STATIONS MANNED AND READY

SHIP DATA MANUAL
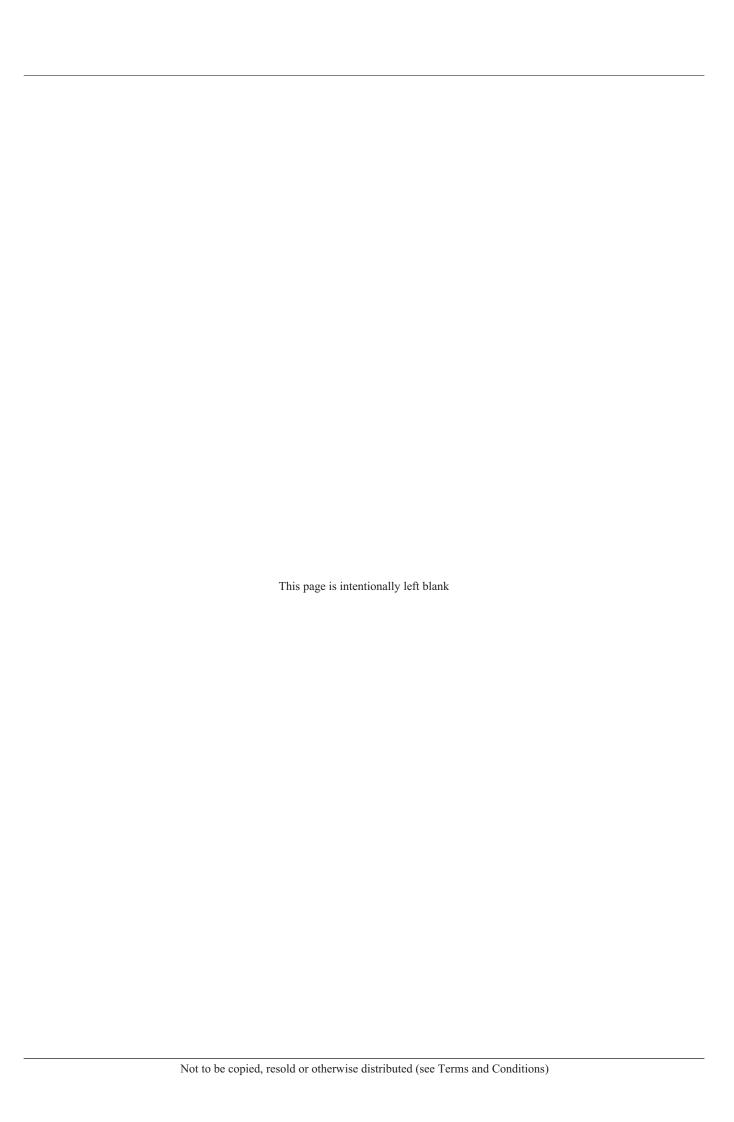## SHIP DATA SHEET DESCRIPTION

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EDITION 3.0

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INTRODUCTION

Data Sets

This manual is part of a series of collated data for use with Stations Manned and Ready, 2nd Edition. The series comprises seven sets of data for major nations, plus one set for the Other Nations. The major nations are:

- France (incl. Vichy and FNFL forces)
- Germany
- Great Britain
- Italy
- Japan
- Russia
- United States

The Other Nations are:

- Argentina
- Austria-Hungary
- Brazil
- Chile
- China
- Colombia
- Denmark
- Finland
- Greece
- Jugoslavia
- Netherlands
- Norway
- Peru
- Poland
- Portugal
- Romania
- Siam
- Spain (incl. Nationalist and Republican)
- Sweden
- Turkey

Each set is available in three parts covering the periods or eras:

- 1885 to 1905
- 1906 to 1925
- 1926 to 1945

The parts are available separately or bundled so you can obtain all the ships for a nation, albeit with some overlap between eras.

In addition there is a separate booklet that comes with the Rules Support Package containing data a sheets for a wide variety of Merchant Vessels.

A catalogue of all the available data sheets is available free of charge so you can decide which manuals you may need.

Ship Types

The ship types are ordered as follows (with the abbreviations used with the rules):

Ship Type	Abbreviation
Battleship	BB
Battle Cruiser	BC
Semi-Dreadnought	SD
"Pocket Battleship"	BBL
Pre Dreadnought	B
Coast Defence Battleship	BCD
Hybrid Battleship-Carrier	BBH
Aircraft Carrier	CV
Light Carrier	CVL
Light Carrier (M)	CVLM
Escort Carrier	CVE
Escort Carrier (M)	CVEM
Seaplane Carrier	CVS
Armoured Cruiser	AC
Heavy Cruiser	CA
Unprotected Cruiser	C
Light Cruiser	CL
Protected Cruiser	CP
Scout Cruiser	CS
Torpedo Cruiser	CT
Cruiser Minelayer	CM
Anti Aircraft Cruiser	CLAA
Destroyer	DD
Destroyer Escort	DDE
Torpedo Boat	TB
Destroyer Transport	DDT
Torpedo Boat Destroyer	TBD
Destroyer Minesweeper	DMS
Sloop	SL
Frigate	FRG
Corvette	COR
Minesweeper	MS
Minelayer	ML
Armed Merchant Cruiser	AMC
Merchant	MC
Aviso	MISC
Coast Defence Ironclad	CB
Monitor	MO
Gunboat	GB
Torpedo Boat Leader	TBL
1st class Torpedo Boat	TB1
2nd class Torpedo Boat	TB2
3rd class Torpedo Boat	TB3
MTB	MTB
MGB	MGB
Attack Transport	AT
Landing Ship	LS
Landing Craft	LC
Landing Craft – Support	LCS

The ships are grouped initially by type, then by Class name. These generally use the same class names as used in Conway's, so they might vary from other reference sources in some cases. For vessels larger than a destroyer, the individual ships in the class have separate data sheets. In the case of destroyers and smaller ships one sheet is provided for the class, and the names of ships which use the data are shown on the sheet. Multiple copies may have to be printed out in such cases. For very small ships which operate in groups, data sheets are provided which use a single sheet to represent more than one vessel. Such sheets are clearly marked.

How to use this manual

The intent in providing this manual is that you can print out the data sheet for the ship you want to use in your game. There is little or no manual intervention required on your part. You will have to enter the crew quality on all ships, generated at the start of the game. In the case of destroyers and smaller vessels you will usually have to print multiple copies of sheets and add the ship names.

Some ships have minor changes to their close range defence weapons, noted on the sheets, which you can apply if you wish to do so. Note that these changes also have an effect on the points value of the ship, and revised values are shown in each case..

Ship Data – Normal Ships

The ship data on the sheets follows a standard pattern, and is explained in more detail in the Ship Data Glossary, available free of charge. This takes each part of the data sheet and briefly explains its use in the game. The fields are laid out as follows, starting at the top of the sheet. Not all fields appear on all the sheets.

Basic Data

The top section, above the armour boxes, shows on the left the ship name and under this its class. The ship name may be blank in the case of destroyers and smaller ships. In such cases there is a usually list of ships for which the sheet is valid at the bottom of the page.

An abbreviated ship type, a date range for which the sheet is valid, the cost in points of a ship with the indicated crew code, the base cost of the ship is shown (in parenthesis), and then the dataset number for the current sheet. A remark may also appear drawing your attention to changes to the ship's light anti aircraft or smaller calibre guns during the validity of the sheet. These changes are shown towards the bottom right of the sheet along with the adjusted points values.

On the right hand side is shown the nationality and a box showing the reconnaissance values, which are used during game set up.

At the top of some sheets there may be an additional italicised remark in the centre which identifies a variant of a ship, or otherwise shows some identifying remark.

Armour

The next row starts with the Armour on the ship in six main areas. An Armour Class of 0 means that the ship has negligible armour and is treated as unarmoured. This is explained in the rules themselves. Turrets and Casemates may be armoured or may show an entry of "n/a" which means that this ship does not have any weapons in the location.

You will see that in the case of Turrets and Casemates the armour value is shown in various sorts of brackets: [ ], ( ) and { }. This is just intended as a handy reference to the weapons mounts shown lower down on the sheets.

To the right of the casemate entry there may be a special remark about armour on a specific part of the ship.

Target Size and Type

The last part, on the right, shows the ship's Size for when it is shot at, and the Target Type, which may restrict what can shoot at it.

Magazine Safety Factor

To the right of the Target Size is the Magazine Safety Factor (MSF), which has an effect if the ship suffers a main gun hit. Ships with no guns will not have an MSF.

Critical Hit Table and Types of Attack usable against this ship

In the next line there is an italicised section which tells you which Critical Hit table should be used, and which attack types can be used against the ship in question.

Saving Throw Modifier

On the right of this you will find reference to a Saving Throw Modifier. On larger ships this will show "n/a" to indicate that it does not apply. On many smaller and unarmoured vessels you will find a modifier, which is applied when testing the effectiveness of certain attacks on the ship in question.

Spotting Distance

Below the first black dividing line you will find the ship's Spotting Distance, which is how far the ship can see and engage a target. This may well be greater or less than the tactical visibility in your game.

Fire Control Value

Next is the Fire Control value, which is the resilience of the fire control systems on your ship. If reduced to zero, the ship must shoot using local control.

Gunnery Modifier

This is followed by the Gunnery Modifier, which reflects the level of technology for gunnery control when the ship was fitted out.

Crew Quality

Finally, in this row, is a space for you to enter the Crew Quality of your ship. You roll for this before the game.

Radar and Spotter Aircraft

Below this row, above the next dividing line, you may find information about Radar on the ship. From the left you may find radar for MAIN guns, radar for OTHER guns and radar for Dual Purpose AA guns. In the latter case they get a +1 to hit bonus. On the far right on all sheets is a field for any spotting aircraft the ship may carry. If there are no aircraft this field will be blank.

Weapons

The next section holds the weapons on a ship. This is divided into three groups: MAIN, OTHER and TORPEDOES. You will notice that above the data on the right is the to hit score at the 5 range bands for the weapons concerned. This may be helpful in play.

On the very left is the hit location number, which is used to determine where damage occurs when weapons are hit by Critical Damage Effects.

The number (of barrels/tubes) and calibre follow.

In some cases after the calibre there may be a special code showing AA and ASW weapons. Detailed explanations are given in the rules.

Under the section on arcs these are each defined with the letter code for the arc (which matches the graphic depiction shown at the bottom on the section, gun arcs to the left and torpedo arcs to the right). There is a letter and number code showing the mount type and number of guns or tubes in the mount. If the mount is armoured it is shown in one of the brackets which also appear in the armour section higher up. The mount is followed by a circle, and/or a special symbol, for each mount.

On the right centre are the penetration values for guns and to hit modifiers for torpedoes in each Range Band. A "–" means that a gun or torpedo will not go that far, and a to hit modifier in parenthesis shows a torpedo that can be effective at a range longer than the ship can see.

This is followed by the weapon IP and CV, and a notation whether this weapon has radar support.

In the OTHER weapon section you will also find the Close, Medium and Long range Factors which are mainly used for AA fire. If the ship has Anti Submarine Weapons, Long, Medium or Short Range Factors then there is a remark at the top of the OTHER weapon section about how these are lost to incidental damage.

Weapon Arcs of Fire

The final information in this part of the form is the weapon arc row, where the arcs in use on this ship in question are outlined with a thick black line.

Aircraft Carriers

Immediately below the third dividing line, Aircraft Carriers have details of their Handling, RRR Limit, Flight Deck Catapults and Aircraft Capacity. On non carriers this area is left blank.

Structure and Flotation

Structure and Flotation are on the next line, along with their value/3, which is linked to the Morale system.

Fires and Damage Control

The next row has space to record Fire on board ship, and on the right are details of the number of Damage Control Teams.

Speed and Manoeuvre Rating

Finally there is the speed of the ship, its Manoeuvre Rating (MVR) and Steering # to record damage.

Other Equipment

At the bottom of the page there are sections for Other Equipment and Special Effects. Any changes to the light anti-aircraft or other smaller calibre guns appear here, as do other remarks concerning the ship.

Ships in the Class

On ships with one sheet for a class of ships (in the case of destroyers and smaller) there is a list of the ships in the class, for which this sheet can be used.

CV Cost of loss of weapons

The page footer on all sheets shows the CV costs for the loss of weapons.

Dataset Version and Date

On the bottom right of the sheet you will find a version number and date for the dataset in question.

Ship Data – Small Ships of Type "X"

The ship data for small ships is slightly different and the sheets are designed to be used as a record for one or more squadrons of such ships. Again, the detail of how to use the sheets is explained in more detail in the Ship Data Glossary.

Basic Data

The top section, above the armour boxes, shows on the left the ship name and under this its class. The ship name will usually be blank in the case of smaller ships. In such cases there is a usually list of ships for which the sheet is valid at the bottom of the page.

An abbreviated ship type, a date range for which the sheet is valid, the cost in points of a ship with the indicated crew code, the base cost of the ship is shown (in parenthesis), and then the dataset number for the current sheet. When you are using the ship in this case, you must multiply the ship cost by the number of ships being used.

A remark may also appear drawing your attention to changes to the ship's light anti aircraft or smaller calibre guns during the validity of the sheet, shown lower down the sheet along with the adjusted points values.

On the right hand side is shown the nationality and a box showing the reconnaissance values, which are used during game set up.

At the top of some sheets there may be an additional italicised remark in the centre which identifies a variant of a ship, or otherwise shows some identifying remark.

Critical Hit Table and Types of Attack usable against this ship

In the next line there is an italicised section which tells you that Critical Hit tables are NOT used; then it shows which attack types can be used against the craft in question.

Target Size and Type

Next, on the right, shows the ship's Size for when it is shot at, and the Target Type, which may restrict what can shoot at it.

Saving Throw Modifier

The Saving Throw Modifier is used during combat to see what effect a hit will have on the craft.
Below this there are three boxes.

Spotting Distance

The first shows the vessel's Spotting Distance, which is how far the it can see and engage a target. This may well be greater or less than the tactical visibility in your game.

Speed and Manoeuvre Rating

Next are the speed of the vessel and the Manoeuvre rating (MVR).

Crew Quality

To the right is a space for you to enter the Crew Quality of your ship. You roll for this before the game.

Special Effects and Remarks

Next there is an area where there may be some remarks concerning Special Effects that may apply, and other information about the craft concerned.

Weapons

Below the first thick line across the form you will find the section referring to the weapon outfit. The first information shows the Close Range and Medium Range factors on the vessel, followed by any information about changes to the ship's light anti aircraft or smaller calibre guns during the validity of the sheet, with the adjusted points values.

The only weapons shown in detail in the case of smaller ships will be Torpedoes. Again, these are each defined with the letter code for the arc (which matches the graphic depiction shown to the right of the section). There is a letter and number code showing the mount type and number of tubes in the mount. The mount is followed by a circle, and/or a special symbol, for each mount.

On the right centre are the to hit modifiers for torpedoes in each Range Band. A "–" means that the torpedo will not go that far, and a to hit modifier in parenthesis shows a torpedo that can be effective at a range longer than the ship can see.

Weapon Arcs of Fire

The arcs in use on this ship in question are outlined with a thick black line.

Formation Record

Below the second thick black divider line you will find a section that you can use to record any formations or squadrons of these ships you have in use in the game. The method should be fairly obvious. the first column is to record the ID if the squadron in use, then the stand #, each of which will be in the form of counters or single small models representing the squadron. Finally there is a space to record the number of craft in the squadron.

To the right the weapon fit is repeated for each stand you are using. here you will cross out the torpedoes that the stand has expended, and if you need to make any notes, there is space for that as well.

Bear in mind that small craft are either in action, or they have been eliminated, as they do not have individual hit points.

Ship in the Class

On small vessels record sheets there is nearly always a list of the ships in the class.

Summarised Method of determining Attack Dice

The page footer shows in abbreviated form how you make use of the number of vessels remaining, linked to the number of Factors or tubes being fired to determine how many attack dice you roll.

Saving Throws

Also, in abbreviated form, there is information about how the saving throw system works when small ships are attacked.

Dataset Version and Date

On the bottom right of the sheet you will find a version number and date for the dataset in question.