

Seas of Iron advanced rules has modified sets of values as described below and shown on the individual ship charts.

**Defensive Value (DV):** The ship now has an additional DV that is automatically applied to all deck sections of the ship. This value is based on a ships speed, maneuverability and size.

**Anti-Aircraft Guns (AA):** The ship has vastly superior and improved AA guns. Giving her a 4+ to shoot down enemy aircraft.

**Gun Turrets:** Each ship now has its specific firepower adjusted and will require you to provide a few additional dice, at least one d4, d8 and d10. Turrets are located on the Forecastle and Quarterdeck giving each ship differing strengths based on her turret placements.

**Hull Points:** Each ship now has adjusted hull points based on her defense and armor ratings.



**NEW JERSEY**

**14 HP**

**Forecastle: 1d8**

**Quarterdeck: 1d6**



**Bismarck**

**13 HP**

**Forecastle: 1d8**

**Quarterdeck: 1d8**



**King George V**

**12 HP**

**Forecastle: 1d8**

**Quarterdeck: 1d6**

**TEXAS**

**11 HP**

**+1 DV**

**Forecastle: 1d6**

**Quarterdeck: 1d6**

**Graf Spee**

**10HP**

**+1DV**

**Forecastle: 1d6**

**Quarterdeck: 1d6**

**Rodney**

**12 HP**

**Forecastle: 1d10**

**Quarterdeck: 1d4**



**Richelieu**

**12 HP**

**Forecastle: 1d10**

**Quarterdeck: 1d4**



**Yamato**

**15 HP**

**4+ AA**

**Forecastle: 1d10**

**Quarterdeck: 1d6**