
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 AMENDMENTS UP TO AND INCLUDING

EDITION 3.0

DATE: 7 JULY 2003

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Weather Changes (4.3)

When manoeuvring and altering the direction of the wind, the angles through which this occurs are 22.5° . This means that the following correction is required. Weather Changes in section 4.3 mean the wind changes are slightly less than originally may have been indicated in the rules (if using 30°).

Turning (5.6)

Page 8, rules section 5.6, one point = 22.5° .

The effect of this is that a frigate now only turns 67.5° rather than 90° .

Skilled Gunners (8.2 & 8.6)

This rule replaces the ability of Elite Crews to reload faster, which is referred to in rules sections 8.2 - Reloading and 8.6 - Ammunition. Instead, you can purchase Skilled Gunners, who can carry out TWO reload actions per Command Phase. This would allow a ship to remove "Fired Broadside" markers from both sides of a ship, or double-shot a battery, or load ball PLUS grape. Double-shotted PLUS Grape still takes two Command Phases.

This rule is not carried forward to Edition 4. It makes Skilled Gunners particularly powerful.

Points Values (15)

Correction

Points values table correction. The figures shown in the rules are wrong for 4th rates and smaller. A corrected table is shown below.

Master Gunners

These also modify 15 - Points System, by adding an additional factor Skilled Gunners x 1.2.

This rule is not carried forward to Edition 4. It makes Skilled Gunners particularly powerful.

Templates

On the game templates, the Quarter Reaching speeds are incorrect and should be 4/5 (3/4) not 2/3 (3/4) as shown on the template. The data in the table on page 8, section 5.1 is correct. A corrected sheet is available as a PDF file to download. This sheet also shows the various angles on the templates.

Table of Points Values for Standard Ships

Rate	Guns	Class	Type	Broadside Rating	Crew Parties	Elite	Veteran or Grade I	Experienced or Grade II	Poor or Grade III
1	130+	1	<i>Superior</i>	12	5	299	256	213	171
1	100-120	1		12	5	272	233	194	155
1		1	<i>Inferior</i>	12	5	244	210	175	140
2	98	1	<i>Superior</i>	11	5	263	226	188	150
2	90	1		11	5	239	205	171	137
2		1	<i>Inferior</i>	11	5	215	185	154	123
3	80	1	<i>Superior</i>	10	4	216	185	154	123
3	74	1		10	4	196	168	140	112
3	64-68	1	<i>Inferior</i>	10	4	176	151	126	101
4	60	1	<i>Superior</i>	9	3	109	93	78	62
4	50-56	1		9	3	99	85	71	56
4	44	1	<i>Inferior</i>	9	3	89	76	63	51
5	38-44	2	<i>Superior</i>	8	2	80	69	57	46
5	32-36	2		8	2	73	62	52	42
5	32 (12pdr)	2	<i>Inferior</i>	8	2	66	56	47	37
6	18	2	<i>Superior</i>	7	1	58	46	38	30
6	12-16	2		7	1	48	41	35	28
6	10	2	<i>Inferior</i>	7	1	43	37	31	25
U	—	—		6	1	27	23	19	15
N	—	—		5	1	23	20	16	13
R	—	—		4	1	20	17	14	11
A	—	—		3	1	17	15	12	10
T	—	—		2	1	15	13	11	9
E	—	—		1	1	14	12	10	8
D	—	—		0	1	14	12	10	8
Per additional Crew Party						+14	+12	+10	+8