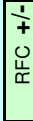


LEGEND

YUGOSLAVIA and ROMANIA

	Gun director		Quad main gun turret/mount		Funnels (may vary in size, shape and number)
	Bridge		Triple main gun turret/mount		
	Armored conning tower		Twin main gun turret/mount		
	Radar air/surface values		Single main gun turret/mount		
	Radar fire control main/secondary values		Two secondary or tertiary guns (DDs and smaller)		Number of crew
	Sonar value		Two secondary or tertiary guns (CLs and larger)		Aircraft catapult
	Radar detector mounted (KM)		Two secondary or tertiary guns in casemates		Crane
	No radar mounted		Deck mounted torpedo tubes (DDs and smaller)		One engine room
	No fire control radar mounted		Deck mounted torpedo tubes (CLs and larger)		Unit engineering
	Wireless/Radio		Below waterline hull mounted fixed torpedo tubes		Coal fired
	TBS Talk between ships radio telephone		Above waterline hull mounted fixed torpedo tubes		Diesel powered
	HF/DF mast mounted		Depth charge pattern		General cargo
	Searchlights		Hedgehog ASW mount (RN and USN)		Embarked troops/maines
	Ship's boats		Mines		

Notes:

Romania and Yugoslavia purchased many of their ships and weapons from abroad, resulting in equipment from different major nations being present in their inventory (undoubtedly causing no end of headaches for their logistics people).

Guns

To represent the variety of weapons, each gun caliber is followed by an abbreviation of the supplier nation. For example, the Yugoslav Dubrovnik's guns, "5.5" (Br) 3" (Br)" were supplied by Britain (Br) and would use the Royal Navy CRT for these guns while Zagreb's "4.7 (It)" came from Italy and would use the 4.7" column of the Italian CRT. The abbreviations used are: (Br) Britian, (It) Italian, (Ger) German, (Fr) French. For damage, it is recommended that the **WWII Gunfire Damage** table from the Italian CRT be used.

Torpedoes

Most of the torpedoes used by Romania and Yugoslavia were either Italian Whiteheads or copies of Whitehead designs. For both of these navys (and for ease of gaming), use the **Torpedo CRT** and **Mine & Torpedo Damage** tables from the Italian CRT.

Critical Hits / Damage Control

For critical hits and damage control, it is recommended that the **Critical Hit** and **Damage Control** tables from the Italian CRT be used.

Morale

Given the nature of these fleets, it is recommended that the Italian **Morale** table be used.