
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.

GRAND FLEET ACTIONS IN THE AGE OF SAIL

RULE CLARIFICATIONS UP TO AND INCLUDING

EDITION 1.1

DATE: 2 JANUARY 2005

1. INTRODUCTION
 2. PREPARING FOR BATTLE AND SETTING UP
 3. FIGHTING THE BATTLE
 - ⇒ Fighting the Battle; Phase 2 - Movement and Actions
 4. MOVEMENT
 - ⇒ Clarification regarding Wind and Movement
 5. FIGHTING
 - ⇒ Fighting; Gunnery Attacks; Damage Results
 6. ADDITIONAL RULES
 7. SHIP DATA
 8. SCENARIOS
 - ⇒ Scenario setup
 9. GAME TEMPLATES
-

Fighting the Battle; Phase 2 - Movement and Actions (3)

Each player usually has a fleet made up of a number of Squadrons. As each player alternates his actions during each turn he activates a squadron, moving the ships then carrying out one of the other permitted actions, as shown in the bulleted rules section.

Movement (4)

Clarification regarding wind and movement.

The basic rule is that the distance moved in each turn is based on the relative position of the wind at the start of each ship's movement. You never have to move the entire distance but must move a minimum of 1, otherwise you must drift.

The basic speed is shown in the tables. This is increased by 50% if the wind is coming from the stern. While this is not strictly accurate this works best within the game mechanism.

If the ship starts the turn facing into the wind (the 90 degree arc to the front) then it has its normal move allowance but must tack to port or starboard, at a cost of 2. It then can move the rest of its allowance as normal. If it does not have 2 movement left at the start of its move then it must drift.

If you wish to, you can tack into the wind, at the usual cost of 2, but then you come to a complete standstill for the rest of the turn. You will need to tack at a cost of 2, or drift next turn to move again.

Fighting; Gunnery Attacks; Damage Results (5)

Clarification regarding effects of hits.

There is a mistake in the texts in various parts of this section. This was due to a slight tweak we made to the damage (to vary its effects) and did not check some other parts of the text.

At the end of the Gunnery attacks section on page 9, in the last sentence, the words "...an effective hit..." should be replaced with "...a hit..."

In the Gunnery attacks, Results, table on the same page put "" marks around the words Devastating, Telling, and Effective.

Finally, in the description of Damage results on the next page (10) the text should be changed to read as follows:

Each hit on a ship by gunnery inflicts damage:

- to the gunnery factor, representing damage to gun carriages and gun crews
- to the hull, which represents damage to structure, and sails,
- to the crew, representing significant losses of men and marines,
- to speed, representing loss of masts.

Each point of damage to the hull also reduces the speed factor by 1*. As damage gets more severe, more of the above effects are applied. Depending on the original factors, a ship may be badly affected by damage to the extent that she can no longer sail or move, although will normally retain some gunnery ability. A ship that has lost all ability to move, and reduced to speed 0, must drift in the wind.

**** A revised gunnery results table that includes the speed effect is shown here.***

Scenarios (12)

Scenario Format, Environment

The text should be augmented with the remark that if there is no wind strength shown it should be generated randomly (using the table in rule Section 2 (Preparing the Battle and Setting up).

How to use the Scenario Information, and Scenario Environment Corrections

In some of the text the words "... (Gentle Breeze) ..." appear. These have no bearing on the game.

<i>Final score</i>	<i>Result</i>
23 or more	As below, but lose 2 speed, and roll on Disaster table
18 – 22	"Devastating" hit on target. Lose one each of hull, speed, gunnery and crew factors
14 – 17	"Telling" hit on target. Lose one hull, one speed and one gunnery factor
11 – 13	"Effective" hit on target. Lose one gunnery factor
10 or less	No effect