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## ***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.

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# ***STATIONS MANNED AND READY***

## **EVENT CARDS**

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File: SMR\_Events

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We introduced event cards into some of the scenario booklets, so that additional effects could be simulated, without complicating the game.

It seems a good idea to provide these as a download file, so that they can be used more generally in games.

At the outset, we considered putting a points value on each event, but that proved more problematic as we considered the effects on the game. The final decision within the scenarios was that both players could select one or more event cards. Some of these cards cancel each other out or reduce their effects, but neither side knows what the other has chosen.

Players should agree how many event cards can be taken in a game. You could decide to choose them randomly from a single common pack, though it is better to actually choose the cards because the choice will probably be influenced by your fleet and tactics.

One possible suggestion is to allow 1 card per 2500 points of your forces.

We suggest that you make up two pack of cards using the details shown on the following pages. No event can be selected more than once.

The events shown have been expanded from the original set, following discussions we have had about another scenario booklet in preparation.

Remember that these are a suggestion and do not have to be used if you don't want to.

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## Event cards

In all cases, the player can secretly choose from the following events before each game starts. The choice he makes may reflect his planned tactics for the game, because there is no way of knowing what his opponent might field in the way of forces or whether the opponent may have a card which counters the effect.

Most of the cards are played at the start of the set up routine, and the effects are determined at the moment where they are needed. Some cards can be played in the course of the game, and these are noted accordingly.

- Superior Scouting Forces

The player adds + 1d6 to his Tactical Value when determining who has tactical Advantage.

- Submarine Terror

Enemy Initiative throughout the game will be at – 1.

- Inspired Commander

Initiative for ONE squadron during ONE game turn will be at +2. This modifier is applied after all the initiative dice have been rolled and placed for both sides. The owning player may select any squadron and change its initiative.

- Submarine Attack

This card can be played EITHER:

... after deployment but before the game starts, OR

... during one of your Ship Action Phases in place of the actions of one of your squadrons or ships. The squadron whose action was displaced has its initiative score reduced by 1 (though it cannot go below 1). If it then ties with another squadron, tie break as usual.

You may attack one enemy squadron with a hidden submarine. The attack is made with an IP of 5, the submarine fires 1d6 torpedoes in a salvo using the normal torpedo rules. The attack is treated as being fired from 1 Range Band, and can be either narrow or wide spread, with a 10cm Danger Zone from the Primary target. The only modifiers applied are the number of tubes, the target speed and target size.

- ASW screen

This card is available as a counter to a submarine attack. Its only effect is to reduce the effect of a submarine attack. If played, the enemy attack is made with a –3 to hit penalty.

- Minefield

This card is played during one of your Ship Action Phases in place of the actions of one of your squadrons or ships. The squadron whose action was displaced has its initiative score reduced by 1 (though it cannot go below 1). If it then ties with another squadron, tie break as usual.

Select one ship in an enemy squadron, and declare that it has encountered a minefield. First, the player determines the density of the field, using a d20. The attack is made with an IP of 8 using the torpedo attack rules. The modifiers applied are the field density (= number of tubes), target speed and target size. Target speed modifiers are reversed so slow ships get modifiers of –2 – or –1, while fast ships get hit with +1 or +2 modifiers. There is an additional modifier of +0 to +4 if the attack is at night, again the negative modifiers in the table are changed to positive modifiers. The searchlight and damage effect modifiers do NOT apply.

If the attack scores a hit, inflict damage as usual. Now every other ship OF BOTH SIDES within 1 RB must test for being hit by mines. In this case, as they are now aware of the minefield, the speed modifier uses HALF the current maximum speed for determining the effect.

If the initial attack misses, then it is re-rolled against the closest enemy vessel within 1 RB. The process is repeated until there is a hit or all possible targets have been “missed”.

A vessel that is selected for an initial attack cannot be subjected to a second initial attack attempt, i.e. the attack attempts cannot yoyo between two ships. A vessel that was missed by an initial attack CAN subsequently be attacked after another vessel has been hit within 1 RB.

After a successful initial attack and subsequent attacks on other ships, the minefield has no further effect as its presence is deemed to be known and can be avoided.

- Minesweepers

This is a counter to the minefield attack. The effect is to reduce the effectiveness of the minefield. This is done by dividing the result of the density roll by 2, rounding the result up if necessary.

- Good Planning

Any off table reserve rolls to enter the table are made at +3 for an entire Reinforcement Phase of one game turn. This applies to normal reserves, rolls for timed entry of forces and for flank marches.

- Bad Weather

Add + 3 to the dice roll for Sea State (to a maximum of 10).

- Good Weather

Deduct – 3 from the dice roll for Sea State.

- Good Visibility

Add + 2 to the dice roll on the Tactical Visibility table.

- Poor Visibility

Deduct – 2 from the dice roll on the Tactical Visibility table.

- Squalls

Add 1d6 Areas of Poor visibility.

- Force Battle to be at night\*

In this case the scenario will be fought at night using the night rules.

- Force battle to be in daytime\*

In this case the scenario will be fought during daylight.

\* If both players use these cards at the same time, then the start of the battle must be randomised using the rules for this.