
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.

IRON AND FIRE

RULES CLARIFICATIONS UP TO AND INCLUDING

EDITION 2.1

DATE: 11 OCTOBER 2003

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Initiative (4.1)

The initiative rules which resolve movement of worst initiative first then shooting and boarding with the best initiative first have game play benefits. It means that low initiative vessels will move first, so making them easier to target or ram, and high initiative vessels will tend to shoot before their less skilled brethren. We recommend using numbered chits or small dice to indicate the Initiative Order.

In Edition 2.2 the initiative system has been slightly modified to incorporate traits and command quality to tie break drawn initiative dice, rather than modify the dice themselves.

Sail Assisted Steam (5.5)

The speed increase gained from using sails as well as steam is the number shown FIRST in the track of 5 numbers on the Sailing Circle, and is based on the wind direction and vessel's course.

Mobile Torpedoes (8.2)

Unguided torpedoes have a range of 10" and move this distance in a single turn. They do not malfunction.

Wire Guided Torpedoes may move 5" or more per turn but may malfunction as soon as they are moved over 5".

This is explicitly stated in edition 2.2.

Boarding (8.9)

The -3 modifier if attempting to board from an American Civil War reflects the smaller crews carried on such vessels. However this modifier should also be applied to a boarding attempt from any other fully enclosed warship such as a turreted coast defence vessel. It would not apply to a broadside vessel like the Warrior.

The defending modifier +5 applies to all types of Ironclad regardless of type.

If you are in an Ironclad, unless you have troops on board do not try to board the other guy, because...

- If an Ironclad declares a board (-3 to roll) it cannot claim +5 if counterboarded later (its hatches are open)
- If an Ironclad defended against a boarding action (+5) it cannot counterboard (its hatches are closed).

Ship Data

In some cases the Pilot House is referred to as the Conning Tower. These should be treated as being the same for purposes of game effects.
