
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.

SCRAMBLE

REVISED RULES

DATE: 4 OCTOBER 2007

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Background

Following customer feedback it has become apparent that there is one aspect missing regarding air attacks on ships when using bombs.

This has caused us to slightly rewrite the rules for anti shipping attacks. This includes a clarification in the torpedo attack section regarding arcs that apply, and a change in the DV that applies when attacking certain targets with guns.

The concept of target size has been added for bombs and torpedoes. This does NOT apply to gun attacks, where this is included in the DV.

6.5 – Anti Shipping Strikes

The attacker nominates the total value and type of Shipping targets from the table below, the value of which must be at least 50% of the value of his aircraft and crew. Reference to the Game Set-Up rules will show that larger value targets will have stronger defences.

A ship may also carry FLAK guns for its defence. These are added by the defending player and may be attacked separately. If the ship is sunk then all the Flak mounted on it is lost, and their points values are added to the VP for the target. Details of how to fit Anti Aircraft defences to ships are shown in the appropriate rule section.

Shipping Targets

As a rule of thumb, shipping targets have 1 damage point per 100 tons displacement. Victory points are worth 2 x the damage points, plus any Flak guns on board when the ship is sunk. The following table gives you some guidelines about target types and values.

| Damage | Size | DV | Typical Type |
|--------------|------|----|--------------------------------------|
| 1 to 25 | - 3 | 15 | Submarines, small destroyers |
| 26 to 50 | - 2 | 14 | Destroyers, small light cruisers |
| 51 to 100 | - 1 | 13 | Light cruisers, small heavy cruisers |
| 101 to 200 | + 0 | 12 | Heavy cruisers, escort carriers |
| 201 to 400 | + 1 | 11 | Carriers, "Pocket battleships" |
| 401 and over | + 2 | 10 | Battleships and Battle cruisers |

Deployment

The Defender lays out the targets anywhere on the table, EXCEPT within 12 of the table edge, or 24 of the attacker's entry edge. We have found that representing shipping targets looks very effective if you use a model of half the aircraft scale, so 1/300th scale aircraft attack 1/600th scale targets. This also help to represent the difficulty of attacking what is in effect a long, thin, moving target.

Bombing Attacks

A Bombing attack on a ship is carried out as if it were an Area Target, with ADDITIONAL MODIFIERS shown in the table that follows for target size and attack aspect. Dive Bombing will usually be the best attack method (as it was historically).

| Tactical Modifiers for attacking with Bombs and Torpedoes | | | |
|---|--|---|--|
| Bombs and torpedoes | Target Size | +2 to -3 | |
| Bombs | Aircraft is in side arc of target ship (i.e. not in front or rear arc) | -4 | |
| | Aircraft is in front arc of target ship | -2 | |
| Torpedoes | Range to target | 5 – 12 +4 13 – 16 +2 17 – 20 +0 21 – 24 -2 | |
| | Aircraft is in front or rear arc of target ship | -2 | |
| | Aircraft is in bow arc of target ship | -4 | |
| | Aircraft is in stern arc of target ship | -6 | |
| | | | |
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Torpedo Attacks

Torpedoes must be dropped from Altitude 1, representing 150 feet or less. The aircraft current speed during this move must be 8 or less. The minimum torpedo range is 4, as this distance is required for the warhead to arm. To hit the target ship, make a Bomb aimer or Pilot skill roll, modified using the table for range, size and target aspect. The bow or stern arc of a ship is the same as a nose or tail arc for an aircraft. The modifiers for front and rear arcs are NOT cumulative with those for bow and stern arcs. A torpedo hit does damage to the target of 1D6 per TT factor multiplying the result by 3. If any of the damage dice roll a 6, you count the 6 damage and then re-roll the D6. You can continue to "roll-over" if you roll another 6.

Gun and Rocket attacks

You can also attack a ship with guns and rockets using the Ground Attack rules shown earlier. A ship has a DV as shown in the table. You can only attack with cannon and larger guns. Machine Guns and HMGs have no effect. Roll the damage dice for the attack, remembering that scores of 6 "roll-over", divide the final total by 10 and apply the result to the target.

Alternatively you can apply a simple damage number for each hit as follows: 20 mm cannon and Rockets (except 60 lb) do 1 point, cannon up to 40 mm and 60 lb Rockets do 2 points, and cannon up to 50 mm do 3 points, cannon up to 65 mm do 4 points, cannon over 65 mm do 5 points.