

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.

TSUSHIMA

RULE UPDATES AND CLARIFICATIONS TO EDITION 2

DATE: 27 JULY 2018

Following an enquiry from one of our players, it has become clear that the sequence of actions shown in section 2.2 during the Firing Segment of a squadron's activation could be expressed better.

It is also worthwhile mentioning that the Gunnery Modifiers are applied to the score shown on the dice, not to the "target score".

In the table in section 2.2 on page 5 the text in the last row concerning firing should read:

Squadrons carry out their attacks alternately, starting with the player who won the initiative for this turn.

The squadron resolves its attacks ship by ship, each completing its actions before moving on to the next.

Each ship carries out its actions in the following order:

- 1) Resolves all gun fire
- 2) Resolves all torpedo fire

In the first paragraph at the start of section 5 on page 9, the first paragraph should read:

Shooting is carried out by squadrons deployed on table as models. The side with initiative selects a squadron to shoot first, after which action alternates between the two sides. In a squadron each ship shoots its guns, then fires torpedoes and results are resolved before moving to the next ship.

In the first paragraph under the table in section 5.3, the wording is revised as follows:

Roll 1d10 per gun firing at the target. Roll the dice separately for each Class of gun shooting, because range bands and damage effect dice may be different. The number rolled on a dice is modified using the numbers in the table of Gunnery Modifiers. A hit is scored if the final number is a 8 or better.

The first sentence of the next paragraph should read:

"When you hit a target, it is marked..."

The first paragraph of the example is altered to read:

A cruiser is firing on a destroyer. The modifiers are 'target fast' (-1) and 'target DD or TB' (-1) totalling -2, meaning that a 10 will be required to hit.

Similarly in section 5.10 on page 11 the words need to be revised:

Roll 1d10 per tube firing at the target. The number rolled on a dice is modified using the numbers in the table of Torpedo Modifiers. A hit is scored if the final number is a 8 or better.

In section 5.16 on page 12 the following revision applies:

During the Movement Phase roll a d10 as soon as a ship is moved within 1nm of a Mine Marker. The dice score is modified as shown in the Table of Mine Modifiers. A hit is scored if the final result is 8 or more.

We have not rewritten the section with examples of battles because in the text the sense of how the dice are used is apparent; we show the dice that were rolled and from that those that meet the requirement to have a final score of 8+ after modification correctly show the number of hits.
