

A and A Game Engineering Stations Manned and Ready

Game data file for Generic

This data file contains precalculated game data for ships of the above nation.

Each record shows the class name, in service date, and variant (where appropriate). This is followed by the vessel's base game data in the same layout as that used in the rules.

This is followed by the armament, again in the same layout, though the presentation is slightly different to that shown in previous versions. This section shows the type of gun by Calibre and barrel length, followed by an identifier which can be used to reference weapons in our construction data sheets, then the game data.

The final section shows, on the left, the ships in the class, which may also show a date from, or until which that ship's values are valid.

In the right hand section you will find details of all the other equipment carried and used in the game. Note that there may be asterisks or other marks which cross reference between the ships on the left and the special data on the right. Again, ship specific equipment and values are shown. Most special game data is headed with a bullet point.

You may find up to 2 variants in many ship classes, where the weapon fit changed. Variant data usually shows the battery # affected by the change. Always refer to any notes for the relevant variant. The changes can often be cumulative. The following possibilities can occur:

- Weapons have been removed: a cost reduction is applied to the original ship cost.
- Weapons have been added: this will result in a cost increase to be added to the original ship cost.
- Weapons have been modified, with a change in the overall number: There may be an increase or reduction to apply to the original ship cost.
- In some cases there are two successive modifications, and therefore only the later of the cost adjustments should be applied. Such a case would apply if a ship had torpedo tubes reduced in one modification and completely removed in the second.

Please bear in mind that all cost alteration figures are based on the original value for the ship.

Changes in short range weapons and factors may be referred to in the ship's notes. These could also show a cost modifier, especially if the QF or SRAA values are altered. If the DP AA values have changed on second world war vessels, the cost alteration is already included in the figure showing the cost modification.

In some cases you may have to both add and subtract cost adjustments as part of the same modification.

All information in this document is (c) A and A Game Engineering and is for use with our rule sets. It may not be used for any other purpose without our express agreement.

Summary

Data for the following ship classes is included in this document.

The date shown in the summary is the most recent revision date for the game data, taking account of corrections and amendments.

MC	Merchant	
Merchant	.5,000 tons 12 knots	09 March 2008
	.7,000 ton 13 knot	09 March 2008
	.8,000 tons 12 knots	09 March 2008
	.8,000 tons 16 knots	09 March 2008
	.8,000 tons 20 knots	09 March 2008
	.9,000 tons 18 knots	09 March 2008
	10,000 tons 12 knots	09 March 2008
	10,000 tons 18 knots	09 March 2008

<i>Class Name</i>	<i>Initial in service date</i>	<i>S</i>	<i>Spd</i>	<i>Size</i>	<i>Vis</i>	<i>FC</i>	<i>DC</i>	<i>Cost</i>
<i>Variant (where appropriate)</i>		<i>F</i>	<i>MVR</i>	<i>Belt</i>	<i>Deck</i>	<i>CT</i>	<i>T #1</i>	<i>T #2</i>
<i>Armament</i>		<i>IP</i>	<i>RB</i>	<i>I</i>	<i>II</i>	<i>III</i>	<i>IV</i>	<i>V</i>
<i>Ships in Class</i>		<i>Other Weapons and Equipment, Notes</i>						

Generic

<i>MC</i>	<i>Merchant</i>								
Merchant		1900	10	12	- 1	4 RB	0	0	43
<i>Data for: 5,000 tons 12 knots</i>			10	5	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						

Merchant		1900	12	13	- 1	4 RB	0	1	56
<i>Data for: 7,000 ton 13 knot</i>			12	5	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						

Merchant		1920	12	12	- 1	4 RB	0	0	43
<i>Data for: 8,000 tons 12 knots</i>			12	6	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						

Merchant		1920	12	16	- 1	4 RB	0	0	58
<i>Data for: 8,000 tons 16 knots</i>			12	6	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						

<i>Class Name</i>	<i>Initial in service date</i>	<i>S</i>	<i>Spd</i>	<i>Size</i>	<i>Vis</i>	<i>FC</i>	<i>DC</i>	<i>Cost</i>
<i>Variant (where appropriate)</i>		<i>F</i>	<i>MVR</i>	<i>Belt</i>	<i>Deck</i>	<i>CT</i>	<i>T #1</i>	<i>T #2</i>
<i>Armament</i>		<i>IP</i>	<i>RB</i>	<i>I</i>	<i>II</i>	<i>III</i>	<i>IV</i>	<i>V</i>
<i>Ships in Class</i>	<i>Other Weapons and Equipment, Notes</i>							

Generic

<i>MC</i>	<i>Merchant</i>								
Merchant		1920	12	20	- 1	4 RB	0	0	72
<i>Data for: 8,000 tons 20 knots</i>			12	6	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						

Merchant		1920	15	18	- 1	4 RB	0	0	81
<i>Data for: 9,000 tons 18 knots</i>			15	6	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						

Merchant		1920	13	12	+ 0	4 RB	0	0	40
<i>Data for: 10,000 tons 12 knots</i>			13	7	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						

Merchant		1910	15	18	+ 0	4 RB	0	0	61
<i>Data for: 10,000 tons 18 knots</i>			15	8	0	0	0	0	0
1: —			-	-	-	-	-	-	-
N/A			<i>Poor underwater protection</i>						