

# A & A GAME ENGINEERING PRODUCT SUPPORT

Product Support sheets come in the following types:

- Clarifications – these are more general clarifications about game play in response to questions from players.
- Corrections and Amendments – these include corrections to errors in game data, typing errors, and mistakes in game play that have come to light. These may come in two alternatives:
  - applicable to the most recent edition.
  - applicable to previous editions. These items will all have been incorporated into the latest edition on sale.
- New Rules – These rules will have been developed in response to requests from players. They may also have been developed from House Rules (see below).
- House Rules and player suggestions. House rules that are tested and work well may be incorporated into the basic rules if the author(s) approve.

The content of the sheets follows the same order as the rules in the book and the first sheet shows a summary of these sections and indicates those that are affected by the current sheet.

## STATIONS MANNED AND READY

### PART I—WORLD WAR ONE

#### RULE CLARIFICATIONS AND CORRECTIONS 1.8

ISSUE OF 15 FEBRUARY 2010

(PREVIOUS VERSIONS: 14 FEBRUARY 2007; REVISED 25 AUGUST 2007; NEW RULE ADDED 26 JANUARY 2009, CLARIFICATION 14 SEPTEMBER 2009)

File: SMR\_1\_corrections\_1\_8

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## *Update history*

This document is marked with marginals. The items in the preceding version (1.4) are marked thus:



Further clarifications in the new file (1.5) are marked with a red marginal thus:



These incorporate a clarification of the morale rules, one scenario cost change due to an overlooked value and an overlooked correction (again in costs).

New rules have been added for use with Pre-Dreadnoughts in version 1.6, with this marginal:



A requirement for a further clarification in the Morale rules came to light recently and this has been added in version 1.7 of this document, marked with the marginal:



A reader spotted a glitch in the wording regarding damage determination in rule 8.6 (there are no modifiers to the dice roll). This correction is marked thus:



In the course of preparation of Part Two of these rules, we discovered some areas which needed clarification or correction, as well as some typos.

In Part Two the Game Set Up section (4) has been revised, to take account of the effects of radar. The rewritten rules can be used just as well for World War One, and they are presented here for your use (with reference to radar removed). (There is also a separate download sheet just showing the revised rules, which you can put in your rule book). The revised rules will appear in the next printing of the rules.

There are also corrections to the original text of section 4, and these are shown here in the sequence of corrections.

### ***Equipment required (2.2)***

One item we overlooked was that a torpedo hit will have a detrimental effect on crew morale and efficiency. We debated placing “splash markers” by a target hit by a torpedo, however the prime reason for a splash marker (Firing Marker) was to create the appropriate modifier for gunfire (due to the need to correctly identify your own salvo). After some deliberation, it is best to add a new marker for a Torpedo Hit.

This should be created in the same way as a shell splash, but should be readily identifiable.

### ***Command and Crew Tests (3.6)***

This is text rewritten to correct reference to AA fire (which crept in unwittingly) and incorporate Torpedo Hits (which got overlooked).

At various points during the game, a ship will have to carry out Command or Crew Tests. These are done by rolling 1d10, and modifying the result as follows:

- Add or deduct the Command or Crew Quality modifier.
- Deduct – 2 if the testing unit is under any Fire Markers (incl. having any Torpedo Hit markers by the ship).

If the final result is 6 or greater the test is successful. In most cases there may be additional modifiers.

### ***Tactical Visibility (4.2)***

The text of the first sentence should read:

Roll d10 on the Tactical Visibility Conditions table, using the visibility modifier from the Sea State table based on the final sea state.

The table at the foot of page 7 is the Sea State Table.

In the Tactical Visibility Conditions Table, the result under score 10, should read:

Roll 1d6: 1-3 = 0, 4-5 = 1, 6 = 2

### ***Laying out the Game Environment (4.4)***

At the end of the very last paragraph, delete the words “...on areas of land”.

### ***Deployment of Forces (4.5)***

#### ***Selection of forces***

There is an error here that has crept in (the reference to calculations in the ‘*Warship Data*’ Section). This part of the rules was removed and placed as a download on the website at the outset. The second sentence should, therefore, read:

These are spent purchasing suitable vessels using the points values shown in the data lists provided.

### ***Reserve Forces and “Flank Marches” (4.6)***

The first paragraph has been rewritten for clarity, especially with reference to the corrections to the next section (End of Game).

A player may choose to delay entry of some of his forces if he wishes. It should be borne in mind that excessive reserves are a risk because if they do not necessarily appear on the table when you want them to, and this may cost you the battle if other forces are forced to retreat.

When he wishes to bring these forces on table, they test for entry in the Reinforcement Phase. This is carried out by first selecting one of the original baseline edge segments or an edge segment not on the base line in the case of a flank march.

Next, a Command Test is taken for the squadron, with the following penalties

- – 2 if any part of the edge segment is within visibility range of an enemy vessel.
- – 1 for each edge segment it is away from the base line, if the edge segment for entry is not on the original base line.

### ***End of Game (4.7)***

The text is a bit misleading, so we have rewritten it as follows:

If at the end of the turn you have no units left on the table, you are deemed to have withdrawn from the battle and the game ends. If one player is in control of the playing area he is considered to be the winner. If both players have retired demoralised it is considered a draw. Otherwise, if available time has run out, or if you agreed to play for a number of turns, victory is assessed as follows. A player gets victory points equal to:

- Full points value of each enemy vessel retired demoralised or sunk or commander killed.

If a Commander is lost and replaced NO further victory points are gained by the enemy if the replacement is killed.

The reason for the change here is that you might have kept some assets off table as a reserve, but have failed to bring them on, as the dice have shown that they have got lost on the high seas. If you then suffer from squadrons failing morale and leaving, then you are deemed to have lost.

This does not mean that you cannot decide between players to play a game with balanced forces and judge victory of the basis of points values when you agree to end the game. In real life if the ships of one fleet turn tail, even though they may be stronger, they are still running away, and you can claim at least a moral victory (and a victory in the battle of the memoirs in later life).

### ***Alternative Game Types (4.8)***

With the benefit of hindsight, the suggested game style does not mix well with the corrected method of determining game end, as it requires one side to actually leave the table. This rules section has been deleted.

### ***Turning (6.2)***

There is another glitch here for the same reason as that under the correction of 4.5 above.

Delete the second sentence of the 1st paragraph.

### ***Leaving the Table (6.4)***

The correction here is a reminder about the risks of being off table with regard to losing the battle. Add this paragraph at the very start of the section.

It is important to note that if you remove all your units from the table for any reason you are deemed to have withdrawn from the battle and the game ends.

### ***Collisions and Ramming (6.6)***

#### ***Attempting to Ram***

The text of the first sentence in the second paragraph should read (for clarification):

Ramming can only be attempted if the ships' courses are converging with the ramming vessel approaching at an angle between 45° and 90° to the target's course.

### ***Grounding (6.8)***

The existing rules have been revised slightly to take more account of the variety of sea bed types possible, and so try to simplify the procedures. The effect of firing guns while stationary has been removed (because it is more likely that the ship would be better tasked with repairing any damage it has suffered when it went aground). The revised rules for grounding appear as a separate item in this document.

### ***Gun Combat (8)***

#### ***Number of Targets***

When engaging multiple targets with one gun battery, the modifier of - 2 to the battery to hit roll is applied when shooting at each target.

For clarity, delete the remark "(per target)" in the table of modifiers to the On Target rolls.

#### ***Lines of Sight (8.2)***

The text of the first sentence of the first paragraph needs to be expanded as follows:

...or terrain (except shallows) and areas of bad visibility.

#### ***Damage Table (8.6)***

There is a glitch in the text in the paragraph following the bullet points. The first sentence should just read:

Roll the required number of dice.

#### ***Effect of Gunnery damage if Structure or Flotation is reduced to zero (8.7)***

By way of clarification, the test whether ships sink when further flotation damage is incurred when they are already at F = 0 is as follows (cf. rules section on Morale etc.):

Roll a d10, and add the Ship Size Modifier. The score is further modified by -2 if the Structural Value has also been reduced to 0. If the result is 6 or greater the ship survives.

#### ***Structural Critical Hits (8.8)***

By way of clarification when to use "A" or "B" in the table, you use Column A in any case where the weapon annotation for the ship data includes the designation of "AT", and you continue to use this column even if all the "AT" weapons have been lost.

We have realised that there are cases where a gun will have a penetration of 0, and there are ships where either the Armour Class

is calculated to be 0, or where a vessel, such as a destroyer, is unarmoured. These cases are treated as being identical, when it comes to the effects of penetration. Therefore, if a critical hit requires penetration, with Penetration 0 acting against AC 0, roll the dice as described in the rules for any other case where the Penetration Value equals the Armour Class.

The text of the rules has been augmented with the following text added at the end of the Armour Penetration paragraph:

Note that if a vessel with an Armour Class of 0 is hit with a shell with a penetration value of 0, then penetration is tested as described using a d6. Note that an unarmoured vessel such as a destroyer will have an AC of 0.

### ***Torpedo Combat (9)***

#### ***Arcs of Fire (9.2)***

The sections should be renamed

Lines of Sight and Arcs of Fire

The text of the first sentence of the first paragraph needs to be expanded as follows:

As with gunfire, torpedo mounts fire into certain arcs of fire, and the gunnery restrictions apply, with the addition that shallows also block lines of fire.

#### ***Basic Torpedo Attack Procedure (9.5)***

Alter the penultimate bullet point to read as follows:

- If the 'To Hit' roll is successful, roll on the Damage Table, applying modifiers where necessary. Place a Torpedo Hit marker on the target vessel. Note that a Torpedo Hit marker DOES NOT interfere with gunnery, though a (gunnery) Firing Marker DOES interfere with torpedo fire.

#### ***Torpedo 'To Hit' Rolls (9.6) - Table***

There is extraneous text in the table. Delete "...at all ranges" in the Modifiers area.

#### ***Effect of Torpedo damage if Flotation is reduced to zero (9.8)***

By way of clarification, the test whether ships sink when hit by a torpedo when they are already at F = 0 is as follows (cf. rules section on Morale etc.):

Roll a d10, and add the Ship Size Modifier. The score is further modified by -2 if the Structural Value has also been reduced to 0. If the result is 6 or greater the ship survives.

#### ***Underwater Critical Hits (table)***

Under the result 18-20 there is reference to "Point Blanks". These are actually short range AA guns, which do not appear in SMR1, and should in any case be referred to as SRAA guns. Delete this reference please.

### ***Quick Firers (10)***

#### ***Number of Targets***

When engaging multiple targets with Quick Firers, the modifier of - 2 to the battery to hit roll is applied when shooting at each target.

For clarity, delete the remark "(per target)" in the table of modifiers to the On Target rolls.

## ***Damage table (10.2)***

Replace the very last sentence with the following:

Note that Critical hits do not apply and there is no bonus for raking fire using Quick Firers.

## ***Morale (11.2)***

### ***Squadron Morale Tests (11.2 A)***

You will have seen that if you have to take a squadron morale test, and there is no commander available, you cascade the test to Ship Morale Test B. If this is the case, then the ship will be out of command (testing at -2), and it might be suffering from two adverse levels of damage as well (a further - 1). The rules do not specifically mention this as a reason to test individual ship morale, though it is implied in the words under Test A.

### ***Other remarks on Morale***

More as a comment and guidance, it is very important to bear in mind that if you have to test morale on a squadron flagship an adverse result will possibly be disastrous. Therefore, test the commander's unit last (assuming that is possible).

### ***Clarification:***

Morale tests are required if the S or F values are reduced to 1/3rd or less during the current game turn.

If the S or F is further reduced while at 1/3rd or less, no further morale test is taken, but if repaired and then reduced to below 1/3rd again a test is required.

## ***Correction Factor (12.1)***

At the end of the section labelled *Use of Correction factor* there is redundant paragraph referring to "Breakthrough" Scenarios. The original intention was that some such would be provided, but in development we found that such battles are best treated with specific additional rules on a case by case basis, depending on the historical context. Delete the third paragraph.

## ***Scenarios***

### ***Points values***

In the heat of getting the rules out to the printers we overlooked the calculation of the points values in the scenarios included. There was then a review of the actual ship costs, *covered in a separate download document*, which means that the points values for Scenarios were subject to review, and we discovered that some of the numbers in the previous version of this correction were also incorrect. These new figures are now correct !

These values have been totalled up, all assume Crew Quality 0, and exclude commanders.

### ***1<sup>st</sup> Heligoland Bight (12.3)***

The British Starting forces have a total value of 1975, the Reinforcements have a total value of 2028, and the optional ships have a total value of 3124.

The German Starting forces have a total value of 2310 and the Optional German Reinforcements have a value of 3632.

### ***Coronel (12.4)***

The German forces have a total value of 1175.

The British forces have a total value of 707 (excluding Canopus worth 313).

### ***Falklands***

The German merchants are worth 168.

The British additional forces are worth 856, the two Battle Cruisers are worth an additional 1182, and, as before, Canopus is worth 313.

### ***Dogger Bank***

The German forces have a total value of 5341, the von der Tann is worth an additional 881.

The British forces have a total value of 7172.

### ***2<sup>nd</sup> Heligoland Bight***

The British forces have a total value of 6868.

The German Starting forces have a total value of 1025, the Reinforcements have a value of 2510 and the Optional Reinforcements have a value of 2240.

## ***Warship Data (13)***

### ***Points Values***

The points value of all the ships as printed in Stations Manned and Ready – I have been revised. The changes are usually quite small and large ships tend to get a bit cheaper, while small ships get a bit more expensive, though this is also dependent on the effectiveness of the weapons carried (the cause of the cost change being an examination of the weapons cost components).

A list of all the cost changes appears as a separate download document on the website.

### ***Data for the British Faulknor Class***

There is an error in the ship gun fit for this class, as shown in the rules. That shown is derived from the original build of the vessel as designed for the original owners (Chile). When transferred to the Royal Navy, the outfit was altered, and by 1915, the gun data should show:

4x4" Mk VI (L/40) — S1:B.PFQ.SFQ.S

The torpedo outfit is correct.

The points value using the old “wrong” points system would be:

Faulknor (1915)	63
Faulknor (1916)	71

The “correct” points values would be:

Faulknor (1915)	69
Faulknor (1916)	74

## ***New Rules for Action in the Pre-Dreadnought Era***

The rules in SMR pre-suppose that ships were fitted with Fire Control systems that were roughly similar on both sides, and slight advantages and disadvantages are also handled via the Crew Quality modifiers.

If you are fighting a battle set in the Pre-Dreadnought period, for which we have now provided extensive ship data, you have to take account that the Fire Control Systems were less advanced and the number of hits was usually much lower than that experienced in the First World War.

For this reason, if you are fighting a game set before 1906 you should apply the following modifiers to the Gunnery “On Target” roll:

Calibres of 10” and over:	– 3
Calibres between 9.5” and 6.4”:	– 2
Calibres between 6.1” and 5.45”:	– 1

## 4 — GAME SET-UP AND VICTORY CONDITIONS

The Game Set-up routine has been slightly altered from that originally presented in the first printing of the rules. The change means that the first thing that happens is that you select the fleet you wish to use in the game, and allocate some of the fleet as scouting forces, if desired. The next stage is to determine the game environment, which means that some of the assets you allocated to scouting may not be of any use, such as aircraft at night. Finally, having ascertained what assets will be effective, the scouting value of the forces is calculated.

Please bear in mind that it is going to be highly unlikely that battle will take place in extreme weather conditions, and the routine has been developed with this in mind.

### 4.1 – Selection of forces

Unless you are recreating a specific battle our recommendation is to select forces on the basis of an agreed points value. These are spent purchasing suitable vessels using the points values shown in the data lists provided. Remember to modify the ship's cost by the Crew Quality modifier.

If a ship is going to be used for scouting then it is always treated as having Average Crew Quality with no cost modifier. Additional airborne scout assets may be purchased at a cost of 50 points per floatplane, scout plane, etc., and these are also treated as having Average Crew Quality.

You should also bear in mind that you must have commanders, who also cost points as shown in 'Command and Crew'. The players now organise the ships not being used for scouting into squadrons ready for deployment. Each side totals up the command modifiers for all his squadrons and makes a note of this number, which we shall call his **Tactical Value**.

### 4.2 – Scouting Forces

Players may allocate assets for the purpose of scouting from within their budget for the game, in order to try to gain the tactical advantage. Scouting is provided by allocating units from the fleet and these units may not be deployed in the game. Vessels that may be used for scouting are normally limited to destroyers and light cruisers, though larger vessels may be used if desired. This is unlikely to very cost effective.

If any ships in the fleet carry scout planes then these are also allocated to scouting if the environment permits aircraft to fly.

### 4.3 – Weather

Weather determines the Sea State (e.g. how rough is the sea, is the ship pitching and rolling too much for accurate fire?) and the Wind (e.g. how fast is smoke dispersing, is there a lot of spray, are the crew getting blown around?). Determining the state of the weather at the start of the game is a multi stage process.

#### a) Roll for Sea State

Roll a d10 and read the prevailing Sea State from the table below. If there is any terrain on the table, which indicate that battle is being fought in sheltered waters, such as near a coastline, the dice score is reduced by 1.

#### b) Determine Base Wind Conditions

Each sea state has an associated Wind, however, local changes in weather conditions mean that the exact level of wind encountered will vary from this base Wind level. Determine Base Wind from current sea state in the table below.

#### c) Determine Final Wind Conditions

Having determined the underlying wind conditions, now roll d10 to see what changes local effects may have caused and modify the base wind using the Wind Modification Table. If the wind cannot move 2 bands, then it moves as far as it can, and takes that result (including no change).

<i>Wind Modification Table</i>	
<i>d10</i>	<i>Effect</i>
1	Decrease, move up 2 rows
2-3	Decrease, move up 1 row
4-7	as base wind
8-9	Increase, move down 1 row
10	Increase, move down 2 rows

*A d10 is rolled. The first die roll is 8 so the sea state is Moderate (SS4). The Base Wind for Moderate seas is a Fresh Breeze. A 6 is rolled for the modifying die roll, so no change is made to the final wind strength. Note that because of the rolling motion of the ship and gusty winds that occur in moderate seas, all weapons will be operating at a disadvantage.*

The wind direction is not used within the scope of these rules.

### Sea State Table

How to use the table: 1) Roll Sea State using a d10.  
2) Read the base wind conditions from the right hand column, then modify using the Wind Modification table.  
3) Use the Visibility modifier for the final wind to determine the visibility distance.

<i>Die roll</i>	<i>Sea State</i>	<i>Description</i>	<i>Effect on Operations</i>	<i>Base Wind</i>	<i>Visibility modifier</i>
1 or less	0-1	Flat calm	—	Light Airs	+ 2
2-3	2	Calm	—	Gentle Breeze	+ 1
4-7	3	Swell	—	Moderate Breeze	+ 0
8-10	4	Moderate	All weapons operate at a disadvantage.	Fresh Breeze	- 1
				Strong Breeze	- 2

#### d) Determine time of day at the start

Roll 2D10 and this gives you the hour (using a 24 hour clock). Players may also agree between themselves what the start time should be, if re-fighting a specific battle.

Note that aircraft cannot operate in the hours of darkness, and players must agree when this is the case.

### 4.4 – Tactical Visibility

Roll d10 on the Tactical Visibility Conditions table, using the visibility modifier from the Sea State table based on the final sea state. This will generate the visibility distance for the start of the game and the number of areas of poor visibility. The distances generated are shown in centimetres (the equivalent in range bands is shown in parenthesis). Tactical visibility represents the maximum distance at which targets can be engaged in battle during the game. Bear in mind that the size of an individual ship may also restrict its engagement ranges.

Die roll	Visibility Distance	Areas of poor visibility
1 or less	50 cm (2 RB)	Roll 2d6
2-3	75 cm (3 RB)	Roll 1d6
4-7	100 cm (4 RB)	Roll 1d6: 1-3 = 2, 4-5 = 3, 6 = 4
8-9	125 cm (5 RB)	Roll 1d6: 1-3 = 1, 4-5 = 2, 6 = 3
10 +	150 cm (6 RB)	Roll 1d6: 1-3 = 0, 4-5 = 1, 6 = 2

*Using the previous example for Sea State and Wind generation, visibility is rolled for on d10 giving a 4, there is a – 1 modifier for Fresh Breeze so the result of 3 gives a visibility distance of 75 cm. The d6 is rolled for poor visibility, and a score of 4 provides that number of areas of poor visibility.*

#### Night time

If generating visibility at night, no die is rolled and the visibility modifier in the Sea State table is used to define the prevailing visibility in the Tactical Visibility Conditions table.

*If the example above had been night time, the value of – 1 would mean a visibility of 50 cm.*

#### Areas of poor visibility

Visibility can be hampered by local weather conditions, which may be localised banks of sea mist or fog, rain squalls, etc. For the purposes of the rules, these are areas of poor visibility, which will block lines of sight, and can also be used as somewhere to hide during the game (the naval equivalent of a wood !). They are represented by irregular shapes about 15 to 20 cm across, placed on the playing area when laying out the Game Environment. Players may of course agree not to include such areas. Such areas extend into the air, so they also have an effect on air units.

### 4.5 – Terrain

Before the game starts, it will probably have been decided between the players whether the game represents and action on the “high seas” or in a coastal area, fairly near to land. Large areas of terrain are probably going to be quite restrictive in their effects on the game. The scenario you decide to play may of course require the battle to take place in quite narrow confines, such as a fjord. It might also be the case that one table end represents the coastline of one of the forces involved. The following table should be used to generate a number of random items of terrain. The first section

d 10	# of items (add 1 to die score if near land)
1	2
2, 3	3
4-7	4
8, 9	5
10	6
d10	Description (straight die roll with no modifiers)
1	(Not coastal area) Large island 10 x 20 cm across (Coastal area) Area of shallows 10 x 20 cm across Roll 1d10 for sea bed: 1: soft sand; 2, 3: shingle; 4-7: normal; 8, 9: gently shelving (beach/reef); 10: steeply shelving (rocks, fjord)
2-3	Area of rocks about 15 cm across
4-7	1 x island 15 cm across
8-9	15 cm of shoreline
10	Headland or peninsula jutting out 20cm

generates the number of items for the game. Add 1 to the die if has been decided that the game is taking place near land. The second section generates the types of item.

### 4.6 – Laying out the Game Environment

Before the game starts the playing surface must have the items of terrain placed. We recommend that this be done randomly, so that neither side can create an advantage through placement. This, and later force deployment requires that the play area be divided up into a number of 2 foot squares, so a 6 foot by 4 foot table has 6 such squares, and an 8 foot by 4 foot table has 8 such squares. These squares are numbered to allow random placement generation.

The items of terrain are placed first (and this can be done as they are generated in the previous routine), by rolling a d6 or d10 (re-rolling where necessary) for each item to find the location. The actual point of placement will depend on the item. Shorelines and peninsulas must be placed on the table edge, whereas the other items may be placed anywhere in the square. For convenience this can also be randomised using 1d6. Scores of 1-4 denote a corner of the square, with 1 being the corner nearest to square 1, with 5 and 6 denoting the centre of the square. Items cannot be stacked up, so re-roll if necessary. Shoreline items should be placed so that they conform to the geography that may have been envisaged for the game being played. Again the actual location of the table edge can be randomised.

After the terrain is laid out, the areas of poor visibility are also located randomly, using the same method. These areas should not be stacked.

<i>Scouting Table</i>	
<i>Scouting forces</i>	<i>My scout points (SP) are:</i>
Ship	SP = visibility range (VR) from the ship, unless the Tactical visibility range is less than that of the ship in question, in which case SP = Tactical VR.
Aircraft	SP = Prevailing Tactical visibility range +1, unless night, in which case SP = 0

#### 4.7 – Calculation of Scouting values

The scouting value is the total points that are accrued from the deployment of assets, taken from the Scouting Table. Ships gain scouting points calculated from:

- A base value according to tactical visibility conditions.

Aircraft get a base value according to tactical visibility conditions, but nothing at night.

Each player calculates how many points have been accrued from Scouting and reveals the result. The player with the higher value has out-scouted his opponent, and adds 2 to his **Tactical Value**. If the winner of the scouting had accrued at least twice as much in points as the loser, he gains a further bonus of +1.

Note that if one side has 1 scouting point and the other has none, the side with 1 point adds 3 to his tactical value.

#### 4.8 – Tactical Advantage

Firstly, the table is divided up into 16 edge segments, simply by quartering each table edge. These define the deployment locations. Next, each player takes his current **Tactical Value** and adds the score from a d6. The player with the higher final number has the tactical advantage and selects 4 adjacent table edge segments as his base line, over which he will deploy. These may be on the end of the table or may go round a corner (this may be defined by a scenario). In this way he can take advantage of terrain features or weather fronts.

His opponent must then select 4 adjacent table edge segments, which must be separated from his opponent by at least two edge segments. The players number their four table edge segments using the numbers 1 to 6 to define where they want the forces to enter. The numbers can be allocated to any edge segment in any fashion, however all four segments must have a number.

#### 4.9 – Randomised Deployment of Forces

Deployment now follows alternately. The loser of tactical initiative selects single squadrons, and rolls d6 for their entry location. The squadron enters anywhere on the table edge segment generated, and ships may be moved up to their maximum movement using normal movement rules. When the player decides that he has deployed all the squadrons he wishes to for the start of the battle, perhaps having reserved some forces as reinforcements, he can stop rolling.

The winner of tactical initiative may now deploy such squadrons as he wishes, perhaps retaining some reserves. He can deploy his ships anywhere within their maximum movement measured from any part of his base line. The ships can be in any orientation, except if they are deployed within visibility range measured from an enemy, in which case they must be placed so that the enemy is within a 45° arc centred on the bow of the deploying ship. Note that each side **MUST** deploy at least one squadron.

#### 4.10 – Reserve Forces and “Flank marches”

A player may choose to delay entry of some of his forces if he wishes. It should be borne in mind that excessive reserves are a risk because if they do not necessarily appear on the table when you want them to, and this may cost you the battle if other forces are forced to retreat.

When he wishes to bring these forces on table, they test for entry in the Reinforcement Phase. This is carried out by first selecting one of the original baseline edge segments or an edge segment not on the base line in the case of a flank march.

Next, a Command Test is taken for the squadron or air group, with the following penalties

- – 2 if any part of the edge segment is within visibility (not radar) range of an enemy vessel or stand of aircraft.
- – 1 for each edge segment it is away from the base line, if the edge segment for entry is not on the original base line.

If the test is successful, then the squadron can be brought onto the table. On entry a squadron of ships may be moved up to its full move. As they enter in the Reinforcement Phase (which follows the Action Phase) they cannot shoot or be shot at in the turn on which they enter the table. If the test is unsuccessful, the squadron is delayed further and may be tested on a subsequent turn.

#### 4.11 – End of Game

If at the end of the turn you have no units left on the table, you are deemed to have withdrawn from the battle and the game ends. If one player is in control of the playing area he is considered to be the winner. If both players have retired demoralised it is considered a draw. Otherwise, if available time has run out, or if you agreed to play for a number of turns, victory is assessed as follows. A player gets victory points equal to:

- Full points value of each enemy vessel retired demoralised or sunk or commander killed.

If a Commander is lost and replaced **NO** further victory points are gained by the enemy if the replacement is killed.

#### *Unequal forces*

If you are playing a game where the initial forces (including scouting ships) were not equal in points value, the victory points won by the force with the lower starting value are multiplied up by a “Correction Factor”. The operation of this is shown in the introductory section to the scenarios later in the book.

## 6.8 – Grounding

In some battles there may be areas of shallows on the table. This might be a condition of a scenario, or the players may just wish to make life more “exciting”. Before the game starts the only definition that is required is what type of sea bed is present. All ships are at risk, though smaller ones less so than large ones, and the sea bed also plays a role. The possible types of sea bed are shown in the table below. The risk area can be defined as specific areas of the table, or areas surrounding terrain features. If you have terrain on the table, then we suggest that there is a danger area around such features as shown in the table below.

The critical area for the following is either of the front corners of the base (if the ship is based), or the actual bow of the model if using unbased models.

When the bow of a ship first enters an area of shallows, or the vessel starts its movement in such an area, and the ship is not already aground, it must test. This requires a Crew Test, requiring the dice roll to equal to or exceed a target score. This target number is 6, modified by the testing ship’s size.

There is an additional modifier to the die score of – 2 if the testing ship is “Out of Command”, and do not forget that being under fire also leads to a further – 2 die modifier.

If the ship fails the test it is stuck, becomes stationary and may well take damage (see below). If the test is passed the ship may continue to the extent of its movement, and if its bow leaves the shallows it is no longer at risk.

<b>Sea Bed</b>	<b>Suggested Danger area</b>	<b>Modifier</b>
Soft sand, estuarial conditions, river mouths	15 cm	– 2
Shingle	5 – 10 cm	– 1
Normal sea bed	5 cm	+ 0
Gently shelving coastline, beaches, coral reefs, atolls	10 cm	+ 1
Steeply shelving coastline, coastal rock, fjords	5 – 10 cm	+ 2

*An area of shallows with soft sand has been defined and a size + 2 vessel with an average crew enters. It carries out a Crew Test with a target number of 6, modified by +2 for size for a total of 8. The score comes up 5, so the ship has grounded.*

### Damage

When a ship goes aground it may inflict ‘F’ damage on itself. Damage is determined by rolling 1d6, modified by the ship’s size and the sea bed modifier.

If the dice score is a 6 then an Underwater Critical hit must be rolled (regardless of the damage inflicted).

*Our example ship rolls 3, modified by – 2 for the sea bed, for a total of 1 damage to the ship’s flotation (F).*

### Re-Floating

Ships that have run aground may attempt to refloat themselves, assuming that they have a speed value greater than 0. To re-float requires a successful Crew Test at the start of a subsequent movement phase. The test is the same as that used to test for grounding (above) but in addition the target score is modified by the sea bed modifier shown in the table. If the test fails the ship remains stuck fast, but will not suffer any further damage. If the test is successful the ship may move ahead as normal. If the bow is still in the area of shallows at the start of its next movement phase it must test again for grounding.

*Our example ship rolls a 6. The target score is 6 modified by – 2 for the sea bed and + 2 for the size, so the ship has scraped free.*

### Shooting Guns while Aground

If the ship make use of any of its guns, apart from Quick Firers, a Crew Test is required. The target score (of 6) is modified by the Sea Bed modifier and ship size. If the test is failed, then the vessel suffers the effects of an Underwater Critical Hit.

The test is only required once in a turn even if the ship fires more than one battery, or splits a battery at several targets.

### Shooting Torpedoes while Aground

You may not shoot torpedoes while aground.