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## ***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.

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# ***TSUSHIMA***

## **RULE CLARIFICATIONS TO EDITION 1.1**

**DATE: 4 JANUARY 2005**

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  2. GAME SEQUENCE, ORDERS AND INITIATIVE
    - ⇒ 2.1 Orders and Initiative (clarification)
  3. VISIBILITY, WEATHER AND SPOTTING
    - ⇒ 3.2 Weather changes (deletion of text)
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  4. MOVEMENT
    - ⇒ 4.2 Evasive manoeuvres (definition of use)
    - ⇒ 4.3 Ramming and Collisions (damage effect)
  5. COMBAT
    - ⇒ 5.3 Gunnery Hit Location
    - ⇒ 5.4 Effects of shell hits (correction and clarification)
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    - ⇒ 5.9 Mines (new modifier)
    - ⇒ 5.10 Applying Hull Damage (expansion)
    - ⇒ 5.11 Critical Damage Effects (expansion)
  6. INTRODUCTORY SCENARIO
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- QUICK PLAY SHEET 1 – MOVEMENT  
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The following corrections and amendments will be implemented in Edition 1.2.

### **Orders and Initiative (2.1)**

Initiative is decided by rolling for each squadron separately, so there is an interleave between ships of both forces when they activate during the turn.

Drawn initiative is sorted out by rerolling between the squadrons when they come to move, using the same modifiers as used for the first initiative roll.

It will be necessary to mark initiative in this case, so the following text is added in the next edition.

#### **Marking Initiative**

Players need to agree how to mark initiative by the squadrons. You can use small counters placed by the squadrons. Furthermore, you could limit the permitted scores to the range 1 to 10 so scores below 1 are treated as a 1 and above 10 as a 10. Bear in mind that ties are sorted out when the initiative number comes up anyway.

### **Weather changes (3.2)**

Weather changes are rolled every turn. The word “subsequent” should be deleted in the initial paragraph and the paragraph under Wind Strength.

### **Spotting (3.3)**

An individual vessel may only spot once per turn.

### **Evasive manoeuvres (4.2)**

Evasive manoeuvres are only possible on vessels of under 4000 tons and that can move fast (in excess of 25 knots). There are some errors in the ship data tables which show Evasive speed where it should not.

Delete any ‘(E)’ entries where the full speed is less than 25.

### **Ramming and Collisions (4.3)**

The last paragraph above the table in column two is not clear on how damage is applied. You roll a damage die as shown and then deduct the Hull armour. If the result causes damage then you roll for an underwater critical hit.

### **Gunnery Hit Location (5.3)**

Each individual hit on the target is randomised using the table, not the entire salvo.

### **Effects of Shell Hits (5.4)**

The first paragraph needs to make clear that if a location has been destroyed (and it is not just a case of the location not being present) the damage goes onto the hull. Also, with reference to the example diagrams in section 7, the damage on the hull is taken from the lowest numbered box not the highest.

In the third paragraph a second gun is lost if the excess equals or exceeds the turret armour.

### **Torpedoes (5.7)**

In the to hit modifiers under ‘+1’ the fourth entry should read that the firer is outside the target vessel’s port/starboard arcs.

The shooting at night modifier has been reduced to ‘+2’

There are no hit locations for torpedo hits.

### **Mines (5.9)**

A new modifier is added under ‘-1’:

“Sea state 6+”

### **Applying Hull Damage (5.10)**

Vessels that have more than 2/3rd damage are stopped. It is permitted to move at ¼ speed if they make a successful repair roll (5 or 6 on d6). If hit again in boiler or engine room the ship is stopped again but can attempt another repair.

### **Critical Damage Effects (5.11)**

In the bullet points the Rudder and Engine Room items mention effects from torpedo damage. These are also applied to Mine damage.

### **Ship Conversion for use with the Rules (7)**

#### **IJNS Takachiho**

The box shows an evasive speed on (E) 12. This should be deleted. While the ship has the correct tonnage, it does not move fast enough to be evasive.

On the following page the same ship’s card sample should read “Evasive: No”

### **Ship Game Data Tables (8)**

The following ships should have the Evasive speed values deleted: