
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

RULE AMENDMENTS UP TO AND INCLUDING

EDITION 3.1

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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.

This correction will be integrated in the next printing 3.2.

Launching Torpedoes (8.1)

These rules were revised in Edition 3.1 but it has been observed (of course after the revision) that they are still unclear. The text has therefore been examined and the revised text is I hope clearer.

Additionally it has also been remarked that the “to hit” chances do not take account of the length of time that torpedoes have been in the water. The hit chances of narrow and wide spread do not change as the range increases and chances of additional hits are probably lower than they should be.

Finally the rules are misleading as written when referring to when the torpedo attack actually takes place. It is always when the torpedo moves, not when the ship moves.

We have also reviewed the rules about the torpedo in its first turn of activity. When it is launched a torpedo will often drop deeper than its setting and even be on a wrong course until the gyros stabilise its course. For this reason from edition 3.2 onwards the rule is changed to read that a torpedo represented by an Arming Cone ignores any ships it encounters. It is important not to overlook the rules for shallow water when they are launched.

When a torpedo is launched its position and direction are marked in phase 9. (The triangular template with the rules is only used to mark the firing arcs of fixed tubes).

In phase 8 of the next turn an Arming Cone is placed 20cm long (30cm for Japanese VH) centred on the line of fire with a width varying for number and width (narrow or wide) of the spread. A torpedo ignores all ships while represented by this cone.

In phase 8 of subsequent game turns the cone is extended into wider and wider templates, and if these templates cover any ships, the ships may be attacked. The attack happens when the torpedo is moved NOT when the ships move.

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.

The revised rules for the initial part of the Torpedo section appear in this update sheet. This covers sections 8.1 to 8.3, section 8.4 which appears on the page in the rules as printed has moved to the next page in the next edition.

8 — TORPEDO ATTACKS

Torpedo firing procedures are identical for surface vessels and submarines. Air launched torpedoes are covered in Section 13.

8.1 – Launching Torpedoes

Torpedoes attack any vessel they encounter, friendly or enemy, during Phase 8 of a game turn, apart from when they are represented by the Arming Cone. Torpedoes remain in play until they hit a target or leave the playing area.

Launch

Torpedoes may be fired after movement and gunfire, provided the tubes are operational. When torpedoes are fired, place a firing marker on the playing surface in Game Turn sequence 9. This is pointed in the direction of fire, which can be anywhere in the firing arc for trainable mounts or within a restricted arc of 10° to either side of straight ahead along the ship's axis for fixed tubes. (The Fixed Tube Firing Arc provided with the templates shows the angle.) All torpedoes fired in the same game turn from a trainable mount or from a ship with fixed tubes must be placed in one salvo. A ship with two trainable mounts could place two separate salvos.

A letter or number should identify each firing marker. On a separate piece of paper the firing player notes the number of torpedoes fired, the turn of firing, whether the pattern is wide or narrow (always narrow for a single torpedo) and whether the torpedoes are set to run shallow or deep.

Torpedo Arming Distances

When a torpedo is launched it will initially drop deeper than the intended depth and not necessarily be on the planned heading until the gyros stabilise. In addition torpedoes have to travel a certain distance before they arm themselves.

In their first turn in the water torpedoes are assumed to be travelling in a cone (we can call it the Arming Cone) centred on the line indicated by the firing marker. In sequence 8 of the first game turn after launch the Arming Cone is placed extending 20cm from the marker and 1cm wide per torpedo fired in a narrow spread or 2cm wide per torpedo fired for a wide spread.

Torpedoes are considered to be armed at the end of their first move in the water. The torpedo(es) in an Arming Cone ignore any vessels encountered. See also the rule for launching in Shallow Water.

Torpedo attack “area of effect”

The area of effect for a torpedo salvo gets bigger each turn. The width is always determined based on the number of torpedoes fired, not the number remaining in the salvo. On turn 2 the cone extends from 20cm to 40cm, with the width nearest the marker as in turn 1, the width away from the marker 2cm and 4cm wide per torpedo fired as before. On turn 3 the width of the cone extends again, etc.

If the torpedo cone covers any vessel, friendly or enemy, in phase 8 of a game turn, then the vessel may be hit by a torpedo. If more than one vessel could be hit, check for each, rolling for hits on the target closest to the firing marker, then the next and so on. Torpedoes set to run deep will always miss class 1 targets.

'Long Lance' Torpedoes

The Japanese developed a very fast heavy torpedo called the 'Long Lance'. This is the VH torpedo listed in the data tables for Japanese ships. As well as causing more damage it travelled faster. When calculating the torpedo cone as described above for a 'Long Lance' extend the cone by 30cm rather than 20cm. In addition the spread should increase by 1.5cm per torpedo for a narrow spread, or 3cm

Torpedo Modifiers to Score Required for current salvo	
- 1	Per turn after the turn in which the torpedo arms Torpedo is part of wide spread Per attack roll against same target after the first US/German torpedoes up to 1943 Torpedo attacks through target's forward arc Target speed 25 knots or more
- 2	Torpedo attacks through target's aft arc
- 4	Target is Class 1 or Shallow Draught
+3	Stationary target AND/OR Target with damaged steering AND/ OR Target unaware of enemy Only one +3 modifier is ever applied

per torpedo for a wide spread.

8.2 – Hitting the Target.

For the torpedo to hit roll a 6 or less on a d10, modified as shown in the table of Torpedo Modifiers. If two or more torpedoes were fired there is a chance that extra hits may be achieved. When attacking a target roll for each extra torpedo reducing the chance by 1 on each roll. The to hit chance for wide spread torpedoes is also lower.

If a hit is scored reduce the number of torpedoes in the spread by the number of hits scored.

Example. An MTB has fired two torpedoes towards a merchant ship in a narrow spread and they have just armed. After the target has moved, the torpedo cone is extended and covers the ship. The firing marker is in the merchant's port firing arc. The score to hit is 6. The player rolls a 4, scoring a hit. For a second hit the player needs 5 (6 minus 1) for the second torpedo. The second roll is 7, scoring a miss. If this had been a wide spread, the required scores would have been 5 and 4.

The torpedo continues on its way. Next turn it would need a 5 to hit, or a 4 if it had been part of a wide spread. If it had missed in the initial attack, then an attack in the second turn would hit on 5 and 4 for a narrow or 4 and 3 for a wide spread.

8.3 – Effect of Torpedo Hits.

Damage is applied to hull boxes on the target as follows:

Torpedo Type L (18" or smaller)	6D6
Torpedo type H (21")	6D10
Torpedo type VH (Japanese 24")	10D10

Roll on the Torpedo Damage Table for additional effects.

Torpedo Damage Table	
Score	Effect (Oil tankers / Ammunition ships add 2 to die roll)
1-3	No additional damage
4-5	Shock - roll a d10 for each weapon, radar or sonar; KO'd on 8+
6-7	Severe bow damage, reduce maximum speed by 10 knots
7-8	Engine room, ship suffers an 'M' hit
9	Engine room hit, fire starts, vessel decelerates to a halt
10	(Tankers/ammo ships only) - Major explosion, ship sinks (Other vessels) - Flooding. Ship loses 1d10 hull boxes per turn until flooding comes under control. Roll 1-3 in the Communications phase to control flooding.