

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 2—WORLD WAR TWO SURFACE ACTION

RULE CLARIFICATIONS AND CORRECTIONS 1.3

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1. INTRODUCTION

⇒ Equipment Required (2.2)

2. THE BASICS

3. COMMAND AND CREW

⇒ Command and Crew Tests (3.6)

4. GAME SET-UP AND VICTORY CONDITIONS

5. ORDER OF PLAY

6. MOVEMENT

7. ARCS OF FIRE

8. GUN COMBAT

⇒ Number of Targets

STRUCTURAL CRITICAL HIT TABLE

9. TORPEDO COMBAT

⇒ Basic Torpedo Attack Procedure (9.5)

⇒ Underwater Critical Hits (9.9) **Table**

UNDERWATER CRITICAL HIT TABLE

10. REPAIR, MORALE, “LOST COMMANDERS”, SINKING SHIPS

⇒ Morale (10.2) (*Clarification*)

11. RADAR

NOTE CONCERNING ADDITIONAL GAME DATA

12. WORLD WAR TWO SCENARIOS

⇒ Correction factor (12.1)

⇒ Points values *correction*

13. WARSHIP DATA

⇒ Ship points value correction (*further amendment September 2007*)

SQUADRON RECORD SHEET

Update history

This document is marked with marginals. The items in the preceding version (1.1) are marked thus:



Further clarifications in the new file (1.2) are marked with a red marginal thus:



A requirement for a further clarification in the Morale rules came to light recently and this has been added in version 1.3 of this document, marked with the marginal:



It is the nature of things that the best laid plans often do not work out exactly right, and some things get overlooked in the heat of publication. We have discovered some areas which needed clarification or correction. Some of these reflect items which we overlooked in the game mechanism, others are typos.

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 incorporate reference to Torpedo Hits, which got overlooked.

- Deduct – 2 if the testing unit is under any Fire Markers (including having any Torpedo Hit markers by a ship or AA Fire markers by an aircraft stand)

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.

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.

Underwater Critical Hits (table)

Under the result 18-20 there is reference to “Quick Firers and Point Blanks”. This should be changed to read “Short Range AA guns”.

Morale (10.2)

Squadron Morale Tests (10.2 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.

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.

Points values

You will be aware that we have reviewed the weapons cost elements of the ship costs, *covered in a separate download document*. This means that the points values for Scenarios have been altered, and appear below.

The Battles of Narvik Fjord

The points values for the First Battle of Narvik are as follows (as usual without commanders):

British: 920

German: 2035

For the Second Battle of Narvik:

British: 3584

German: as per scenario description

The Battle of Cape Spartivento

Italian: 8806

British: 7199

In addition, Berwick is a type ‘CA’ and the Southampton class are type ‘CL’.

Action off Syria

French: 612 (initial forces)

French reinforcement points values are:

(*Dunkerque*) 1417

(*Light Cruisers*) 1044

(*Destroyers*) 1000

British: 2413

Dido is 4 turret version

The Battle of the Java Sea

Japanese: 6506

Japanese Optional Support Group:

2016

ABDA: 2960

Optional units: 1110

The Second Battle of Sirte

British convoy: 324 (total)

Close Escort: 945

Covering Force: 3182

Italian strike Force: 1761

Covering Force: 1648

The Battle of Savo Island

United States: 5705

Japan: 3406

Warship Data (13)

Points Values

The points value of all the ships as printed in Stations Manned and Ready – II 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 15" Guns

There is an error in part of the penetration data for the 15" guns on the Revenge, Warspite and Renown, as shown in the rules. The gun data should show, in the right hand section:

13 5 13 11 10 8 7

The rest of the armament is correct.

Ship type for HMS Southampton

This appears as a 'CA' and of course should be a 'CL', and appear among the light cruisers.

Data for Japanese Destroyers

Further research, recently made available, reveals that the Japanese 5" 3rd year L/51 gun fitted to most of the Japanese destroyers was in fact useless as an anti aircraft weapon, even though it had, in some cases, a high angle of elevation. The weapon did not train fast enough to track aircraft. (This will also explain why many destroyers had some of the 5" turrets replaced with the 5" Type 89 L/40, which was a fairly effective AA gun.

It is therefore necessary to make the following modifications to the following vessels:

Akatsuki (1932)

Akatsuki (1937)

Akatsuki (1942)

Asashio (1941)

Asashio (1943)

Fubuki (1929)

Fubuki (1937)

Fubuki (1944)

Kagero (1940)

Kagero (1944)

Shiratsuyu (1937)

Shiratsuyu (1943)

Shiratsuyu (1944)

- Delete the annotation 'DP' by the gun.
 - Delete any reference to DP and its value in the bottom row of the ship data matrix.
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