

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.

BLUE STEEL, GREY THUNDER IRONCLADS AT WAR

CORRECTIONS TO THE ADDITIONAL RULES TO THE FIRST EDITIONS

DATE: 10 JANUARY 2004

These updates concern the additional rules that were part of the first editions of *Blue Steel Grey Thunder* and *Ironclads at War*. These supplements to *Iron and Fire* included rules for land actions and interaction between land forces and ships.

The rules were updated when the Second Edition of *Blue Steel Grey Thunder* was published at the end of 2004. The updates are mainly in the form of clarification of the existing rules, which were ambiguous in places.

TROOPS AND BOATWORK

- ⇒ Initial clarification
- ⇒ Boat Movement (clarification)
- ⇒ Towing a ship using boats (clarification)
- ⇒ Landing Directly From Ships (clarification)

TROOPS ON-SHORE AND LAND ACTIONS

- ⇒ Initial clarification
- ⇒ Artillery and ship fire at troops (rule rewritten)
- ⇒ Casualties (rule rewritten)
- ⇒ Suppression (rule rewritten)
- ⇒ Suppressed troops (clarification)
- ⇒ Rifle fire at armoured ships (clarification and correction)
- ⇒ Fire at troops in field defences (rule rewritten)
- ⇒ Casualties (rule rewritten)
- ⇒ Suppression (rule rewritten)
- ⇒ Assault on Field Defences (correction and clarification in examples)

BLUE STEEL GREY THUNDER DATA CORRECTION

Troops and Boatwork

The text in the first paragraph is vague when defining a company of troops. The text is corrected so that the penultimate sentence becomes:

“... or their equivalent. A company has four stands (about 100 men). The number of troops stands...”

Boat Movement

Add the following sentence at the end of the paragraph:

“Boats never run aground”

Towing a Ship Using Boats

The third sentence has the following text added at its end:

“...must be passed, taking one turn. In order...”

Landing Directly From Ships

Add the following sentence at the end of the paragraph:

“...embark boats. Larger vessels may not be able to get adjacent to a beach or even a dock depending on water depth (see mail rules).”

Troops On-Shore and Land Actions

In the second paragraph the size of the land units as targets was not clearly defined. The following changes are made to the text:

“Infantry and cavalry companies consist of 4 stands and are Medium Targets. Artillery batteries are represented by a single gun stand and a single limber stand and are Small Targets. ...”

The following rule sections are rewritten to make the way they work much clearer.

Artillery and Ship Fire at Troops

“Ships and batteries fire at troops as if they were ships. Fire must be directed at specific targets, either infantry or cavalry companies, or artillery batteries. Each hit scores a number of Damage Points equal to the NON-PENETRATING DR of the firing gun (e.g. a 15” Smoothbore causes 3 hits). Total the DR of all the shots fired at a particular troop or artillery target.”

Casualties

“Every 10 points of DR destroys one infantry or cavalry stand, or an artillery battery. If there are fewer than 10 points of DR inflicted, or remaining after removing “kills”, roll a d10. If the score is equal to or less than the DR number, remove another stand from the target company.”

Suppression

“If you have to roll for casualties and the dice score is 1 or 2 greater than the number required to eliminate a stand, then the target company or artillery battery is suppressed.

However, if the target unit suffers any casualties (stands removed) the entire company is suppressed automatically.

Example 1: An artillery battery is hit by 2 100pdr rifles, taking 4 hits (2 x the non penetrating DR of 2). The firing player rolls a 6. The battery is suppressed.

Example 2: A company is pased, taking six hits from 100pdr rifles, each with a DR of 2. The total ‘PV loss’ of the company is therefore 12. One stand is automatically lost, and the company is suppressed, with a d10 roll of 1 or 2 causing a second loss.”

Suppressed Troops

Troops in cover have a better recovery roll from suppression so the following sentence is added at the end:

“... In such cases the base score to recover from suppression is 1-6.”

The following rule sections are rewritten to make the way they work much clearer.

Rifle Fire at Armoured Ships

“Use the above rules, but only Critical Hits 3, 6, 7, 8, 9, and 18 are effective.”

Fire at Troops in Field Defences

“One of the major reasons for including troops in a naval game will be to assault and capture enemy field defences and fortifications. If you fire guns at field defences, any troops in these defences are also attacked at the same time as separate targets. The fort will be attacked using the rules in ‘Iron and Fire’ section 7.17. The troops are attacked using the non penetrating DR value for each gun as already described. In certain cases only troops defending the face of the fort that is attacked will be subject to casualty rolls.”

Casualties

“Calculate the number of hits on the unit as normal, but apply the AT of the field defences as a reduction to the number of hits inflicted on each stand or battery.”

Suppression

“Companies are suppressed in the usual manner if stands are removed, or suppression will occur if the die score exceeded the “kill score” by 1 (not 1 or 2 as happens if the target is in the open). Note that if the “kill score” falls to 0 or less, the die must still be rolled and a result of 1 will suppress the company.

Example: A company is defending a fort with an AT of 6. The fort is under fire from a Union warship firing 32pdr smoothbores. These cause no damage to the fort (the firing player hits with 15 guns, but no special hits are caused). The troops within suffer 15 hits from this fire but they receive the benefit of the fort’s protection. Two die rolls are made, each applying a -6 modifier. The first roll would require a 4 (10 minus 6). The dice score is 6, which does not kill the stand (a 5 would have suppressed the company. The second roll requires a score of -1 (5 minus 6). The die score is 1 and as natural die rolls of 1 always cause suppressions, the company is suppressed.”

Assault on Field Defences

The table of results header is amended to read:

“Results to do apply to supporting stands”

The second paragraph of the example under the table is rewritten to read as follows:

“Naval gunfire causes no damage to the fort, but causes 8 hits on the troops. Gunfire from the attacking company causes 4 hits, for a total of 12 hits. Two die rolls are made for casualties, with an AT modifier of -5. The scores to eliminate stands are 5 and -3. The rolls are 4 and 2. One stand is eliminated by the first die roll and therefore the defenders are suppressed. The defenders fire on the attacking company — 4 stands cause 4 hits. They roll d10 for elimination, scoring 5, so the attackers are also suppressed (the score is one

greater than the required elimination number of 4). The guns of the fort have been silenced by earlier naval bombardment. The assault on the fort begins. The Union player rolls a d10, scoring 10. To this is added 2 for the attacking stands (4 attacking stands, suppressed =2), 2 for the supporting stands (4 stands halved if supporting) and 1 for gunfire support, for a total of 15. Negative modifiers amount to 5 for the AT of the fort and 2 for the defending troops (three remaining stands, halved due to suppression, rounded up). The total is 8. The defenders would be suppressed (if they had not already been) and must either lose a stand or withdraw from the face. For the purposes of the example assume the defenders withdraw from the face of the fort. The attacking company occupies the fort face, allowing the supporting troops to follow up and enter the fort as well. Next turn the melee occurs within the fort and is carried out using normal close combat rules. Given the number of assaulting troops the fort is bound to fall.”

Blue Steel Grey Thunder data correction

Ship Data

Union Ironclads (12.1)

- The Essex should have Size and Turning values of Medium.
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