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## ***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 CORRECTIONS UP TO AND INCLUDING**

### **EDITION 3.2**

**DATE: 7 FEBRUARY 2007**

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1. INTRODUCTION
  2. SHIP AND CREW CLASSES
  3. WEATHER
  4. ORDER OF PLAY
  5. MOVEMENT
  6. VISIBILITY AND DETECTION
  7. GUN ATTACKS
  8. TORPEDO ATTACKS
    - ⇒ 8.1 – Launching Torpedoes (Clarification)
  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
-

***Launching Torpedoes (8.1)******Launch***

At the end of the second paragraph, it refers to depth settings, but the rules are then silent on the subject of what happens if a torpedo is set to run deep. We enquired of the esteemed Mr Manley, and he advises that a torpedo at Deep will never hit a Class 1 target, or any shallow draft vessel.

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