

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.

STATIONS MANNED AND READY II

ERRATA TO EDITION 1.1

DATE: 28 MARCH 2018

9.5 – Shooting at Ships with Guns

In the boxed example of gunnery on Page 39 a glitch has crept in and lurked unnoticed until one of our eagle-eyed readers spotted the inconsistency. We have taken the opportunity to rewrite the whole of the example, which we reproduce below. The text now indicates that you should total the modifiers and apply these to the dice roll.

HMS Bristol is shooting at SMS Scharnhorst with two x 6" guns (IP3 CV3, PEN 6/4/3) and five x 4" guns (IP1, CV1, PEN 4/2) at 2 RB range. The base to hit requirement at this range is 9 or better. The guns are fired as two batteries. Scharnhorst has a target size of +0. Crew quality is average (+0). Bristol's Gunnery Modifier is +0.

Bristol fires the 6" guns, two guns are shooting giving a further - 1 modifier. The total modifiers are therefore - 1. The roll on d20 is 12, so the final score is 11. This means that she hits with the 6". Scharnhorst takes 3 points of damage to her S, and a splash marker is placed on the target. A d20 is rolled for Critical Damage (2 guns firing) requiring 3 or less to be effective. The score is 2, meaning that this is successful and the effect is then determined with a further d20 on the Structural Critical Damage table. The result is 6, which is a hit on the Conning Tower. To be effective the shell has to penetrate AC7 on Scharnhorst, which the PEN of 4 fails to do. If the shot had been a raking shot, the penetration would have been successful, as the armour protection is only ½CT, 3½ rounded to 4, matching the penetration at that range. The Crew Quality on the Scharnhorst would have been reduced by 1, using all of the 3CV in the process. If this was a squadron flagship a further d20 would be rolled and a result of 3 or less would mean that the CO has been killed and the squadron's Command Value would also be reduced by 1.

Bristol now fires the 4" guns; the basic to hit chance is as above, 9 or better. The Target size, Crew quality and Gunnery modifiers are as before, but now 5 guns shooting gives a + 0 modifier, and there is now a splash marker giving a - 1 modifier, so the total modifiers are actually the same as before, namely - 1. 18 is rolled on the d20 so the final score of 17 causes another hit. Scharnhorst is marked with second splash marker and takes another point of damage from the IP of 1. 2d20 are rolled to see if there is any Critical Damage (5 guns firing), the scores are 4 and 19, so there is not.

The Giussano is shooting at HMS Cossack with eight x 6" guns (IP2, CV3, PEN 6/4/3/1) and four x 3.9" guns (IP1, CV1, PEN 4/2/1) at 2 RB range. Again the base to hit requirement is 9 or better. The guns are fired as two batteries. Cossack has a target size of - 2, the Crew Quality on Giussano is - 1 and the gunnery modifier is + 1.

Giussano rolls for the 6" guns, eight guns shooting give a further + 1 modifier so the total modifiers are - 1. A roll of 20 on d20 becomes a 19, meaning that she hits with the 6" causing 2 points of damage to Cossack's S. A splash marker is placed on Cossack. A further hit will cause Cossack to have to take a Morale Test as the S would be reduced to ½ or less (1). 3d20 are rolled to see if there is a Critical Damage Effect (8 guns firing), requiring 3 or less to be effective. 2, 7 and 18 are rolled so Cossack suffers one Critical Damage Effect. D20 comes up 17, which is a hit on the weapons. Using the weapon hit distribution for the Cossack, a d10 is rolled with a score of 2, a hit on the Main guns. One of the guns mounts is destroyed and a Magazine Test is rolled on d10, modified using Crew Quality of + 0, scoring 3, which fails. The second stage of the Magazine test is passed (a roll of 10). This means that Cossack now suffers a further effect using 2 x the CV of the Cossack's 4.7" guns = 4. The d20 for effect comes up 8 - damage to the engine room causing the loss of 1d6 knots per 2 CV (4 minus the target size of - 2) and the smoke generation equipment on Cossack. The CV is 4 so 2d6 are rolled coming up 6 and 3, so 9 knots are lost.

Giussano now rolls for the 3.9" guns. The Target size, Crew quality and Gunnery modifiers are as before, but now 4 guns shooting give a +0 modifier, and there is an additional - 1 modifier for the splash marker so the total modifiers are - 3. A roll of 18 becomes a final score of 15, so Cossack is hit again, doing 1 damage to S, and she is marked with another splash marker. The value of S is now 1 so a Morale test is needed in the End Phase. 2d20 are rolled to see if there is a Critical Damage Effect (4 guns shooting), requiring a score of 1 to be effective. The scores are 10 and 19 so no Critical Damage is caused.