
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.

FORM LINE OF BATTLE

RULE CLARIFICATIONS TO EDITION 4.0

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UPDATED 31 MARCH 2005

1	— INTRODUCTION
2	— SHIP RATINGS AND CLASSES
3	— SCENARIO PREPARATION AND SET-UP
4	— ORDER OF PLAY
5	— MOVEMENT
6	— FIRING
	⇒ Damage Effects Clarifications (6.11, 7.2, 7.3)
	COMBAT TABLES
7	— GUNNERY EFFECTS AND DAMAGE
	⇒ Repair Tasks (7.5) (added 31 March 2005)
8	— ADVANCED RULES FOR SMALL ACTIONS
	⇒ Fitting mixed guns
9	— BOARDING ACTIONS
	⇒ Resolving the Action (9.2)
	REFERENCES
10	— OPTIONAL RULES
11	— POINTS SYSTEM
12	— SCENARIOS
	GAME RECORD CARD
	GAME TEMPLATES

Damage Effects Clarifications (6.11, 7.2, 7.3)

The effects of damage vary depending on whether you are using:

- the Standard gunnery rules
- or
- the Detailed gunnery rules

For the sake of this example we will assume use of single shot (though some other specific results are mentioned if appropriate - especially Chain Shot). The effects of damage are always based on the numbers shown in the damage effect table, so any result with a 0 showing means no damage to that particular area of the ship (Broadside, Hull, or Crew) based on the ammunition load.

If the remaining chaser value is less than the damage to be applied, it could be ruled that the balance of damage is applied to the Broadside.

It is important to note that Chain shot will remove masts immediately, while rigging hits under the detailed rules reduce their value to 0, then they fall if hit again. It would be a valid approach to say that a mast reduced to below 0 by a hit will fall as well.

Standard Gunnery

“rr” Result

A broadside hit means that the Broadside value for the ship is reduced by 1, with no damage to the Hull or Crew.

The same result if raked at Point Blank or Short range reduces the Chasers (if using the chaser rules), and also the Broadside by 1. At Medium or Long range the chasers are reduced by 1 until destroyed, then the Broadside. Hull and Crew take no damage.

A ship under Full Sail hit with Chain Shot will lose 1 mast determined at random, with no effect on Broadside, Hull or Crew.

“2rr” Result

A broadside hit means that the Broadside value for the ship is reduced by 2, with 1 damage to the Hull and 1 damage to the Crew.

The same result if raked at Point Blank or Short range reduces the Chasers (if using the chaser rules), and also the Broadside by 2. At Medium or Long range the chasers are reduced by 2 until destroyed, then the Broadside. Hull and Crew take 1 damage.

A ship under Full Sail hit with Chain Shot will lose 2 masts determined at random, with no effect on Broadside, Crew or Hull.

A ship under Full Sail hit with Round Shot will lose 1 mast determined at random, as well as suffering the damage shown above to the Broadside, Hull and Crew.

“3rr” Result

A broadside hit means that the Broadside value for the ship is reduced by 3, with 2 damage to the Hull and 2 damage to the Crew.

The same result if raked at Point Blank or Short range reduces the Chasers (if using the chaser rules), and also the Broadside by 3. At Medium or Long range the chasers are reduced by 3 until destroyed, then the Broadside. Hull and Crew take 2 damage.

A ship under Full Sail hit with Chain Shot will lose 2 masts determined at random, with no effect on Broadside, Crew or Hull.

A ship under Full Sail hit with Round Shot will lose 2 masts determined at random, as well as suffering the damage shown above to the Broadside, Hull and Crew.

Detailed Gunnery

“rr” Result

- Firing Low:

A broadside hit means that the Broadside value for ENGAGED side of the ship is reduced by 1, with no damage to the other Broadside, the Hull or Crew.

The same result if raked at Point Blank or Short range reduces the Chasers (if using the chaser rules), and also BOTH the Broadsides by 1. At Medium or Long range the chasers are reduced by 1 until destroyed, then BOTH the Broadsides would be reduced by 1. Hull and Crew take no damage.

Chain Shot is treated as Grape when firing low, so it would cause 1 Crew hit.

- Firing High:

A broadside hit will reduce the mast (rigging) rating on one mast, determined at random, by 1 with no damage to the Broadside, the Hull or Crew.

If raked, it would be sensible to assume that all the rating damage is applied to the first remaining mast that would be hit.

A ship under Full Sail hit with Chain Shot will lose 1 mast determined at random, with no effect on Broadside, Hull or Crew.

If the target is under Full Sail, Round Shot will reduce the mast (rigging) ratings by 2, each point of reduction being randomised between remaining masts. This means that two damage could be caused to one mast, or one to each of two masts.

Grape is ineffective when fired high, so single or double shot with grape is just treated as single or double shot.

“2rr” Result

- Firing Low:

A broadside hit means that the Broadside value for ENGAGED side of the ship is reduced by 2, with 1 damage to the other Broadside, and to the Hull and Crew.

The same result if raked at Point Blank or Short range reduces the Chasers (if using the chaser rules), and also BOTH the Broadsides by 2. At Medium or Long range the chasers are reduced by 2 until destroyed, then BOTH the Broadsides would be reduced by 2. Hull and Crew take 1 damage.

Chain Shot is treated as Grape when firing low, so it would cause 1 Broadside and 2 Crew hits.

- Firing High:

A broadside hit will reduce the mast (rigging) rating on one mast, determined at random, by 2, cause 1 reduction to the ENGAGED Broadside and Crew, but no damage to the other Broadside or the Hull.

If raked, it would be sensible to assume that all the rating damage is applied to the first remaining mast that would be hit.

A ship under Full Sail hit with Chain Shot will lose 2 masts determined at random, with no effect on Broadside, Hull or Crew.

If the target is under Full Sail, Round Shot will reduce the mast (rigging) ratings by 4, each point of reduction being randomised between remaining masts. It will cause 1 reduction to the ENGAGED Broadside and Crew, but no damage to the other Broadside or the Hull.

Grape is ineffective when fired high, so single or double shot with grape is just treated as single or double shot.

“3rr” Result

- Firing Low:

A broadside hit means that the Broadside value for ENGAGED side of the ship is reduced by 3, with 2 damage to the other Broadside, and to the Hull and Crew.

The same result if raked at Point Blank or Short range reduces the Chasers (if using the chaser rules), and also BOTH the Broadside by 3. At Medium or Long range the chasers are reduced by 3 until destroyed, then BOTH the Broadside would be reduced by 3. Hull and Crew take 2 damage.

Chain Shot is treated as Grape when firing low, so it would cause 2 Broadside, 1 Hull and 3 Crew hits.

- Firing High:

A broadside hit will reduce the mast (rigging) rating on one mast, determined at random, by 3, cause 1 reduction to the ENGAGED Broadside and 2 damage to the Crew, but no damage to the other Broadside or the Hull.

If raked, it would be sensible to assume that all the rating damage is applied to the first remaining mast that would be hit.

A ship under Full Sail hit with Chain Shot will lose 2 masts determined at random, 1 reduction to the ENGAGED Broadside, but with no effect on the Hull or Crew.

If the target is under Full Sail, Round Shot will reduce the mast (rigging) ratings by 6, each point of reduction being randomised between remaining masts. It will cause 1 reduction to the ENGAGED Broadside and 2 damage to the Crew, but no damage to the other Broadside or the Hull.

Grape is ineffective when fired high, so single or double shot with grape is just treated as single or double shot.

Repair Tasks (7.5)

Clarification added 31 March 2005

The order of play is controlled using the Cards, such that the first card a player draws each turn is that for a Command Phase (during which repairs are attempted), while the others are Action Phases (during which movement, shooting etc is carried out). There is a possibility that one side will carry out a Command Phase and then an Action Phase, before the other side gets a Command Phase. It is therefore also possible that the first side will cause damage to the enemy that can be repaired in its Command Phase immediately afterwards.

The current interpretation of the rules is that this is permissible and all down to the laws of chance and good luck.

If players wished to experiment with an alternative sequencing of the move, by have the Repair Action at the END of a player's SECOND Action Phase of a turn, this would mean that the damage effect will always have some effect in a game. If you wish to try this we would be interested in feedback.

Fitting and using guns in Small Actions (8)

When fitting guns onto ships for small actions, you need to bear in mind that these vessels will normally only have carried a single type of gun, simply because you would not have the facilities to carry several different types of ammunition. It is however clear that you would have long guns and carronades. In such a case if you do have mixed guns, when you are shooting, you use the gun factor for the type being fired and roll for each type separately.

When the ship is hit and loses gun factors you should randomise which gun types get lost.

Boarding Actions; Resolving the Action (9.2)

A Boarding Action is resolved completely in the Action Phase during which it was started.

The phrase “each phase” that appears in the second paragraph of 9.2 refers to the combat phase that is part of the Boarding Action. The phases continue within the framework of the current Action Phase until there is a result to the action.

The word “round” would be preferable to “phase” in this case and will be substituted in future editions.

The text at the start of the explanation (second paragraph) is changed to read:

A boarding action consists of a number of rounds, all of which are fought immediately, one after the other, until a result is achieved. At the start of each round, roll as shown below:

In the subsection h, the text should read that the action is fought to a conclusion during the Action Phase in which it was initiated.