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.

BULLDOGS A WAY!!

RULES CORRECTIONS AND CLARIFICATIONS UP TO AND INCLUDING EDITION 1.0

DATE: 17 JANUARY 2007 UPDATED 14 SEPTEMBER 2009

- 1. INTRODUCTION
- 2. SETTING THE SCENE
- 3. TURN SEQUENCE AND INITIATIVE
- 4. MOVEMENT
- 5. TARGET DETECTION AND IDENTIFICATION
- 6. FIRING
- 7. DAMAGE
- 8. AIRCRAFT AND HELICOPTERS
 - \Rightarrow 8.3 Surface to air and air to air fire
- 9. UNCONVENTIONAL CRAFT
- 10. MINE WARFARE
- 11. LAND FORCES

TABLE OF ACRONYMS AND ABBREVIATIONS

- 12. DATA TABLES
 - ⇒ 12.2 Anti Ship Missiles
 - ⇒ 12.3 Guns and Rockets
 - ⇒ 12.11 Ship Data Tables

Surface to air and air to air (IR missile fire) (8.3)

There is an error in the arcs from which first generation IR missiles can attack an aircraft. The launcher must be in the Port, Starboard or Aft arcs of the target ("S", "P" and "A").

Anti Ship Missiles (12.2)

Weapon Damage Modifiers on the following weapons should be altered

Hellfire (USA): -2 (change from -3) Hellfire (Coastal Defence) (Norway) -1 (change from -2)

Guns and Rocket launchers (12.3)

Weapon Damage Modifier on the following weapon should be altered

RPG: -3 (change from -2)

Ship Data Tables (12.11)

The following corrections are required in the Data Tables:

Grisha I, Grisha III (Russia) page 28

In all three cases the FCS should read 2 not 21

P4 (Russia) page 31

Torpedo armament should be changed from 21" TTU to 450mm $\ensuremath{\mathsf{TTU}}$