

## ***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**

### **SHIP POINTS VALUE CORRECTIONS TO EDITION 1.0**

DATE: 1 AUGUST 2007

UPDATED 4 SEPTEMBER 2007

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#### ***Explanatory note:***

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).

The weapons costs have been revised for the following reasons. On closer examination of the calculation we had used for torpedoes, we uncovered the failing that the calculation did not adequately take into account the chance of hitting at any given range. This error has been corrected now, and the results vary very slightly from the original figures used. Having uncovered one anomaly, we immediately realised that the gun costing also failed to take account of the chances of delivery of the damage at the various ranges. This has now also been corrected.

On the following pages the revised ship costs are listed in the same order as they appear in the rule book. In addition, we have chosen to show the old figure and the new figure.

There are also a few corrections to some of the game data, and these appear at the end of this document.

#### ***Note regarding the updated costs 4 September 2007***

It is natural that the best laid plans go adrift, and we have revised the cost of the AA outfit on WW2 ships. This means that costs have gone up again. (This only really matters if you are going to use aircraft in conjunction with SMR III).

The calculation parameters for Anti Aircraft guns have also been revised so there may well be some data alterations as well. These are shown as necessary.

Note that with British and US ships some guns are capable of firing VT ammunition from 1943. The ship outfit on some ships that were sunk earlier would have permitted the use of this ammunition and the appropriate cost factor is shown, regardless of the date when the ship was sunk.

The other changes shown have been kept to the basic requirements. There are in many cases more extensive notes of changes on the ship data sheets being prepared for the website.

<i>Ship name</i>	<i>Ship Cost SMR II</i>	<i>New Ship Cost 1<sup>st</sup> Revision</i>	<i>New Ship Cost 2<sup>nd</sup> Revision</i>	<i>Other changes</i>
<b>Any</b>				
9000t Merchant	81	81	81	None
<b>France</b>				
Dunkerque	1587	1344	1417	DP increased from 5 to 6
La Galissonniere	272	226	261	SRAA reduced to 4
Guepard	136	133	142	
Le Fantasque	179	172	181	
Mogador	211	200	209	
Vauquelin	166	155	164	
<b>Germany</b>				
Bismarck	3008	2656	2746	
Tirpitz (1942)	3046	2694	2814	SRAA increased to 7
Type 1934	190	178	196	
Type 1934A	190	178	196	
Type 1936	205	193	211	
<b>Great Britain</b>				
Revenge (1936)	2502	2148	2231	SRAA increased to 5, 6 in 1941/42 (cost +10) and 9 by 1944/45 (cost +40). VT ammo from 1943 (cost +20)
Warspite (1937)	2468	2112	2214	SRAA increased to 7. VT ammo from 1943 (cost +20)
Renown (1936)	2018	1705	1836	SRAA increased to 6 and 10 by 1944 (cost +40); DP increased to 8. VT ammo from 1943 (cost +40)
Exeter (1941)	429	386	469	SRAA increased to 5. VT ammo from 1943 (cost +20)
Kent	485	430	513	SRAA increased to 5. VT ammo from 1943 (cost +20)
Southampton	378	336	400	SRAA should be 3. VT ammo from 1943 (cost +20).
Arethusa	296	260	294	SRAA is 0 initially, 3 from 1940 (cost +30), 4 from December 1943 (cost +40) and 5 from mid 1944 (cost +50). No aircraft on Aurora, Galatea from December 1940 and Arethusa from September 1941. Arethusa and Galatea only have DP: 3 (overall cost 266) and 4" mounts are S1: PB(x2).SB(x2). VT ammo from 1943 (cost +20).
Danae (1918)	176	165	217	Should also have DP 2 3x4" Mk XVI (L/45) DP – S1: PB.SB.CB VT ammo from 1943 (cost +20).
Leander	368	325	361	SRAA 2 from 1941 (cost +20). VT ammo from 1943 (cost +20).
Perth (1939)	367	320	354	SRAA should be 0. It becomes 2 or 3 by December 1941 (cost +20/+30). VT ammo from 1943 (cost +20).
Capetown (1939)	121	116	171	SRAA should be 2, 3 from 1941/42 (cost +10). VT ammo from 1943 (cost +20).
Ceres (1939)	126	121	175	This outfit only applies to the Curacao. Coventry and Curlew carried 10 4" guns with notation S2: B(x2).CB.S(x2), and also had SRAA value of 5 (overall cost 217). In both cases VT ammo from 1943 (cost +20).
Dido (4 turret)	249	217	281	SRAA should be 3, increasing to 5 or 6 (cost +20/+30). VT ammo from 1943 (cost +20).
Dido (5 turret)	277	237	301	SRAA should be 3, increasing to 4 or 5 (cost +10/+20). VT ammo from 1943 (cost +20).
'E' and 'F'	131	127	127	
'E' and 'F' Leader	138	134	134	
'G'	131	127	127	
'G' and 'H' Leader	138	134	134	
'H'	129	123	123	
'T'	145	141	141	
'T' Leader	152	148	148	

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<b>Great Britain (continued)</b>				
J', 'K', 'N'	178	177	196	SRAA should be 2
'L' and 'M' (4")	170	165	231	SRAA should be 2
'L' and 'M' (4.7")	162	160	190	SRAA should be 2
'S' (1920)	91	93	103	SRAA should be 1
Tribal (1937)	145	143	162	SRAA should be 2
Tribal (1940)	146	145	164	SRAA should be 2
Tribal (1941)	148	148	185	SRAA should be 2. 2x4.7" were replaced with 2x4" with notation 2x4" Mk XVI (L/45) DP+ - S2: S VT ammo from 1943 (cost +10).
Tribal (1942)	161	162	197	as above
Hunt Type II	87	83	129	SRAA should be 2. VT ammo from 1943 (cost +20).
<b>Italy</b>				
Cavour (1937)	1708	1506	1579	SRAA should be 5; DP should be 3
Littorio	2264	2009	2102	SRAA should be 10, 11 from 1943 (cost +10)
Bolzano	440	383	446	SRAA should be 4, DP 3
Trento	437	380	452	SRAA should be 5, DP 3
Zara	468	411	474	SRAA should be 4, DP 3
Giussano ('Condottieri' group I)	255	219	274	SRAA should be 4, DP 2
Freccia	114	106	124	
Maestrале	113	105	124	SRAA should be 2
Oriani	129	121	139	
Soldati (4 x 4.7")	129	121	139	
Soldati (5 x 4.7")	133	126	144	
<b>Japan</b>				
Aoba (1927)	339	299	316	DP should be 2
Aoba (1940)	358	340	376	SRAA should be 2, increasing to 3 and 5 on Aoba (cost +10/+30); DP should be 2
Furutaka (1926)	316	280	308	SRAA should be 3
Furutaka (1939)	505	455	491	SRAA should be 2 and DP 2
Nachi (1929)	645	560	577	DP should be 2
Nachi (1936)	697	615	651	
Nachi (1941)	838	767	822	SRAA should be 2 increasing to 3 and 5 in 1944 (cost +10/+30)
Takao (1932)	674	565	602	SRAA should be 2 and DP 2
Takao (1st group - 1942)	757	666	720	
Takao (2nd group - 1941)	907	837	863	DP should be 2. SRAA on Chokai becomes 4 in 1944 (cost +30)
Takao (2nd group - 1944)	873	818	900	SRAA should be 4
Sendai (1925)	235	224	243	SRAA should be 2
Sendai (1943)	185	175	240	SRAA should be 5
Tenryu	155	144	153	
Yubari (1923)	200	188	197	
Yubari (1943)	171	164	182	
Akatsuki (1932)	177	168	168	DP is 0 (as per alterations shown later)
Akatsuki (1937)	190	181	181	DP is 0 (as per alterations shown later)
Akatsuki (1942)	175	169	197	SRAA should be 3, 4 in 1945 (cost +10). DP is 0 (as per alterations shown later)
Asashio (1941)	327	337	346	DP is 0 (as per alterations shown later)
Asashio (1943)	311	324	342	SRAA 4 in 1944 (cost +20). DP is 0 (as per alterations shown later)
Fubuki (1929)	177	168	168	DP is 0 (as per alterations shown later)
Fubuki (1937)	184	175	175	DP is 0 (as per alterations shown later)
Fubuki (1944)	169	163	191	SRAA should be 3. DP is 0 (as per alterations shown later)

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<b><i>Japan (continued)</i></b>				
Kagero (1940)	339	349	358	DP is 0 (as per alterations shown later)
Kagero (1944)	385	395	423	SRAA should be 3. DP is 0 (as per alterations shown later)
Kamikaze (1922)	94	88	88	
Kamikaze (1941)	82	78	115	SRAA should be 2
Kamikaze (1944)	81	77	123	SRAA should be 3
Shiratsuyu (1937)	332	342	342	DP is 0 (as per alterations shown later)
Shiratsuyu (1943)	317	330	358	SRAA should be 3. DP is 0 (as per alterations shown later)
Shiratsuyu (1944)	379	389	417	SRAA should be 3. DP is 0 (as per alterations shown later)
<b><i>Netherlands</i></b>				
De Ruyter	196	160	198	SRAA should be 4
Java	234	192	220	SRAA should be 3
van Galen	127	120	148	SRAA should be 3
van Ghent	126	119	138	SRAA should be 2
<b><i>United States</i></b>				
New Orleans	483	430	486	DP should be 6. SRAA increases to 9 by 1945 (cost +80)
Northampton (1941)	479	426	519	SRAA should be 4 increasing to 7 or 8 by 1945 (cost +30 or 40). DP should be 6
Atlanta (1st group)	385	384	515	SRAA should be 6 or 7 from October 1942, DP 8. VT ammunition from 1943 (cost +40)
Atlanta (2nd group)	345	343	474	SRAA should be 7, DP 7. VT ammunition from 1943 (cost +35)
Bagley	250	246	283	DP should be 4. SRAA increases to 3 by 1945 (cost +30). VT ammunition from 1943 (cost +20)
Benham	259	253	290	DP should be 4. SRAA increases to 3 by 1945 (cost +30). VT ammunition from 1943 (cost +20)
Benson/Gleaves (4 gun)	169	167	242	SRAA should be 4, DP should be 4. SRAA increases to 5 by 1945 (cost +10). VT ammunition from 1943 (cost +20)
Benson/Gleaves (5 gun)	230	226	303	SRAA should be 4, DP should be 4. SRAA increases to 5 by 1945 (cost +10). VT ammunition from 1943 (cost +20)
Clemson ("Flushdeckers" - 1941)	86	89	116	

## ***Warship Data Corrections***

### ***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.