
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.

BULLDOGS AWAY !!

RULES CORRECTIONS AND CLARIFICATIONS UP TO AND INCLUDING EDITION 1.0

DATE: 17 JANUARY 2007

1. INTRODUCTION
 2. SETTING THE SCENE
 3. TURN SEQUENCE AND INITIATIVE
 4. MOVEMENT
 5. TARGET DETECTION AND IDENTIFICATION
 6. FIRING
 7. DAMAGE
 8. AIRCRAFT AND HELICOPTERS
 - ⇒ 8.3 Surface to air and air to air fire
 9. UNCONVENTIONAL CRAFT
 10. MINE WARFARE
 11. LAND FORCES
 - TABLE OF ACRONYMS AND ABBREVIATIONS
 12. DATA TABLES
 - ⇒ 12.2 Anti Ship Missiles
 - ⇒ 12.3 Guns and Rockets
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