

## ***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 3—WORLD WAR TWO AIR POWER AND CARRIER WARFARE**

### **RULE CLARIFICATIONS AND CORRECTIONS 1.0**

ISSUE OF 14 SEPTEMBER 2009

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#### ***Game preparation and expanded basic rules***

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6. REPAIR, MORALE
  - ⇒ Morale (6.2) (*Clarification*)
- CRITICAL HIT TABLES
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#### ***Using aircraft***

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## ***Update history***

Initial issue 14 September 2009.

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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.

### ***Structural Critical Hits (5.5)***

This text is slightly misleading on one place and contains a significant mistake in another. The sections on Armoured Flight Decks and Armour Penetration have been rewritten and appear below.

#### ***Armoured Flight Decks***

Note that some Carriers are equipped with an armoured flight deck, which may give you protection from some of the critical hits. They only offer protection against an attack that will strike it. These are regarded as being all air attacks except torpedo attacks, and gunfire attacks that rake the target.

In the critical hit table for carriers, in the cases where penetration of 'Belt (Deck)' is called for, it is treated in the same way as any other vessel in these rules.

If the Critical Hit table requires penetration of an Armoured Flight Deck, then the test is made against the Deck Armour shown in the ship data only if the ship is shown to have an armoured flight deck in its stats. Otherwise it is treated as having no armour on the flight deck and penetration is not required.

#### ***Armour penetration***

Some results may require armour to be penetrated. The column marked 'Pen ?' either shows 'No' if no test is required, or the armour that has to be penetrated for the Critical Hit to be effective. If penetration is required and does not occur then the Critical hit is not applied. If raking the target with guns or attacking by air (except torpedoes) any tests against items which show 'Belt (Deck)' in the 'Pen ?' column are taken against the Deck.

Armour is penetrated if the Penetration value exceeds the Armour Class on the part of the target that was struck. If the Penetration equals the Armour Class, then roll 1d6, and on a score of 4 or more the armour is penetrated.

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.

### ***Morale (6.2)***

#### ***Air Group Morale Tests (6.2 C)***

You will have seen that if you have to take a Air Group morale test, and there is no commander available, you cascade the test to Aircraft Stand Morale Test D. If this is the case, then the Stand will be out of command (testing at -2). The rules do not specifically mention this as a reason to test individual stand morale, though it is implied in the words under Test C.

### ***Carrier and Air Base Structural Critical Hit Table***

In the header on the table delete the sentence in parenthesis and the asterisks by the two Deck entries.

In the segments under Armoured Flight Deck in the table add the following text:

This protection test is only available if the Carrier has an Armoured Flight Deck (see ship data), otherwise treat as 'No'.