roll 1d10 for severity:		Roll1d10 for DC	
1-5 Minor Fire		1-4 Reduce One Level		1-5 Minor Flooding		1-4 Reduce One Level	
6-8 Major Fire		5-8 No Change		6-8 Major Flooding		5-8 No Change	
9-10 Severe Fire		9-10 Increase One Level		9-10 Severe Flooding		9-10 Increase One Level	
Minor Fires: 1 DP/30 minutes (each)				Minor Flooding: 1 DP/30 minutes (each)			
Major Fires: 1 DP/30 minutes (each)				Major Flooding: 1 DP/30 minutes (each)			
Severe Fires: 2 DP/30 minutes (each)				Severe Flooding: 2 DP/30 minutes (each)			

Conflagration if DP/30 minutes exceeds : (25% chance/30 min (cumulative) of magazine explosion

5 DP/30 min

Capsizing risk if DP/30 minutes exceeds: (25% chance/30 min (cumulative) of capsizing

5 DP/30 min