
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.

FIRE WHEN READY

RULE CORRECTIONS UP TO AND INCLUDING

EDITION 1.1

DATE: 31 DECEMBER 2004

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Bases (2.3)

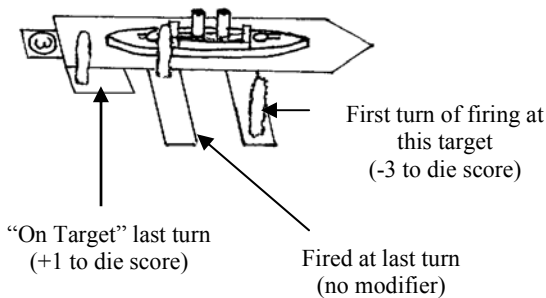
The headings under the two diagrams referring to bases should read on the left

Typical Battleship or armoured cruiser
and on the right

Typical Protected Cruiser or smaller ship

Gunnery Markers (8)

In some printings of the rules the diagram on page 11 has got slightly distorted. It should look like this:



You will also note that the diagram is corrected to show that the shell splash for a +1 now shows "on target" rather than "hit" last turn, which matches the gunnery modifier table.

Gunnery Procedure (8.1)

Optional Rule

In response to a question about how to handle the big 17.7" Italian and 16" British MLR's, as well as Japanese 12.6" guns which can only fire every 15 minutes or so, such guns can only optionally only fire every other turn.

Above Water and Below Water Damage (8.5)

The table requires a small correction. BDV damage is possible to Gunfire Special Hit 11 as well.

Damage Effects (8.6)

It is possible for a ship to have to have its ADV reduced to 0 without losing any guns at all. Guns are only lost from Special Hits.

Destroyer Combat, Quickfirers (8.11)

Destroyers and Torpedo Boats shoot all round. They have one QF group per ship.

Destroyer Flotillas (11.3)

Destroyers and Torpedo Boats shoot all round. They have one QF group per ship.