

## ***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.

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# ***ACTION STATIONS***

## **RULE AMENDMENTS UP TO AND INCLUDING**

### **EDITION 3.0**

**DATE: 10 AUGUST 2004**

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## Order of Play (4)

Section 5b is changed as follows:

“Air combat phase: Attacks are resolved in the following order:

- Dogfights;
- AA fire by Class 3 ships;
- Aircraft attack surface targets;
- AA fire by Class 1 and 2 ships.”

*This change is integrated in edition 3.1.*

## Collisions (5.5)

*There were a number of errors in the text regarding the calculation of collision damage. For clarity the offending section is reproduced in its corrected form here.*

### Hull Box Loss

The basic number of hull boxes lost by a vessel in a collision is determined by rolling the number of d10 equal to the class of the Ramming Vessel. The result is then modified according to the speed of collision, from the following table:

#### Collision Damage Modifiers

Collision Speed (knots)	0-10	11-30	31-60	60+
Damage	-1 die	as rolled	+1d6	+3d6

Roll separately for damage to both vessels. The Rammed Vessel takes the full amount of damage indicated by the die rolls. The Ramming Vessel takes 50% of the damage, rounded down. Hull boxes lost due to rams affect speed as normal. Additional damage may be inflicted. Roll a d10 for weapon and system damage as shown below. Rammed submarines lose a minimum of 5 hull boxes if rammed by a Class 2 or 3 vessel.

i) if the rammed vessel is hit broadside (i.e. not a head-on or stern ram) and is rammed by a vessel of the same class or larger, it suffers an 'M' hit on a roll of 8+. Do not roll for engineer casualties.

ii) Stern rammed vessels: roll a d10, damage as below

- 8 damaged propeller, treat as an irreparable 'M' hit
- 9 damaged rudder, treat the vessel as next highest manoeuvre class (H becomes M etc.)
- 10 apply both of the above

iii) Shock: if the ramming vessel is of the same size class or larger, roll for the effects of shock on its victim's weapons and radar. Roll for each weapon mount and the radar if the speed of collision was 30 knots or more. The system is affected on a roll of 1 or 2. Affected weapons are out of action for 3 turns, except MGs and 15-20mm cannon which are affected for 1 turn. If the radar is affected it is wrecked.

*A Class 2 trawler is rammed in the side by a poorly handled Class 1 MTB travelling at 20 knots. The vessels do not glance off each other and there is no speed modifier to the damage. The MTB rolls 1d10 for damage caused to the trawler. The roll is a 6, so the trawler loses 6 hull boxes. The d10 is rolled again for damage to the MTB – this time a 5 is rolled, causing the MTB to lose 2 hull boxes (5 divided by 2, rounded down). If they had collided head-on with a closing speed over 30 knots, then 1d6 would have been added in each of the damage calculations above.*

## Firing Procedure (7.5)

### Modifiers

There are some errors in the modifiers table.

*These amendments are incorporated in Edition 3.1.*

1. The modifier for the situation "Firer drifting, sea state 3+" should read -2 not -3.

*This is shown correctly in the Quick Play Game Tables at the back of the rules.*

2. The modifiers of +1 and +2 for target size should read Class 2 or Class 3 Ship targets.

3. The modifier of -1 applies to Ship targets travelling at 20kts or more.

a) Clarifications 2 and 3 are also required in the Quick Play Game Tables at the back of the rules.

b) Note further amendments below covering Air combat.

### Launching Torpedoes (8.1)

The following new text is inserted at the start of this section.

“For the purpose of these rules it is declared that a ship cannot be struck by its own torpedoes, though it can be struck by torpedoes fired by a friendly vessel. ...”

## AIRCRAFT

*There are a number of significant changes in Edition 3.1 which alter some of the interaction between aircraft and ships. AA guns have more variety and Dive Bombing has been revised.*

### Air to Air Combat (13.2)

In section 13.2 the cross reference should read “13.5”.

The air to air damage values should be changed as follows:

“Larger guns” is changed to read “40-47mm cannon” (the to hit numbers remain unchanged.)

Damage becomes 8.

Add the following (AA) weapons and damage to the table (these cannot be used for dogfighting):

50-57mm	1	0	d	a	m	a	g	e
75mm, 3"	1	5	d	a	m	a	g	e
85-90mm	1	7	d	a	m	a	g	e
over 90mm	target	badly	damaged/destroyed	and	removed	from	game	immediately.

*A copy of the revised table is shown in this Update.*

## Surface to Air Combat (13.3)

In section 13.3 the cross references should read “(section 7)” and “13.5”.

If the revised AA rules are applied the entire text of rule 13.3 is replaced as follows:

Ship mounted weapons fire as shown in the ship gunnery section (section 7), however the order in which ships and aircraft can attack each other is defined in the modification to the order of play shown earlier. Weapons firing at aircraft may not be used for surface to surface gunnery in the same turn. Ships may shoot guns at aircraft as shown in the following table. The gunnery range table in section 7.5 is used to define the base to hit number. The (new) table below defines the modifier for height, and also shows if a gun can engage a target in a given height band. Where an X is shown, the gun cannot be fired to the indicated altitude band. The effect is to reduce the effectiveness of large guns at low flying targets and of small guns at targets that are at the higher end of their altitude range.

Note that if a dive bomber is shot at by its target, the vertical displacement modifier is not applied.

The new AA Weapon/Altitude Modifier table is included in this Update.

The following new paragraph is added:

“If a hit is scored, inflict the number of damage points as shown in the air to air table (see Amendment 3 above) and go to Section 13.5 for effects. Remember that guns marked '\*' on the data tables cannot be used against aircraft.”

The following new rule is also added

### Friendly Fire

“If a friendly aircraft has engaged an enemy aircraft that is then attacked by friendly AA fire, the friendly fighter(s) is/are attacked by the AA fire. The attack is resolved based on the position of the **enemy** aircraft. A separate dice roll is made for each attack.”

### Surface to Air modifiers

The following changes to Modifiers are actually required in Firing Procedure (7.5) already mentioned. They are shown here specifically to draw attention to the modifications required when dealing specifically with aircraft.

1. The target travelling at 20kn or more does not apply to aircraft.
2. The aircraft target class is based on size. The modifiers in the table are:

- Class 1: -2;
- Class 2: -1;
- Class 3: 0

3. Dive bombers are a special case and have the following penalty:

Aircraft shot at by AA fire from Class 1 or 2 ships after it attacked firing ship: +2

<i>Air to Air to hit table</i>		<i>To hit at Range (cm)</i>		
<i>Weapon</i>	<i>Damage</i>	<i>10</i>	<i>25</i>	<i>50</i>
Fixed MGs	1	4	1	-
Fixed HMGs	2	4	1	-
Pivot MGs	1	3	1	-
Pivot HMGs	2	3	1	-
20-23mm cannon	4	4	3	1
30-37mm cannon	6	4	3	1
40-47mm cannon	8	4	2	1
50-57mm cannon	10	AA guns which cannot be used for dogfighting		
75mm, 3"	15			
85-90mm	17			
Over 90mm	Destroyed			

<i>AA Weapon</i>	<i>Modifier by Altitude Band</i>					
	<i>VL</i>	<i>L</i>	<i>M</i>	<i>H</i>	<i>VH</i>	<i>EH</i>
HMG, LMG	0	0	X	X	X	X
20 – 30 mm	0	0	-1	X	X	X
37 – 40 mm	0	0	0	X	X	X
45 – 57 mm	0	0	0	-1	X	X
75 – 90 mm	-1	-1	-1	0	0	X
105 mm +	X	-1	-1	0	0	0

<i>Bomb table</i>	<i>Range</i>	<i>Target Speed (knots)</i>		
		<i>0-5</i>	<i>6-20</i>	<i>21+</i>
Dive Bomb	0-5cm	5	4	3
VL	0-5cm	3	2	1
L	5-10cm	4	3	2
M	10-25cm	3	2	1
H	25-50cm	3	1	-
VH	50-75cm	2	1	-
EH	75-150cm	1	-	-

## ***Air to Surface Combat (13.4)***

The following modification is required in the Bomb Damage Table and on the Quick Play Game Tables

Row M should be modified to read "3 2 1"

### ***Bombs***

The following additional modification takes account of the need to allow for forward movement of the bomb as it drops. At the end of the paragraph dealing with Bomb attacks add the following sentence.

"Bomb attacks can only be made if the attacking aircraft is at the following distance from the target, and the target is in front of the aircraft."

For details of the attack ranges see the modified Bomb Table included with this update.

Add 2 new paragraphs.

"Bombing Attacks modify their scores as follows:"

- Ship target Class 3: +0
- Ship Target Class 2: -1
- Ship Target Class 1: -2

"Bombers that have not been engaged by Enemy planes or AA fire this turn before making their attacks gain a bonus of +2 if attacking a Class 3 target, +1 against a Class 2 target, and +0 against a Class 1 target. Note that the attack does not have to cause damage to negate this bonus."

A new rule section is added dealing with Dive Bombing which is a special case and must be handled slightly differently. A Dive Bomb to hit number is shown in the new Bomb Table.

### ***Dive Bombing***

"Aircraft that are capable of making dive bombing attacks may use the following procedure:

- a) Altitude – A dive bomber starts its movement at least at Medium altitude and ends its movement at VL (normal height changes are ignored during the attack).
- b) Movement – The forward movement of an aircraft making a dive bombing attack is divided by three to reflect the reduction in horizontal movement during the attack. The target must be between 0 and 5 cm in front of the aircraft at the end of its movement.
- c) AA Fire – Anti aircraft fire directed at dive bombers attacking the firing ship ignores the vertical modifier if it takes place before bomb release (i.e. a Class 3 ship is shooting), but attracts a +2 modifier if it takes place after bomb release (if a Class 1 or 2 ship is shooting).

In addition, Class 3 ships fire at dive bombing aircraft at the highest effective altitude band to which their guns will fire. There is no vertical modifier if the ship is the target of the air attack, but is applied if friendly Class 3 ships are trying to shoot a dive bomber attacking someone else.

Class 1 and 2 ships will attack a dive bomber at VL altitude after the attack. Friendly ships do not get the +2 bonus mentioned in c) above."

### ***Torpedoes***

Correct the third sentence:

"...The aircraft must move in a straight line for at least 20cm ..."

And also add the following sentence at the end of the paragraph:

"Bear in mind the arming distance of the torpedo of 20cm as well."

### ***Aircraft Data P37***

The Japanese aircraft is a "Lily".

### ***Quick Game Play Tables***

In addition to items mentioned earlier in this update, there are some other corrections to the tables.

### ***Surface Weapons Table***

There is an error on the Quick Play sheet for 20/30cm weapons. The "to hit" at 10cm range should read 6.

This is shown correctly in the text under 7.5.

### ***Torpedo Types***

The torpedo types should read

- Light
- Heavy
- Very Heavy.

This is shown correctly in the text under 8.3.

### ***Air to Air***

In the remarks next to the Air to Air table, change this to read "See Surface Weapons Table and section 13.3 for AA Fire."