

## ***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***

## **RULE AMENDMENTS UP TO AND INCLUDING**

### **EDITION 4.1**

DATE: 9 AUGUST 2003  
UPDATED 11 JULY 2006

Most of the corrections were incorporated in the 4.1 reprint, however there is an error which has slipped past us in section 5.1.

#### 1. INTRODUCTION

⇒ Measuring Ranges

#### 2. COMMAND STRUCTURES & CREW

⇒ 2.2 – Assigning Air Commanders and Crew

#### 3. FORMATIONS

⇒ 3.1 – Off Table Formations

#### 4. SETTING UP THE GAME

⇒ 4.11 Repair Rules

#### 5. OBSERVATION, DETECTION AND SPOTTING

⇒ 5.1 Spotting Contact markers (Correction required in all versions)

#### 6. MASTER GAME TURN SEQUENCE

⇒ Correction

#### 7. MOVEMENT

⇒ 7.14 – Damage Control

#### 8. SHIP COMBAT

⇒ 8.2 – Fire Control

⇒ 8.3 – Lines of Sight

⇒ 8.4 – Smokescreens

⇒ 8.6 – Gun Penetration

⇒ 8.7 – Tactical Modifiers

⇒ 8.8 – Gun Damage

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#### 9. AIRCRAFT

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#### 10. SPECIAL ATTACKS AND OPTIONAL RULES

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#### SHIP GAME RECORD CARDS

#### AIRCRAFT SHIP RECORD CARDS

## **Introduction**

### **Measuring ranges (P3)**

The following modification is made to the text:

“Ranges are measured between the fore funnels of ships and the centre of the front of the base in the case of aircraft.”

### **National Characteristics (2.2)**

#### **Assigning Air Commanders and Crew to Aircraft**

In the penultimate paragraph of the section the text should read:

“In a game where one side is only operating aircraft, ...”

which is clearer.

### **Formations**

#### **Off table formations. (3.1)**

The distance in the second bullet point should read

10,000 yards.

### **Setting up the Game**

#### **Repair Rules for long games (4.11)**

Two changes here.

- Firstly, speed is restored on a 1 for 1 basis.
- Secondly, if Steering damage has risen to be greater than Ship Size, it cannot be repaired "on site" and requires a dockyard.

### **Master Game Turn Sequence**

In the Movement Phase (B) insert the following items BEFORE the bullet point DISENGAGING:

- Ships carry out air activities (ready/launch aircraft)
- Aircraft land.

### **Observation, Detection and Spotting**

#### **Spotting and revealing contact markers (5.1)**

The third sentence in the 1st paragraph makes reference to Automatic Spotting, which does not exist in the rules as they now stand. The sentence should be deleted.

### **Movement**

#### **Damage Control (7.14)**

It was too easy to get decent Damage Control values. This change makes it simpler, one roll only, and you only get points if you pass the test. Change the second sentence in the third paragraph:

“If it passes the test it gets Damage Control points equal to the dice score rolled.”

Insert the following additional task

- Restore 1 unit of speed.

Modify Steering Damage by adding this sentence to bullet point.

“...Steering damage cannot be repaired if its level exceeds Ship Size.”

## **Ship Combat**

### **Fire Control (8.2)**

Under Gun batteries and Arcs of Fire, Last bullet point, change 2<sup>nd</sup> sentence to read:

“They may engage up to two SURFACE targets per turn.”

Add new last sentence:

“AA rules are different.”

### **Lines of Sight (8.3) (Smoke effects)**

This rule is modified: In the second gunnery and torpedo bullet points delete

“a smoke screen or”

### **Smokescreens (8.4) (Smoke effects)**

This rule is rewritten to say the following:

“If gunnery or torpedo attacks are being carried out by a ship in a formation that is making smoke, or if such a ship is a target, or if the line of sight passes through smoke, the effect or to hit rolls suffer penalties (except in the case of gunfire with radar support). See Observation, Detection and Spotting rules on Radar.”

### **Gun Penetration (8.6)**

The last sentence in the first paragraph should read

“...(or if the AV is degraded to H)...”

The paragraph that starts "The AV is modified as follows:" is changed to read:

“The AV is modified using the following table. Penetration that degrades to lower than G– is treated as H and will not penetrate any armour. In addition if the calibre is greater than 6.1” it will be less effective if the target is unarmoured.”

On page 22 under Tactical Modifiers, Crossing the "T" add the following bullet point:

- the firing gun is not a Quickfirer,”

### **Tactical Modifiers (8.7)**

a) The HE attack vs. any armoured should read '... (Excl. DV H)'

b) We have added a new gunnery modifier of –2 if shooting at Class 1 Ship targets. This does NOT apply to Quickfirers.

c) Add a new modifier at the bottom of the table:

“Target or Attacking ship is under a smokescreen or line of sight crosses a smokescreen (per smokescreen) unless using radar –1D6”

### **Consolidated Damage table (P22 and QPS)**

It has been noticed that you cannot do a critical torpedo hit on superior hulled ships, which is historically incorrect. Therefore, in the Air Attack and all Torpedo column (the 4th) the entries for scores 8 and 9 are moved into lines 7 and 8. The Critical hit box is expanded into line 9 for this attack type only. We have used the text:

“Critical Hit (see below)”

### **Gun Damage (8.8)**

#### **Hits on carriers and Air bases**

Add the following text:

“... Aircraft are taken first from those being readied on deck before any in hangars.”

The effect of this rule is applied equally to air attacks on such targets (at the end of section 9.9).

#### **Special Damage (8.9)**

The text is misleading. Delete the first sentence with reference to fire, then refer to the tables for the specific effects.

#### **Effects of Fire (8.10)**

Fire damage is inflicted on the short range section of the consolidated damage table. The last sentence of the paragraph should read:

“This roll is made on the Short Range Guns columns of the Consolidated Damage table, and ignores any tactical modifiers.”

#### **Torpedo Attacks (8.11)**

At the end of the introductory section of 8.11 on page 23, insert the reminder:

**“Note that regardless of effect the target formation will have to take a leadership test at the start of its movement next turn.”**

#### **Determining Torpedo Hits**

Change the text to read:

“The attacking player checks the range and identifies the target. The “To Hit” chance is calculated for the tactical circumstances using the Tactical Modifiers. To get a hit you need to roll the “To Hit Number” or lower on 1D10. The base number is 0 and the following modifiers are applied to reach the To Hit Number.”

The table header should read

“Torpedo To Hit Number”

Add a new modifier at the bottom of the table: *(Smoke Effects)*

“Target or Attacking ship is under a smokescreen or line of sight crosses a smokescreen (per smokescreen): -1D6”

At the very end add the following example under the table:

*If you fire two triple mounts at a target each needs a 3 to hit on a D10, assuming no other modifiers. If you get a hit, it is treated as a single hit. The D10 damage roll is where any additional hits are hidden.*

#### **Flotillas (8.14)**

Add the following paragraph after the section on Shooting from Flotillas and replace the text for shooting at flotillas.

“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.”

#### **Shooting at Flotillas**

“When attacking a flotilla determine the number of effect rolls which will be required. If Secondary or Tertiary guns, or Quickfirers are being fired at a flotilla with the SV split down several attacks could be being made. Similarly a torpedo attack may hit a different target in the flotilla.”

“Therefore, when attacking a flotilla each hit is applied randomly to a target vessel in the flotilla, and an effect roll is made separately for each on the Consolidated Damage Table. All vessels that are still in the formation or are in base to base contact with one of its members are at risk. (This may include crippled vessels or other ships of any size that are not actually members of the formation.) We suggest using a D6 or a D10 and the Division Roster.”

### **Aircraft**

The Air Handling rules have been rewritten to clarify and correct one item that was overlooked.

#### **9.4 – Air Handling Activities**

“Carriers and Air bases have hangars and dispersal areas based on their true capacity. This allows them to store a finite number of aircraft (in the game in an abstract way by recording the number and type of each on the record sheet). As aircraft are readied and launched they are taken from the “hangar” and when they land they are returned there. At the start of the game, aircraft are treated as armed and fuelled and they will eventually need to return to their bases to re-arm.”

#### **Allocating Air handling Capacity**

“At the start of a ship’s (air base’s) activation each turn, Air Handling Capacity is allocated to:”

- Fuel and Re-arm
- Launch
- Recover. Recover is applied automatically to any Air handling capacity that is not used.

This allocation cannot be changed during the turn.”

#### **Readying Aircraft**

“Readying aircraft takes place during the Movement Phase when the ship or air base is activated.

- Flights are readied, one per Fuel and re-arm capacity allocated this turn.
- There must be a squadron commander available.
- The flight must be at full strength in Hit Points.
- The Base or Carrier must pass a Crew Test. If this is successful generate the Squadron Commander and Crew values. The Squadron Commander must taken from the available Command pool on the ship. These values are generated each time a squadron is readied for take-off and reflect effects of fatigue or readiness.

All aircraft flights in Refuel and Re-arm are readied if the Crew Test is successful. They could be launched next turn using Air Handling capacity allocated to that purpose.

*Carrier Shokaku is readying an air strike. It allocates 4 AHC to ready out of a total of 5. It readies 12 Vals (2HP each) (4 flights). the Crew Test is successful, and a commander is available. Crew and Command values are generated. Next turn 4 AHC are allocated to Launch, and the 12 Vals take off. One box was spare each turn and could have been used to recover incoming squadrons.*

*Alternatively, Shokaku could have allocated 2 to Ready and 2 to Launch. This would mean that the 2 readied flights could have been launched in the same turn as they were readied. An aircraft stand is placed next to Shokaku to*

*accept the next 6 Vals to strength the squadron. Of course, if there were enough Commanders then two squadrons of 6 could be used to make the attack, which can in some cases be useful.”*

### Launching Aircraft

“Launching aircraft takes place during the Movement Phase when the ship or air base is activated.

- Flights are readied, one per Launch capacity allocated this turn.
- There must be a squadron commander available (unless the flights being launched are strengthening a Squadron still in contact with the carrier).

Aircraft taking off from a carrier flight deck require the carrier to be facing into the direction of the wind, which may mean the carrier has to alter course before it can launch the planes. The carrier must move at least half its current maximum speed when launching aircraft, unless there is no wind, in which case it must move at full speed (in any direction).

Launching and climbing to altitude takes aircraft half a move, in the turn of the launch. The aircraft launched measure their move distance from the front of the carrier’s base. Any turns made by the aircraft during the launch turn are made at the bow of the carrier based on its course.

Larger Squadrons can be strengthened with additional flights in subsequent turns if they are left adjacent to the carrier immediately after launch. In such a case, they are placed in base to base contact with the carrier and are moved with the Carrier during its movement.”

### Recovering Aircraft

“Aircraft are recovered when they activate during the Movement Phase.

- one Air Handling Capacity must have been allocated to Recover per SQUADRON being landed this turn. (Note that Unallocated capacity is automatically regarded as Recover capacity).

A squadron landing on a carrier must approach from anywhere in its rear arc, descending from a pattern and landing costing a squadron half a move. The carrier must be facing into the wind (assuming there is one) and must move at least half its current maximum speed when recovering aircraft, unless there is no wind, in which case it must move at full speed (in any direction). If the squadron has taken any damage, divide the remaining hit points by the aircraft’s hit point value, and discard any fractions. Only “complete” aircraft are returned to the hangar. In the time frame allowed for the game, damaged aircraft will not be repaired.

*A squadron lands with 11 HP. If the aircraft have 3 HP each, 3 will be returned to the hangar, and the remaining 2 hit points are lost.*

The Commander is returned to the Command Pool.”

### Anti Aircraft Fire (9.6)

In the table, add to the -2 box: *(Smoke effects)*

“or making smoke”

The second paragraph is changed to read:

“The firing ship must split up its Barrage Factors between all enemy aircraft stands in range, including any that might already have attacked. The AA SV is applied 1 per enemy stand, from the closest outwards. Any excess is then applied on the same basis, 1 per stand, until all is applied.”

The third paragraph is changed to read:

“Targets engaged must be within 5,000 yards of the firing unit, measured between the fore funnel and the centre of the front of the aircraft base. When resolving an attack at a range of 2,500 yards or less the attack is treated as short range. If shooting at an air target, see also the rules about (Un)friendly Fire.”

### Air attacks on Ships... (9.9)

Add a sentence at the end of the first paragraph:

“Smokescreens have no effect on air attacks.”

The paragraph on Arcs of Fire is changed to read:

### Arcs of Fire and Ranges

“Aircraft attacking surface targets have an arc of fire at 45° to the left and right of its direction of flight, the base of the arc being 5 cm wide. The area covered by this arc extends up to 5,000 yards from any point on the front of the base. If any part of a target’s base is within the covered arc it is eligible to be attacked. A line drawn between the centre of the FRONT of the base of the attacking aircraft and the fore funnel on the target will determine the actual line of attack and range.”

Modify the following paragraph:

### Resolving Air Attacks

“A squadron makes its selected attacks, after which its ordnance record is updated. It can use as many attack types as desired in an attack, up to a limit of the number carried. For each attack type made, cross out one salvo on the Squadron Record sheet and roll once “To Hit” using the Air Attack table. For each successful attack roll once on the Consolidated Damage table.”

At present an air attack makes one roll (per attack type) on the Consolidated Damage Table, and this is not affected by the number of surviving aircraft in the attack. While not wanting to change the basic idea behind the rules system, it has been suggested that there should be a modifier of +1 on the Damage Effects roll for every complete flight left in the formation after the first, so a formation that started with 4 flight of 3 aircraft and lost 5 to Flak, would roll at +1 on the Damage table if it hits the target. This suggestion is implemented.

On page 28 change the section "Bomb Penetration and Damage" to read

“Bomb Penetration, Damage and Tactical Modifiers”

and add the following Bullet Point:

- All air attacks add 1 to the damage effect dice for each full flight remaining in the formation after the first.

In the second Bullet Point delete the text

“(DV H)”

## Optional Rules

### Optional Submarine Rules (10.2)

Replace the 2nd, 3rd and 4th paragraphs as follows:

“A submarine attack can be declared on an enemy division during an opponent’s movement phase. The attacker rolls a D10: this is the number of torpedoes that are fired. If there are destroyers within 5000 yards of the target division, deduct 2 from the die score.

Assuming there are attacks left, these are split up one per target vessel, with the exception that vessels of size 3 or greater may be attacked with 2 torpedoes per ship. If there are extra torpedoes over, then these can be applied one per ship, until all are allocated

To determine the hit, start with a base To Hit number of 1:

- add 1 per torpedo applied to this target
- if the target is stationary add 2
- if attacker is WW2 German pre 1943 deduct 1
- if attacker is WW2 American pre 1944 deduct 2

Roll for each attack with 1D10, requiring the To Hit number or less to hit. Damage is assessed as normal with an SV of 5. Overshoots are NOT possible. After the attack the submarine is expended.”

## REVISED CONSOLIDATED DAMAGE TABLE

<i>Consolidated Damage Table (The Modified Dice score is used to determines effects)</i>				<i>Air Attacks (see Air Attack Rules) All Torpedoes</i>	<i>AA Fire Aircraft Combat</i>
<i>Score</i>	<i>Guns at Short Range</i>	<i>Guns at Med. Range</i>	<i>Guns at Long Range</i>		
1 or less	No effect	No effect	No effect	SV x ½	No effect
2	SV x ½	SV x ½	No effect	SV x 1	SV x 1
3	SV x 1	SV x ½	No effect	SV x 1	SV x 1
4 – 5	SV x 1	SV x 1	SV x ½	SV x 2	SV x 1
6	SV x 1 & lose 1D6 knots	SV x 1	SV x 1	SV x ½ & lose 1D6 knots	SV x 1
7	SV x 2 & lose 1D6 knots	SV x 1 & lose 1D6 knots	SV x 1	SV x 1 & lose 1D6 knots	SV x 1
8	SV x 3 & lose 1D6 knots	SV x 2 & lose 1D6 knots	SV x 1	SV x 2 & lose 1D6 knots	SV x 2
9	Critical hit (as below)	SV x 3 & lose 1D6 knots	SV x 1 & lose 1D6 knots	Critical hit (see below)	SV x 3
10 or more	Critical Hit – Roll 1D10 on Special Damage table. Torpedoes also cause 1D10+SV Hit points and lose 1D10+SV knots. Guns, Bombs, Rockets, Missiles also cause 1 Fire and Inflict SV x 1 Damage.				Aircraft Squadron loses 1D10+SV HP & must test morale