
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.

SEA WARS FLEET ACTIONS

RULES CLARIFICATIONS UP TO AND INCLUDING

EDITION 4.0

DATE: 9 AUGUST 2003

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Command – Skill Tests (2.1)

Leadership and Crew tests will always fail on a roll of 10, even if the skill being tested is 10.

Formations – Flotillas (3.4) also (8.14)

The owner can decide which of the ships can fire from the formation, and each can choose a target. They do not have to fire at the same target. It may be possible for a ship to attack one target with guns and another with torpedoes.

Spotting

Observation by Aircraft (5.4)

In the revised edition of Sea Wars aircraft have the same potential visibility distance as surface vessels. They do of course move faster and are more manoeuvrable. Putting aircraft down on the table during deployment will have an effect on what can be placed where. If it is an aircraft carrying radar then the radar detection range is further. A spotter aircraft deployed by its owning vessel doubles the visibility range from the ship.

Spotter planes have the practical effect on gunnery of doubling the visibility ranges of the ships concerned (but obviously not the actual gunnery range). This represents the aircraft flying off to near the target and using Mk1 Eyeball to spot from there. If the enemy has deployed a fighter first then the spotter aircraft effect is neutralised.

A carrier aircraft will now have to get nearer to its target before it can unmask a contact marker, and can be shot down while doing so.

Movement (7)

Interpenetration of Formations during movement (7.5)

Within these rules it is not permitted for two formations to interpenetrate. Movement is sequential and players have to make a decision which formation to move first, perhaps to cut off escape or attack routes.

If one line of movement is obstructed the you will have to find an alternative. Remember however that formations cannot completely stop, so the route may become available later, unless the opponent actually slows his ships making them move less than 10 knots on the table. This would make these ships more vulnerable to attack.

If you feel that you are going to need to make your formations manoeuvre in radical ways, then you will have to give them a good leader who will usually pass his tests. Poor leaders will have to rely on simpler manoeuvres.

Smoke (7.11, 8.4)

General Remark about Smoke

Following some discussion with users, we have decided to revise the effects of smoke on surface combat. This requires some changes to some rules and these are included in the Modifications below.

They are indicated by the text (Smoke Effects).

Gunnery (8.5, 8.6)

General Remark about Penetration and SV

We were asked about the comparative penetration of various gun types and the apparent lack of penetration of the 11" guns on the Scharnhorst (E+) against the 8" guns on the Hipper (E-). There is also a point to notice about the same 11" guns on the Pocket Battleships.

Decisions were made to simplify the penetration tables but allow for different values at different ranges. The game mechanism now allows you to place your ship at a range where it gets a better penetration but is still fairly safe from the enemy guns. These zones were relatively small (only about 2000 yards), but can make a difference. The penetration shown in the tables is that at medium range, which occurs at:

- Scharnhorst: 22,400 yards
- Graf Spee: 20,000 yards
- Hipper: 18,400 yards

This then means that the short range band is half the above values, which are about 1,000 yards different.

There have also been comments about the change in the SV values from the previous version of Sea Wars. The SV is of course based on rates of fire of the guns concerned. The SV is again based on the rate of fire at Medium range, and is limited by the time it takes for the shell to reach that point and have its splashes spotted. Old Sea Wars took published rates of fire, which were well in excess of the real rate of fire if you are spotting for effect and not wanting to waste your finite amount of ammunition. There is no point in firing at 12 rpm if they are all missing.

Sea Wars Fleet Actions caps the rate of fire to the worse of "actual" and "based on the time it takes to get to half range". This shows therefore that the velocity of the shell also has an effect. Two guns with nominally identical rates of fire but different muzzle velocities will have a lower effective rate of fire if there is a lower muzzle velocity.

An additional limit to the SV is also imposed by the decision to make all ships shoot through 360 degrees (for game purposes in the scale we are looking at). This means that a modifier is also placed on the number of shells the guns can fire at a given target because of where they are placed on a ship. For example a standard turreted battery of guns has its effective SV reduced by 25% because the arcs covered by the guns only cover 75% area in view.

Armour Values

Armour Grades run from A+ down to G-.

Unarmoured ships all have DV H, which does not count as Armour.

Penetration

If Penetration drops to a Grade below G- it counts as incapable of penetrating any armour and will only be effective against an unarmoured target. If it is an AP shell going against an unarmoured vessel it may also have its SV degraded.

Shells with HE only capability have penetration code H.

Further clarification: An obsolete D+ gun fired against contemporary armour becomes D-. At short range this would become C-. If crossing the T at short range it then would become A-. The best rating possible is A+.

Special Damage (8.9)

Special Hits occur if the modified die score is 10 (9 or 10 at short range). Natural 10s do not give you a Special Hit. Yes, this means that you cannot get Special Hits with some weapons.

If a Merchantman gets a critical hit, and if this happens to be a Bridge Hit, and there is no Convoy Commodore on board, then this drops down to the Magazine hit. This would be a hit on cargo, which might be ammunition. In any case, this is quite likely to be terminal.

Effects of Fire (8.10)

Fire damage is inflicted on the short range section of the consolidated damage table.

Shooting with Quickfirers (8.13)

Quickfirers shooting at an armoured target get the -4 modifier in addition to the -2 for being a Quickfirer.

While some Quickfirers were capable of firing AP, such as the British 4.7", for the purpose of these rules all are treated as having no penetration and therefore will use HE attacks (AV = H).

Air Bases***Air bases (9.3)***

Air Bases would have AA (Barrage weapon) defences, which will be similar to the values of a large Aircraft Carrier.

Attacking Air bases by Air (9.9 - Air Attacks)

The same effect as gunfire is applied to airbases and carriers when they are bombed.
