WW2

ALL AT SEA!

Q&A

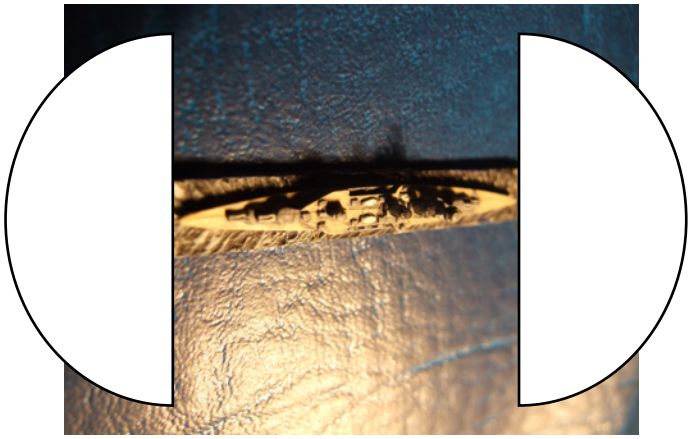
Answers and clarifications

Q: Do main batteries, secondary batteries etc. shoot once per turn regardless of the number of guns (I assume that is taken care of in the “to hit” score?)

A: That is correct.

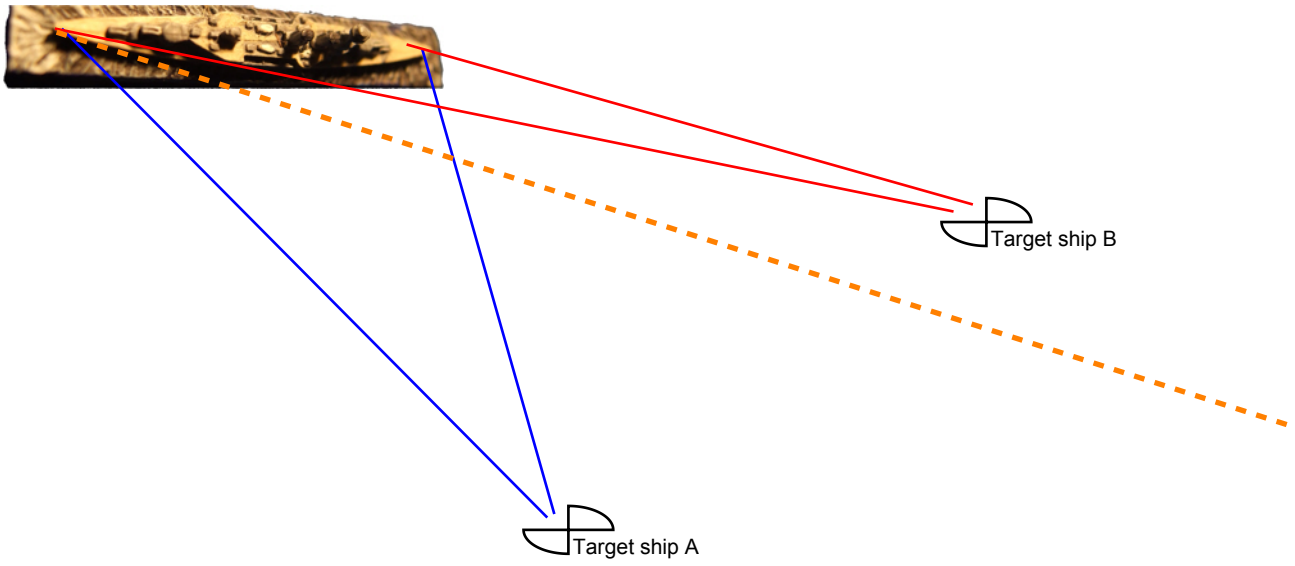
Q: I don’t understand the definition of the bow and stern firing arcs. Right angles or less to front or back could be taken as covering the complete 360 coverage around the ship. A diagram showing what you meant here would be really useful (I played using bow arcs 45 degrees either side of straight ahead, and stern arcs 45 degrees from dead astern and it seemed to work OK. I suspect this may be what you had in mind)

A: In relation to page 9 of the rules;

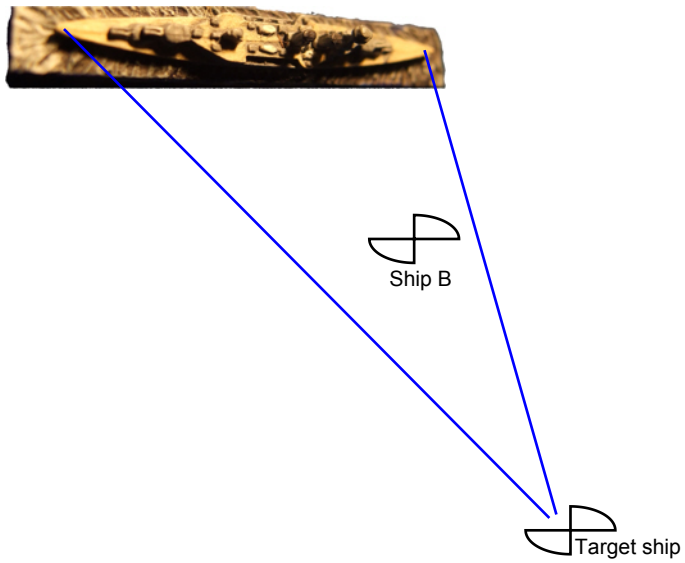


Shooting from within the arcs shown above is either bow-on or stern-on. It isn’t immediately obvious what is meant by this, but during the game this is how it works: If you can shoot at a target by measuring from **just either the bow or stern guns and <u>not both</u>**, then bow or stern shooting is used. However, you can shoot broadside on if a clear line of fire can be measured from **both** the bow and stern of the ship.

To illustrate, in this example Target A may be engaged, Target B may not be:



When you appear to able to engage with a broadside but the target is obscured you can still engage it using bow or stern gunfire. See page 13 under 'Wooded Area' for an explanation of this, but to give an example:



In this instance Ship B is partially obscuring fire, so this means the shooting ship cannot engage the target with a full broadside. However, it can shoot using stern or bow gunfire, and rolls to hit can therefore still be made against the target ship, but two die rolls must therefore be rolled to secure a hit rather than just one required for broadside fire.

Q: Am I reading armour right? Looking at the data for Bismarck, she is listed as A armour at Close, B armour at Medium and C armour at long. Hoods 5.5" secondaries are rated C, so does this mean that Hood can penetrate Bismarck's armour at 11-13" with the 5.5" guns because that range is the "long" range for those guns?

A: That is correct., there is a narrow band in which plunging fire from Hood's secondary battery can penetrate Bismarck's deck armour and so cause damage. This is something of a 'sledgehammer' approach but makes the game simple to comprehend and gives tactical options to consider.

Q: I'm curious why armour ratings, in some cases, get worse at longer ranges and for other ships they stay the same at all ranges. I can see an argument for reducing at Long range for some types of weapon to simulate plunging fire, but then again i can see a reason for the armour rating to decrease as range decreases to reflect improved armour penetration at closer ranges. But then again some ships do this – e.g. Leander, page 58, increases from E to D between Medium and Long range.

A: It all depends on the armour of the ship class involved, which was examined to come up with the stats shown. While other factors can at times be taken into account, the rough rule used was that long range fire would plunge against decks, so deck armour (if any) was used to decide the armour value against long range fire, while at close (point blank, no or little elevation of guns) it was assumed that the main factor to be accounted for would be any belt armour of the target, including any variations of thickness on either end of the belt. For medium range, assumed to be incoming at a range less dramatic than for plunging fire but certainly not as direct as point blank/low elevation shooting, both the belt and deck armour were accounted for. So, to take the example given above, Leander's 3-3.5" armoured sides was considered insignificant against close range shooting, but that the 1" armour of her decks and turrets, as well as 2" magazine crowns, provided some significant protection against plunging fire. However, the advantage was not sufficient to give a significant advantage at medium range when the side armour was factored, at least not in the way Agema has interpreted the cruiser design. Please take into account that the game is intended to be fast play over a relatively small area, and so

hard decisions have had to be made; the armour is either good enough, or it isn't, there isn't much room for a softly, softly grayscale approach - damage can either be done, or it can't, in the interests of playability and designing a tabletop naval wargame which is easy to play in practice. In other words game design elements were very much in evidence during the process of designing WW2 All at Sea!

Q: Torpedo damage – the Long Lance gets a +1. Actually, if the damage modifier is based on explosive power then British 21" torpedoes should get the same modifier since, although they had smaller warheads than the Long Lance, the effectiveness of their explosive was about 50% greater, so the damaging potential of the weapons was essentially the same (this is a common error in WW2 naval wargames).

A: We weren't aware of that! We suggest that as an optional rule British torpedoes be allowed the +1 Hit result modifier (see page 15 of the rules) if an extra points cost of 3 points is paid per torpedo mount. In the meantime we would be delighted to hear from players regarding their opinion about this with a view to possibly changing the core rules to include this change permanently.

Q: Aircraft carriers seem awfully fragile, more so than I would have expected. Was this intentional?

A: It is intentional. We contend that aircraft carriers *were* fragile, more so than their basic floatation when looking at their tonnage may suggest! If you disagree you can always choose to give them the same ability to withstand damage hits as light cruisers. Again, we can't promise to respond to every opinion but would like to hear players views on this contentious issue (well, it's contentious with us!).

Q: The distances over which models shoot and can spot are quite small compared with other naval rules, and I see this as a good thing since you can play out large actions in a small space. I assume therefore that you'd recommend 1/4800 or 1/6000 scale models for use in preference to a larger scale (or use larger scale models with a multiplication factor applied)?

A: It is partly a game design issue to enable games to be played in a limited tabletop area and permit movement out of range. It is also on account of the 'sledgehammer' principle already mentioned - that either damage can be caused, or it can't. Ranges at which *serious* damage and for that matter hits can be caused has been assumed to be lower than maximum. Certainly the games look better with smaller scale ships, and if space is not an issue ranges can be doubled or tripled when employing larger models.

Q: It says the 'Quick Firer' modifier for short range as already been applied in the ship tables. So does this mean you have to remember to take off the modifier when shooting at Medium or Long?

A: The modifier has not already been factored in for close range fire, so +1 does need adding for such fire while noting that a roll of '1' always misses (see page 9). Where what you quote is mentioned on page 28 the intention is to show that where QF guns are used the lists already mention the modifier under close fire, so it should be obvious which guns have this benefit and you the player don't need to work out if they have it or not since the fleet lists tell you already.

Q: Some of the 'To Hit' scores in the tables don't match the method of calculation described in the rules. For example, Queen Elizabeth (8 main guns) has a to hit score of 4-6, but the ranging notes on page 28 would suggest this should be 5-6. For the same ship, the secondaries (20 x 4.5") have a to hit of 2-6, whereas page 28 would suggest this should be 5-6 (secondary guns halved), with a +1 for quick firing giving 4-6.

A: To take the last point first, you can't easily work out the rate of fire of the smaller types of gun because the rate of fire formulae mentioned in the Ranging notes (page 28) is not included in the rules because it isn't necessary. The notes are just that, explanatory notes to give players an idea of how scores were arrived at. So, while the 4.5" guns in the Queen Elizabeth example would have a basic score of 5-6 to hit if there 'game' rate of fire was x1, the factor employed in the calculations by Agema

was x3, so in the notes 'X' = 20/2 = 10 x 3 = 30, giving the basic score of 2-6 to hit as stated in the rules.

At the risk of opening up a can of worms(!), in the case of the British Royal Navy, these rates of fire were employed:

5.5" or smaller: x3.
6": x2.
7.5" or larger: x1.

To provide yet more detail, we have...

Italy: 5.3" or smaller, x3; 6"-8" x2, 12.59" and larger, x1.
American: 6" or smaller, x3; 8", x2; 12" or larger, x1.
Germany: 150mm or smaller, x3; 203mm, x2; 280mm or larger, x1.
Japanese 5"(cal.40) or smaller, x3; 5"(cal.50) - 6.1", x2; 14" or larger, x1.
French, 152mm or smaller (with exceptions), x3. The exceptions were the 130mm M1919 guns which were given a rate of 2, as were 138mm M1923 type guns only. 155mm - 203mm, x2. 12" M1906-10 and larger, and 340mm M1912 and larger, x1.
Soviet: 100mm/3.9" or smaller, x3, 130mm/5.1" - 181mm/7.1" x2; 12" or larger x1.

And to give a few other examples...
Swedish 6" and 11" guns, x2.
Chilean 14" guns x1.

Please note that these rates of fire were only a device by which the statistics were arrived at, in the game all batteries may only shoot once per game turn and from a game play point of view this information is provided for interest only and does not apply practically to playing the game!

Now to explain Queen Elizabeth's 8 main guns enjoying 4-6 to hit instead of 5-6. This in on account of her funnel trunking being taken into account (see the ship class entry on page 48, and the funnel trunking ranging notes on page 28).