
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 CORRECTIONS TO EDITION 4.0

DATE: 1 JANUARY 2005
 UPDATED 17 JANUARY 2005

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Striking and Shattered ships (7.8)

The example text under Effects of Striking is misleading. At the end of the third paragraph the sentence should end with:

“...will keep their morale longer.”

The remaining text hints that the captain’s command values may be applicable to morale tests. They are not.

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)

Firstly as a clarification, 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.

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.

To make this clear the following text amendments are needed.

- At the start of the first paragraph of this section the text should read:

“At the start of a Boarding Action, ...”

The second paragraph should be amended 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:”

Subsection h should be amended to read:

“The action is fought to a conclusion during the Action Phase in which it was initiated.”

The Dutch Wars (10.11)

In the National Characteristics section under Britain, there is a bit of text missing at the end of the first paragraph.

The text should read:

“... when firing to leeward in a Normal wind or stronger...”

Scenarios (12ff)

Correction to Default Command and Crew values

In the section Side A/B Set-up, the middle of paragraph one should be changed to read:

- “Note that all Commanders are Average and Crews are Experienced unless...”

Corrections to wind strength references

These are not errors but removal of misleading text which uses some terms which were used in another of our publications to describe the same wind effects.

- In the section on describing Scenario format, under Environment, delete “...(Gentle Breeze)...”
- Scenario 12.1—Havana, under Environment, delete “...(Gentle Breeze)...”
- Scenario 12.2—Minorca, under Environment, delete “...(Gentle Breeze)...”
- Scenario 12.4—Kamperduin, under Environment, delete “...(Gentle Breeze)...”
- Scenario 12.5—Battle of the Nile, under Environment, delete “...(Gentle Breeze)...” (twice)
- Scenario 12.6—Copenhagen, under Environment, delete “...(Gentle Breeze)...”
- Scenario 12.7—Algeceiras Round 1, under Environment, delete “...(Gentle Breeze)...”
- Scenario 12.8—Algeceiras Round 2, under Environment, delete “...(Gentle Breeze)...”
- Scenario 12.9—Trafalgar, under Environment, delete “...(Gentle Breeze)...”

Corrections to Crew Values

- Scenario 12.4—Kamperduin, under Special Rules, Batavian Training, the last sentence should read “..., but as Experienced for all other aspects.”
- Scenario 12.9—Trafalgar, under British Set-up, vessels Sirius, Entreprenant and Pickle are shown as “Average” this should read “Experienced”.