

Hearts of Iron II - Doomsday

v 1.2

Sea Units

Battleship

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Great War	1936	1	1	14	0	12	6	0.32	90	1	2	1	7.0	730	1.0	15	0.7	1.0	2500
Early	1936	1	1	16	0	14	8	0.34	90	1	3	1	8.0	730	1.0	20	0.7	1.0	2800
Basic	1936	2	2	18	0	16	10	0.34	90	1	3	2	9.0	730	1.0	20	0.8	1.0	3000
Improved	1936	3	4	21	0	19	11	0.36	90	1	4	2	10.0	730	2.0	25	0.8	1.0	3500
Advanced	1941	4	6	24	0	22	12	0.38	90	1	4	3	12.0	730	2.0	27	0.9	1.0	4000
Semi-Modern	1945	5	8	26	1	24	14	0.38	90	1	5	3	14.0	740	2.0	28	1.0	1.0	4000
Super-Heavy	1938	3	5	28	0	27	14	0.38	95	1	4	2	16.0	760	2.0	24	1.0	1.5	3500
Nuclear	1945	6	9	28	1	26	14	0.38	90	1	6	4	16.0	790	2.0	30	2.5	0.0	8000
Adv. S-Heavy	1945	4	6	38	0	32	18	0.40	95	1	4	2	16.0	760	2.0	24	1.2	1.5	4500
Modern	1948	6	9	28	1	26	14	0.38	90	1	6	4	15.0	760	2.0	30	1.0	1.0	4500

Battlecruiser

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Great War	1936	1	1	12	0	8	5	0.30	80	1	4	1	6.0	615	1.0	18	0.4	0.8	2500
Early	1936	1	2	14	0	9	6	0.31	80	1	4	1	7.0	615	1.0	21	0.5	0.8	2700
Basic	1936	1	3	16	0	10	7	0.32	80	1	4	1	8.0	615	1.0	23	0.5	0.8	3000
Improved	1938	3	3	17	0	12	8	0.34	80	1	4	2	9.0	615	1.0	26	0.6	0.8	3500
Advanced	1941	4	4	18	0	14	9	0.36	80	1	5	2	10.0	630	2.0	28	0.7	0.8	4000
Semi-Modern	1945	5	5	20	1	16	10	0.36	80	1	5	3	12.0	630	2.0	30	0.8	0.8	4000
Nuclear	1945	6	6	22	1	18	10	0.36	80	1	6	3	14.0	640	2.0	30	2.0	0.0	8000
Modern	1948	6	6	22	1	18	10	0.36	80	1	6	3	14.0	640	2.0	30	0.8	0.8	4000

Heavy Cruiser

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Great War	1936	0	1	8	0	5	3	0.24	70	1	2	1	4.0	300	0.5	20	0.4	0.5	2500
Early	1936	1	1	9	0	5	4	0.26	70	1	4	2	5.0	310	1.0	23	0.5	0.5	2500
Basic	1936	1	3	10	0	6	4	0.28	70	1	5	3	6.0	310	1.0	25	0.5	0.5	3000
Improved	1938	2	3	11	0	7	5	0.29	70	1	5	3	7.0	310	1.0	28	0.6	0.6	3500
Advanced	1941	2	4	12	0	8	6	0.30	70	1	6	4	8.0	365	1.0	30	0.6	0.6	4000
Semi-Modern	1945	4	5	13	1	9	6	0.30	70	1	7	5	9.0	365	2.0	30	0.7	0.6	4000
Nuclear	1945	5	7	14	1	10	6	0.30	70	2	8	6	10.0	380	2.0	30	1.6	0.0	8000
Modern	1948	5	7	14	1	10	6	0.30	70	2	8	6	9.0	365	2.0	30	0.7	0.6	4000

Defaults ORG: 30 Morale 30

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Sea Units

Light Cruiser

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Great War	1936	1	2	4	1	3	1	0.18	60	2	4	2	3.0	200	0.5	22	0.4	0.4	1500
Early	1936	2	2	6	1	4	2	0.22	60	2	5	3	4.0	220	0.5	25	0.4	0.4	2000
Basic	1936	4	3	8	2	5	3	0.23	60	2	6	4	5.0	220	1.0	26	0.4	0.4	2500
Improved	1938	8	4	9	2	6	4	0.24	60	2	8	5	6.0	220	1.0	29	0.4	0.4	3000
Advanced	1941	10	4	10	3	7	4	0.25	60	2	10	7	7.0	230	1.0	30	0.4	0.4	3500
Semi-Modern	1945	12	5	11	4	8	4	0.26	60	3	12	9	8.0	230	1.0	30	0.4	0.4	4000
Modern	1948	15	7	12	5	9	4	0.26	60	4	13	11	8.0	230	1.0	30	0.4	0.4	4300

Destroyer

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Great War	1936	0	2	3	3	1	0	0.14	50	3	7	2	2.0	95	0.5	24	0.3	0.3	1500
Early	1936	1	3	4	5	2	0	0.16	50	3	8	3	2.0	120	0.5	28	0.3	0.3	2000
Basic	1936	2	3	5	7	3	1	0.17	50	3	10	4	2.0	140	0.5	28	0.3	0.3	2500
Improved	1938	3	4	6	9	4	1	0.18	50	3	12	5	3.0	140	0.5	30	0.3	0.3	3000
Advanced	1941	4	5	7	12	5	2	0.19	50	3	14	6	4.0	140	0.5	33	0.3	0.3	3500
Semi-Modern	1945	6	6	8	14	6	2	0.20	50	3	14	6	5.0	140	0.5	34	0.3	0.3	4000
Modern	1947	7	7	9	16	7	2	0.20	50	4	16	7	5.0	140	0.5	34	0.3	0.3	4300

Submarine

Submarines cannot Shore bombard, they have a Convoy Attack value (other ships use Sea Attack)

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Convoy Attack	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Dive Boat	1936	0	4	1	1	1	3	0.15	5	2	1	1	2.0	90	0.5	10	0.3	0.5	500
Short Range	1936	0	5	2	2	2	5	0.16	4	3	1	1	2.0	110	0.5	12	0.4	0.5	2500
Medium Rng	1936	1	6	3	3	3	6	0.17	3	4	1	1	2.0	160	0.5	16	0.5	0.7	3000
Long Range	1938	1	8	3	4	4	7	0.18	3	5	1	1	3.0	160	0.5	18	0.6	0.8	3500
Electro-Sub	1944	1	9	4	8	5	9	0.19	2	5	3	1	4.0	160	0.5	18	0.7	0.5	3500
Semi-Modern	1945	1	11	5	10	8	10	0.20	1	6	4	1	5.0	160	0.5	21	0.7	0.5	4000
Nuclear	1945	1	14	6	12	12	12	0.20	1	7	5	1	8.0	320	0.5	25	1.9	0.0	8000

Transport

Transport Capacity:

40

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Transport	1936	0	0	0	0	0	0	0.10	90	0	0	0	5.0	90	1.0	18	0.3	1.0	3000

Defaults ORG: 30 Morale 30

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Sea Units

Carrier

Note: Base Org for GW/Early CV = 20, Basic = 25, remaining are the default ORG=30

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Great War	1936	0	0	0	1	8	0	0.05	100	1	1	2	5.0	547	1.0	18	0.9	1.0	2000
Early	1936	1	0	0	1	9	0	0.05	100	1	1	2	5.0	650	1.0	18	1.1	1.0	2500
Basic	1936	1	2	1	1	10	0	0.05	100	1	1	2	6.0	730	2.0	22	1.3	1.0	3000
Improved	1938	3	3	2	2	12	0	0.05	100	1	1	2	7.0	730	2.0	28	1.5	1.0	3500
Advanced	1941	4	4	3	2	15	0	0.05	100	1	1	3	8.0	730	2.0	30	1.7	1.0	4000
Adv. Heavy	1943	5	5	4	2	18	0	0.05	100	1	1	4	10.0	810	3.0	30	2.0	1.5	4000
Adv S-Heavy	1944	5	7	5	2	22	1	0.05	100	1	1	4	11.0	920	3.0	30	2.3	2.0	4000
Semi-Modern	1945	6	7	5	3	24	2	0.05	100	1	1	5	12.0	920	3.0	30	2.5	2.0	4500
Nuclear	1945	6	9	6	3	26	2	0.05	100	1	1	5	14.0	950	3.0	32	3.5	0.0	8000
Modern	1948	6	9	6	3	26	2	0.05	100	1	1	5	13.0	930	3.0	32	2.5	2.0	4500

Carrier Air Group

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Upg Time
Great War	1936	3	3	2	0		5	1.00		10	2	3	2.0	190	0.2		0.4	1.0	0.5
Early	1936	6	5	4	0		7	1.20		11	3	4	2.5	190	0.2		0.4	1.0	0.5
Basic	1936	7	6	5	0		10	1.40		12	4	5	3.0	190	0.2		0.5	1.0	0.5
Improved	1938	7	6	6	0		11	1.60		13	6	6	3.5	190	0.2		0.5	1.0	0.5
Advanced	1941	8	8	8	1		13	1.80		14	7	7	4.0	190	0.2		0.6	1.0	0.5
Adv. Heavy	1943	11	11	10	3		15	2.00		15	7	7	4.5	190	0.2		0.6	1.0	0.5
Super-Heavy	1944	14	12	11	3		17	2.20		16	7	7	5.0	190	0.2		0.7	1.0	0.5
Semi-Modern	1945	15	14	12	5		17	2.40		17	8	8	5.5	190	0.2		0.7	1.0	0.5
Turbojet	1945	19	17	15	8		21	2.50		20	10	10	6.0	190	0.2		1.0	1.5	0.5

Light Carrier

Note: Base Org for Early CV = 20, Basic = 25, remaining are the default ORG=30

Model	Year	Air Attack	Air Def.	Sea Attack	Sub Attack	Sea Def	Shore Bomb.	Distance	Visi-bility	Surf. Detect	Sub Detect	Air Detect	Cost	Time	Man-power	Max Speed	Supply Cons.	Fuel Cons.	Range
Early	1936	6	2	0	6	6	0	0.36	80	8	5	5	3.0	350	1.0	18	1.1	1.0	2500
Basic	1939	7	5	1	8	7	0	0.38	80	10	6	6	3.5	400	2.0	22	1.3	1.0	3000
Improved	1941	9	7	2	10	9	1	0.40	80	10	7	6	4.0	420	2.0	28	1.5	1.0	3500
Advanced	1943	11	9	3	12	11	1	0.42	80	11	8	7	5.0	420	2.0	26	1.7	1.0	4000
Semi-Modern	1945	13	11	4	15	13	1	0.44	80	12	9	7	6.0	450	3.0	30	2.0	1.5	4000
Modern	1948	15	13	5	18	15	1	0.46	80	14	11	9	7.0	500	3.0	32	2.3	2.0	4000

Defaults

ORG: 30 Morale 30 Upgrade Cost 1 Time 0.5