

## ***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 CORRECTIONS UP TO AND INCLUDING**

### **EDITION 1.1**

**DATE: 13 AUGUST 2003**

**UPDATED 12 JULY 2005**

- |   |   |  |
|---|---|--|
| 1. INTRODUCTION   | ⇒ | Battle of the Nile 1798 – Command Correction and new special rules   |
| 2. PREPARING FOR BATTLE AND SETTING UP                            | ⇒ | Copenhagen 1801 – Command Correction   |
| 3. FIGHTING THE BATTLE  | ⇒ | Algeceiras 1801 – Command Correction   |
| 4. MOVEMENT   | ⇒ | Calder's Action 1805 – Command Correction  |
| 5. FIGHTING   | ⇒ | Trafalgar 1805 – Command and Data Correction   |
| ⇒ Fighting; Gunnery Attacks; Damage Results                       | ⇒ | Navarino 1827 – Text Correction  |
| 6. ADDITIONAL RULES   | ⇒ | <i>Corrections to Edition 1.1</i>  |
| 7. SHIP DATA  | ⇒ | Further corrections to Scenario data   |
| ⇒ Working out ship factors (additional text & clarification)      | ⇒ | How to use the Scenario Information  |
| <i>Corrections to Editions 1.1 and 1.2</i>                        | ⇒ | Environment corrections to: Beachy Head, Toulon, Havana, Minorca, Gibraltar, Chesapeake Bay, Battle of the Saintes, Glorious First of June, Cape St Vincent, Kamperduin, Battle of the Nile, Copenhagen, Algeceiras rounds 1 and 2, Calder's Action, Trafalgar, Navarino |
| ⇒ Spanish ship data table   | ⇒ | 9. GAME TEMPLATES  |
| 8. SCENARIOS  |   |  |
| <i>Corrections to Edition 1.0</i>                                 |   |  |
| ⇒ Some general corrections on Command ratings                     |   |  |
| ⇒ Toulon 1744 – Data Correction                                   |   |  |
| ⇒ Havana 1748 – Data Correction                                   |   |  |
| ⇒ Quiberon Bay 1759 – Command Correction                          |   |  |
| ⇒ Arbuthnot's Action 1781 – Data Correction                       |   |  |
| ⇒ Battle of the Saintes 1782 – Command and Data Correction        |   |  |
| ⇒ Glorious First of June 1794 – Command Correction                |   |  |
| ⇒ Cape St. Vincent 1797 – Command Correction and new special rule |   |  |
| ⇒ Kamperduin 1797 1782 – Command and Data Correction              |   |  |

## Fighting; Gunnery Attacks; Damage Results (5)

This will be corrected in Edition 1.2

### Clarification and corrections 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. Note that this is included in the (*revised*) damage results table (*shown below*). 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.

Final score	Result
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

## Ship Data (7)

This has been corrected in Edition 1.1

### Working out ship factors from historical references.

Add the following text after para. 3.

**"Note that for the purposes of the calculations, the weight of broadside used is the total of BOTH broadsides."**

In the editions 1.1 and 1.2 there has been a stupid cut and paste error, which means that the table of Spanish vessels is missing. We have retrieved this table and it appears here at the top of the next column opposite.

Type	Tonnage	Speed	Gunnery	Hull	Crew	Cost
<b>English Ships 1588 (general values)</b>						
Great Royal Ship	1100	4	11	4	6	1056
Large Galleon	900	5	10	4	5	1000
Medium Galleon	525	6	12	3	3	648
Small Auxiliary	100 to 400	8	4	2	1	64
Small Galleon	200 to 300	10	4	2	1	80
Fire ship	300	8	0	2	1	16
Coaster	110	13	1	1	1	13
<b>Spanish Ships 1588 (general values)</b>						
Large Galleon	900	4	6	4	5	480
Medium Galleon	525	6	4	3	4	288
Medium Hulk	525	5	2	3	4	120
Small Hulk	300	6	1	2	1	12
Great Ship	1100	4	9	5	7	1260
Galleasse	600	6 sail 4 oars	5	3	5	450
Galley	225	4 oars	5	2	5	200
Merchant	650	5	2	3	3	90
Zabra	160	11	1	2	1	22
Patache	75	16	1	1	1	16

## Scenarios (8)

### Some General Corrections on Command Values

These have been corrected in Edition 1.1. There are further corrections to Edition 1.1 shown on the next page.

There are a number of commanders which show "Average" as their rating. This is the default value anyway so the mention is irrelevant.

There are also a number of other errors in command rating descriptions. The required corrections are shown in the scenarios concerned.

### Toulon

British Ships: the Buckingham and Revenge are shown as [80]'s, they are [70]'s, and there should be an additional [70], the Elizabeth.

Spanish Ships: delete the Sobiero shown under [80].

### Havana

Spanish ships: The first ship should be a [70] the Invencible.

### Quiberon Bay

Hawke's Command rating shows "Inspired" which should read "Brilliant".

### Arbuthnot's Action

British ships: The Europe should be a [64].

**Battle of the Saintes**

Rodney's Command rating shows "Inspired" which should read "Brilliant".

Spanish ships: There should be an additional [80], the Auguste.

**Glorious 1st of June**

Howe's Command rating shows "Inspired" which should read "Brilliant".

**Cape St. Vincent**

Jervis' Command rating shows "Inspired" which should read "Brilliant".

The Spanish ships are carrying goods in a convoy and should have their crew factors reduced. The following rules section should therefore be added:

**Special Rules****Spanish Convoy**

The Spanish ships have had their crews reduced to make space for the convoy's cargo. The Crew factors are therefore reduced by 2. The gun factors remain as per the data list.

**Kamperduin**

Duncan's Command rating shows "Inspired" which should read "Brilliant".

In the British Set-Up the last ship in Onslow's Division should be the Monmouth

**Battle of the Nile**

Nelson's Command rating shows "Superior" which should read "Exceptional".

The French ships had been carrying troops and supplies and as the scenario says guns had been unshipped and crews had gone ashore. Therefore the Crew and Gun factors for the French ships should be reduced by 1 each (from those listed in the ship data lists).

If using the optional action rules for Action at Dawn, then the Crew and Gunnery factors are as listed in the data lists.

If using Action at Sea, then the Crew factors are as listed but the gunnery factors are reduced by 1 (guns having been unshipped).

Change the texts as follows:

**Special Rules**

In the Basic Scenario, replace the first paragraph:

"The French fleet was unprepared. Many crewmen were on shore at the time, and the decks of the ships were crowded with stores. The Gunnery and Crew factors in the data lists are reduced by 1 (to a minimum of 1 for smaller ships)."

**Options: 1. Action at Dawn**

Replace the text with:

"If Nelson had chosen to delay action until the following morning the French would have had time to prepare for action. Disregard the rules on decreasing visibility and use the Crew and Gunnery factors from the data list."

**Options: 2 Action at Sea, Special Rules:**

Replace the text with:

"The Gunnery factors from the data list are reduced by 1 but the Crew factors are left unchanged."

**Copenhagen**

Nelson's Command rating shows "Superior" which should read "Exceptional".

**Algeceiras I and II**

Saumarez' Command rating shows "Inspired" which should read "Brilliant".

**Calder's Action**

Gravina's Command rating shows "Dull" which should read "Inept"

**Trafalgar**

Nelson's Command rating shows "Superior" which should read "Exceptional". Collingwood's Command rating shows "Inspired" which should read "Brilliant".

British ships: Naiad, Phoebe, Sirius (36's), Entreprenant and Pickle (18's) are Average crew/

**Navarino**

There is a redundant bit of table in the middle of the French ships section. This should be ignored.

There is a typo in the Ottoman section... One of the headers should read "Egyptian Ships"

**Further Corrections to Scenario Data**

*These will be corrected in Edition 1.2*

**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**

In the environment section delete the words "... (Gentle Breeze)..."

**Scenario Environment Corrections**

In the following Scenarios delete the words "... (Gentle Breeze)..."

Beachy Head 1744

Toulon 1744

Havana 1748

Minorca 1756

Gibraltar 1759

Chesapeake Bay 1781

Battle of the Saintes 1782

Glorious First of June 1794

Cape St Vincent 1797

Kamperduin 1797

Battle of the Nile 1798 (two deletions)

Copenhagen 1801

Algeceiras Rounds 1 and 2 1801

"Calder's Action" 1805

Trafalgar 1805

Navarino 1827