
Stations Manned and Ready

2nd Edition

Ship Data Manual
Ship Data Sheet Description

A and A Game Engineering

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STATIONS MANNED AND READY

SHIP DATA MANUAL SHIP DATA SHEET DESCRIPTION

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INTRODUCTION

Data Sets

This manual is part of a series of collated data for use with Stations Manned and Ready, 2nd Edition. The series comprises seven sets of data for major nations, plus one set for the Other Nations. The major nations are:

- France (incl. Vichy and FNFL forces)
- Germany
- Great Britain
- Italy
- Japan
- Russia
- United States

The Other Nations are:

- Argentina
- Austria-Hungary
- Brazil
- Chile
- China
- Denmark
- Finland
- Greece
- Jugoslavia
- Netherlands
- Norway
- Peru
- Poland
- Portugal
- Romania
- Siam
- Spain (incl. Nationalist and Republican)
- Sweden
- Turkey

Each set is available in three parts covering the periods or eras:

- 1885 to 1905
- 1906 to 1925
- 1926 to 1945

The parts are available separately or bundled so you can obtain all the ships for a nation, albeit with some overlap between eras.

A catalogue of all the available data sheets is available free of charge so you can decide which manuals you may need.

Ship Types

The ship types are ordered as follows (with the abbreviations used with the rules):

Battleship	BB
Battle Cruiser	BC
Semi-Dreadnought	SD
"Pocket Battleship"	BBL
Pre Dreadnought	B
Coast Defence Battleship	BCD
Hybrid Battleship-Carrier	BBH
Aircraft Carrier	CV
Light Carrier	CVL
Light Carrier (M)	CVLM
Escort Carrier	CVE
Escort Carrier (M)	CVEM
Seaplane Carrier	CVS
Armoured Cruiser	AC
Heavy Cruiser	CA
Unprotected Cruiser	C
Light Cruiser	CL
Protected Cruiser	CP
Scout Cruiser	CS
Torpedo Cruiser	CT
Cruiser Minelayer	CM
Anti Aircraft Cruiser	CLAA
Destroyer	DD
Destroyer Escort	DDE
Torpedo Boat	TB
Destroyer Transport	DDT
Torpedo Boat Destroyer	TBD
Destroyer Minesweeper	DMS
Sloop	SL
Frigate	FRG
Corvette	COR
Minesweeper	MS
Minelayer	ML
Armed Merchant Cruiser	AMC
Merchant	MC
Aviso	MISC
Coast Defence Ironclad	CB
Monitor	MO
Gunboat	GB
Torpedo Boat Leader	TBL
1st class Torpedo Boat	TB1
2nd class Torpedo Boat	TB2
3rd class Torpedo Boat	TB3
MTB	MTB
MGB	MGB

The ships are grouped initially by type, then by Class name. These generally use the same class names as used in Conway's, so they might vary from other reference sources in some cases. For vessels larger than a destroyer, the individual ships in the class have separate data sheets. In the case of destroyers and smaller ships one sheet is provided for the class, and the names of ships which use the data are shown on the sheet. Multiple copies may have to be printed out in such cases. For very small ships which operate in groups, data sheets are provided which use a single sheet to represent more than one vessel. Such sheets are clearly marked.

How to use this manual

The intent in providing this manual is that you can print out the data sheet for the ship you want to use in your game. There is little or no manual intervention required on your part. You will have to enter the crew quality on all ships, generated at the start of the game. In the case of destroyers and smaller vessels you will usually have to print multiple copies of sheets and add the ship names as appropriate.

Some ships have minor changes to their close range defence weapons, noted on the sheets, which you can apply if you wish to do so.

Ship Data

The ship data on the sheets follows a standard pattern, and is explained in more detail in the Ship Data Glossary, available free of charge. This takes each part of the data sheet and briefly explains its use in the game. The fields are laid out as follows, starting at the top of the sheet. Not all fields appear on all the sheets.

The top section, above the armour boxes, shows on the left the ship name and under this its class. The ship name may be blank in the case of destroyers and smaller ships. In such cases there is a usually list of ships for which the sheet is valid at the bottom of the page.

An abbreviated ship type, a date range for which the sheet is valid, the cost in points of a ship* with the indicated crew code, the base cost of the ship is shown (in parenthesis), and then the data sheet number for the current sheet. A remark may also appear drawing your attention to minor changes to the ship's equipment during the validity of the sheet, shown towards the bottom right of the sheet along with the adjusted points values.

* In some cases the data sheet represents a group of ships, and the cost is that for the whole group.

On the right hand side is shown the nationality and a box showing the reconnaissance values, which are used during game set up.

At the top of some sheets there may be an additional italicised remark in the centre which identifies a variant of a ship, or otherwise shows some identifying remark.

The next row starts with the Armour on the ship in six main areas. An Armour Class of 0 means that the ship has negligible armour and is treated as unarmoured. This is explained in the rules themselves. Turrets and Casemates may be armoured or may show an entry of "n/a" which means that this ship does not have any weapons in the location.

You will see that in the case of Turrets and Casemates the armour value is shown in various sorts of brackets: [], () and {}. This is just intended as a handy reference to the weapons mounts shown lower down on the sheets.

To the right of the casemate entry there may be a special remark about armour on a specific part of the ship.

The last part, on the right, shows the ship's Size for when it is shot at, the Target Type, which may restrict what can shoot at it, and the Magazine Safety Factor (MSF), which has an effect if the ship suffers a main gun hit. Ships with no guns will not have an MSF.

Below the first black dividing line you will find the ship's Spotting Distance, which is how far the ship can see and engage a target. This may well be greater or less than the tactical visibility in your game.

Next is the Fire Control value, which is the resilience of the fire control systems on your ship. If reduced to zero, the ship must shoot using local control.

This is followed by the Gunnery Modifier, which reflects the level of technology for gunnery control when the ship was fitted out.

Finally, in this row, is a space for you to enter the Crew Quality of

your ship. You roll for this before the game.

Below this row, above the next dividing line, you may find information about Radar on the ship. From the left you may find radar for MAIN guns, radar for OTHER guns and radar for Dual Purpose AA guns. In the latter case they get a +1 to hit bonus. On the far right on all sheets is a field for any spotting aircraft the ship may carry. If there are no aircraft this field will be blank.

The next section holds the weapons on a ship. This is divided into three groups: MAIN, OTHER and TORPEDOES. You will notice that above the data on the right is the to hit score at the 5 range bands for the weapons concerned. This may be helpful in play.

On the very left is the hit location number, which is used to determine where damage occurs when weapons are hit by Critical Damage Effects.

The number (of barrels/tubes) and calibre follow.

In some cases after the calibre there may be a special code showing AA weapons. Detailed explanations are given in the rules.

Under the section on arcs these are each defined with the letter code for the arc (which matches the graphic depiction shown at the bottom on the section, gun arcs to the left and torpedo arcs to the right). There is a letter and number code showing the mount type and number of guns in the mount, plus a box, and sometimes a special symbol for each mount. If the mount is armoured it is shown in one of the brackets which also appear in the armour section higher up.

On the right centre are the penetration values for guns and to hit modifiers for torpedoes. A "--" means that a gun or torpedo will not go that far, and a to hit modifier in parenthesis shows a torpedo that can be effective at a range longer than the ship can see.

This is followed by the weapon IP and CV, and a notation whether this weapon has radar support.

In the OTHER weapon section you will find the Close, Medium and Long range Factors which are mainly used for AA fire. In some cases there is additional information which should be self explanatory.

Immediately below the third dividing line, Aircraft Carriers have details of their Handling, RRR Limit, Flight Deck Catapults and Aircraft Capacity. On non carriers this area is left blank.

Structure and Flotation are on the next line, along with their value/3, which is linked to the Morale system.

The next row has space to record Fire on board ship, and on the right are details of the number of Damage Control Teams.

Finally there is the speed of the ship, its Manoeuvre Rating (MVR) and Steering # to record damage.

At the bottom of the page there are sections for Other Equipment and Special Effects.

On ships with one sheet for a group or class of ships (in the case of destroyers and smaller) there is a list of the ships in the class, for which this sheet can be used.

The page footer on all sheets shows the CV costs for the loss of weapons.