

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.

PERFIDIOUS ALBION

RULES CLARIFICATIONS UP TO AND INCLUDING

EDITION 8.0

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Clarification of the Ship Grid (1 & 9.1)

There is a difference between the technical specification of a ship and the ship grid. The technical specification is the reality, while the grid is a vertical slice of the ship, so broadside tubes only appear once even though they are on both sides. The points value actually reflect the number of tubes that are available in the game.

Squadron Cohesion (2.2, 3.3 and 4.4)

The distance deriving from the crew quality is the **maximum distance** that a ship can be away from a friendly ship in the same squadron and still be in formation. Note there is an error in the Squadron Cohesion paragraph, because the distance should be **Crew Quality +3** in inches. (This appears correctly in the introductory paragraph of 2.2.)

The mistake is repeated in the paragraph concerning Detached ships section in the Morale rules (3.3).

Collisions (4.4) are measured between the models, not the bases. The wording may appear misleading, but ships can be in base to base contact (or nearly) in the same formation. There is always a risk of collision if the bases cross during movement, as per the rules, so keeping some distance between the models is sensible, particularly if the crew is poor.

Deployment (2.4)

The area for clarification is the third paragraph for the convoy action.

The defender is the convoy. The attacker has to set up at **least at** visibility range from the entry box or, if that would put him off the table, **in the exit box**. The entry and exit boxes are on opposite corners of the table, measured diagonally. The attacker has to decide whether to deploy close to the entry box with the risk that the convoy will be faster than he is, or deploy further down the table.

Weather effect on Movement (4.1)

In a storm a ship with a bow at level 4 on the grid will sink on a D6 roll of 6, tested each turn.

Unstable ships test if the bow is at levels 3 or 4.

This rule has been changed in Edition 9

There are adverse effects firing during bad weather as well in rule 5.5 on page 10.

Quickfirers (5.2)

Quickfirers were too good in previous editions and also there were not as many as a ship should have carried. They were limited to 5 per ship max. but now get 1 x Q per 30lb of shell fired. With the revised system you get more guns but with more varied effects as well. You can also use them against any ship as well so they are quite dangerous at short range.

They should be used to fend off torpedo vessels. Because TBs can come as 2 or 3 per card there is a good chance that a quickfirer will hit something, and any underwater hit will destroy a TB. It is now better in that a TB can have stuff knocked off it without sinking it.

Other Damage Effects (5.8)

Hits on Funnels

The first time any section level containing part of one or more funnels is hit and devastated, the target will lose 1 speed unit. If a funnel extends into two rows on the grid, this is because the funnel was tall on the actual ship. In the case of tall funnels the upper section of the funnel must completely fill the vertical height of the grid section to be a valid target for damage effects. If a tall funnel is

hit in two boxes then it loses two speed units. Any subsequent hits on funnels in the same section level have no further effect (other than causing potential fire damage from subsequent hits on the same section level).

If you look at the bottom left hand ship on the cover, a hit in 4/2 or 5/2 will cause the loss of 1 speed unit reducing speed to 13. A hit in 4/1 or 5/1 has no effect because they do not go to the top of level 1.

Hits on Propulsion rooms

As the ship loses propulsion rooms it slows by the number of speed units provided by the propulsion rooms lost.

Funnel hits and propulsion room hits are cumulative. If a hit on one funnel has caused the loss of a speed unit, and you then lose a propulsion box, speed units are lost based on the number that would have been lost due to the loss of the propulsion box.

Taking the previous example, the loss of a ½ PROP box (in this case) reduces the speed by 5 units to 8.

Propulsion and STG hits on small ships

It has been quite rightly asked why these are shown because a single underwater hit will sink the vessel. The answer is that if there is a fire and explosion this might (just) destroy a Prop or STG box.

Use of Torpedoes (6.1 & 6.2)

Large ships can fire one Torpedo per turn if the tube is loaded (Rule 6.2). Since reloading is a dice roll (=crew test) you may not be able to fire all of them once they have been fired the first time. You could fire out of the bow, stern and one on each broadside (assuming there were two TORP boxes on the grid apart from the Bow or Stern. This is due to the game mechanism which only shows one side of the ship in profile.

There is no limit to torpedo ammunition, even on destroyers unless you choose to make them cheaper by not paying for reload technology. There is no need to restrict ammunition because an elite crew will reload quicker (but not always) than a poor crew. Elite ships all cost more and this also would reflect better supplies on the ship.

A question about massed torpedo boats. If you fire 8 torpedoes down one torpedo track, they are rolled for separately (bearing in mind that the hit chance is pretty poor because you still roll D10 and D6 and any D6 that is not a 5 or 6 is always going to miss. If they do miss though, then they may hit something else in the same pattern. I think the recommendation is to go for as many targets as possible.

Massed torpedo boats will be very dangerous, especially if they are using Long Range Torpedoes which get a wider spread in turn two. These weapons really only appear in late destroyers of WW1 vintage.

Bow torpedoes are risky to use for large ships. Any ship other than TB or DD must go at a maximum speed of 10 units or less if firing bow torpedoes, otherwise they are at risk. TBs and Ds are never at risk from their own torpedoes. Note though that this immunity is to **their own torpedoes**. However, two TBs on one card would also be immune to all torpedoes fired from that card. By extension, a flotilla of torpedo boats or destroyers is immune to a salvo of its own torpedoes, in the turn in which it was fired.

...and a puzzled question

Why do French battleships with A guns that blow German ones with B guns out of the water cost roughly the same ?

Well, it comes down to the ship itself. The German vessels tend to carry a larger number of smaller guns and only two turrets of BB guns. If they are better armoured (which German ones will be) then they cost more than the equivalent from i.e. France. The French vessel will probably also only have two AA turrets but will have relatively worse armour.
