
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.

ACTION STATIONS

RULES CLARIFICATIONS UP TO AND INCLUDING

EDITION 3.1

DATE: 25 MAY 2003

UPDATED 31 MARCH 2005

These clarifications apply to all editions up to 3.1.

1. INTRODUCTION
 2. SHIP AND CREW CLASSES
 3. WEATHER
 4. ORDER OF PLAY
 5. MOVEMENT
 6. VISIBILITY AND DETECTION
 7. GUN ATTACKS
 - ⇒ 7.2 – Multi-Barrelled weapons
 - ⇒ 7.5 – Firing Procedures Modifiers
 - ⇒ 7.6 – Damage Table
 8. TORPEDO ATTACKS (UPDATED 31 MARCH 2005)
 - ⇒ 8.1 – Firing Torpedoes
 - ⇒ 8.8 – Torpedo Arming Distances (in editions up to 3.0)
 9. LAND FORCES
 10. SUBMARINES
 11. Q SHIPS
 12. MINE WARFARE
 13. AIRCRAFT
 14. SPECIAL RULES
 - REFERENCES
 - DATA ANNEXE
 - AIRCRAFT TABLES
 - TEMPLATES
 - QUICK PLAY GAME TABLES
-

Multi-barrelled weapons (7.2)

When firing such a weapon roll as per the rules once or twice per mount, depending on whether the gun is automatic.

When a multi-barrelled weapon hits its target, roll a D6 to see if it gets one or more hits.

A twin gun gets 1 hit with 1-3, 2 with 4-6.

A triple-barrelled gun gets 1 hit with 1 or 2, 2 hits with 3 or 4, and 3 hits with 5 or 6.

A quad-barrelled gun gets 1 hit per pip on the dice, re-rolling 5 or 6.

Firing Procedures, Modifiers (7.5)

The situation "At night, target illuminated" means "At night and target illuminated" (-1)

The situation "At night, target not illuminated" means "At night and target not illuminated" (-2)

The situation "Firer drifting, sea state 3+" means the "Firer is drifting and the sea state is 3 or greater" (-2)

Damage Table (7.6)

The highest damage results on the table show P results. This result is not effective on anything that is not a submarine or paddle steamer. The P result is ignored if it is inappropriate after all you have got the Fires and Hull Damage anyway.

This is explicitly stated in edition 3.1.

Firing Torpedoes (8.1)

It has become apparent that the existing text is not as clear as we would have wished. This is in part due to the complexity of the movement sequencing. The following text has been updated following "representations" to the author.

When Torpedoes are fired, they are placed on the table beside the firing ship and not moved. This is best carried out by placing a marker on the table showing the exact point of launch and the line down which the attack is being made. Torpedo templates will be centred on this line.

The marker is placed in Sequence 9 in the current turn. The template with the rules is simply a device to mark the arcs of fire of fixed tubes. It shows the 10 degree variation possible to left and right of the axis of a fixed tube.

Torpedoes are moved for the first time in Sequence 8 of the following turn. Their position is marked with a cone shaped marker, the point of which is placed at launch point, the cone extending 20cm (30cm for Japanese VH torpedoes), centred on the line of fire. The width of the cone at the far end is 1cm (1.5cm) per torpedo fired for a narrow spread or 2cm (3cm) per torpedo for a wide spread (only possible when firing more than 1 torpedo). This cone shaped area is referred to as the Arming Cone and represents the arming distance of the torpedo.

The original rules allowed for torpedoes to bump into other ships in the arming phase. These rules are changed from Edition 3.2 to say that they ignore any ship encountered while they are represented by an Arming Cone. The reasoning for this is that the torpedo may actually have dropped deeper on launch and even be out of the cone until the gyros stabilise its course. The rules for launching torpedoes in shallow water should not be overlooked.

There is also an issue about the fact that the game sequence theoretically could allow you to torpedo yourself. The rules up to edition 3.1 should be interpreted such that you cannot be torpedoed by your own torpedoes while they are arming in the first turn after launch. This is overcome from edition 3.2 by the rule that torpedoes in an arming cone ignore any vessel.

In the following turns new templates are placed adjacent to the "target" ends of those from the previous turn. The width at the "firing" end of the new template is (obviously) that of the "target" end of the old template. The width at the "target" end of the template widens each turn by 1cm (narrow spread) or 2 cm (wide spread) per torpedo fired. Note that the width is determined by the number of torpedoes fired, not the number remaining.

Finally, the test to see if a hit occurs is made in Phase 8, after the torpedo template is placed. If a ship is in the area in Phase 8 it may be hit. A test is not made if a ship moves onto an existing template during its own movement, because the template represents where the torpedo was located in phase 8 of the previous turn.

To Hit Chances (8.2)

It has been observed that the to hit chances do not reflect the effect of being further away from the firing vessel or the effects of multiple torpedo hit chances. The chances of hitting a specific ship will reduce as the range gets greater, however the area of effect gets bigger, so more ships could possibly be hit.

The torpedo rules for hitting the target have therefore been revised and details can be found in the latest Correction sheet for these rules.

In the table of modifiers there is a +3 hit chance bonus for a number of circumstances. All three shown will have the same effect on the ship, i.e. it is unable to react to the approaching torpedo in a meaningful manner. It is therefore ruled that the +3 modifier is only applied once.

Arming Torpedoes (8.8 in editions up to 3.0)

The torpedo is only armed after it has actually moved its first 20cm. This replicates the arming of the weapon by the trigger spinner.

This rule has been moved forward to the launch procedure from Edition 3.1 onwards.