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.

Action Stations

Corrections to Edition 4.0

Date: 2 July 2014
Updated 27 April 2018

Following the recent publication of the new Edition of Action Stations, it has come to light that a few inconsistencies have got past our final checks. These are mainly in the area of Visibility and Spotting, and we have rewritten that section, which is enclosed with this file.

There are also some Special Effects which players have found cause a bit too much damage and we agree that this is the case. There are therefore some effects which should be deleted.

Some clarifications have been added following suggestions from players, and we have added a new section to reflect the use of WW1 Q ships, derived from the effects in the previous editions of the rules.

2017

By chance we discovered a typo and incorrect reference in the Aircraft Movement section (9.3). The correction has been added to this document. This is marked thus:

2018

While working on a new edition of Bulldogs Away, which incorporates the movement system from Action Stations, we have updated the rules on Towing. A new set of Towing rules appear in this document.

4.8 − Towing

Vessels can attempt to tow other vessels up to 1 class larger than their own. For a ship to tow another vessel they must have successfully passed a tow line. To do this they must be in contact or within 5 cm and both must be stationary (i.e. have no Speed Markers).

> *This requires the assisting ship to approach the other vessel with 1 speed marker in its Movement Phase, at the end of which this marker is removed, satisfying the requirement to have no speed markers in the Damage Control Phase.*

Passing a tow requires a successful Crew Test by the towing vessel carried out in the ship's Damage Control Phase. This is modified by the current Sea State as follows:

Tow Table Modifiers Table					
Sea State	**0 or 1**	**2**	**3**	**4**	**5 +**
Modifier	+ 2	+ 1	+ 0	− 1	− 2

Once a tow has been passed the ships may move off and separate by up to 5 cm between their closest points (which must be between bows and/or sterns).

Towing Speed

The table below shows the proportion of the towing vessel's speed that can be achieved.

Towed Vessel:	Class 1	Class 2	Class 3
Towing Class 1	½	¼	—
Towing Class 2	¾	½	¼
Towing Class 3	1	¾	½

However, the maximum speed under tow is the lower of…

- EITHER the original Speed Rating of the <u>towed</u> vessel,
- OR the current maximum speed of the towing vessel.

The towing vessel can move either ahead or astern, though ahead would be more sensible as you will get better speed. The appropriate number of Speed Markers are placed by the Towing ship.

Breaking the Tow

Tow lines can be dropped at any time. Each vessel then continues independently. The tow line may also be broken unintentionally.

Tows part automatically if:

- Either vessel is involved in a collision (not a Glancing Blow).
- Either vessel sinks.
- Any vessel moves between the two ships.

Other circumstances:

- Either vessel hit by gunfire
- Sea State is 4 or greater

In such cases roll a d10; on a roll of 10 the tow line parts.

5 – Visibility and Spotting

This section has been rewritten. We have added a clarification about the status of "objects" on the play area. These are either Contact Markers, which have to be revealed by spotting, or models. The change from previous editions is that when a model is on the table it is a potential target if it is in range and visibility of an enemy.

We have deleted a short paragraph (the 4th in the existing section 5.2) regarding submerged submarines, which contradicted text in an earlier paragraph regarding spotting from submerged submarines.

In section 5.4 there is a typo in the Starshell/Flare Deviation table. The last two entries should show '+10' and '+20'. In addition the Starshell/Flare Drift Table has been tweaked so that the drift values are greater. We have done this so that the values better match the game time and distance scales.

In section 5.5 there is a missing full stop in the 3rd sentence between "Contact Markers" and "Searchlights". The new 4th sentence has now been changed to simply say that a ship using a searchlight is illuminated.

In Section 5.6 we have added a remark that ships using searchlights are illuminated.

In Section 5.7 covering Smoke Floats, using such devices at night will cause the ship to be illuminated. This illumination is removed at the end of a turn.

In section 5.9 covering radar, we have rewritten the first paragraph which had some typos and some unhelpful text.

The revised text appears in blue in the new pages.

6.2 – Damage Control

Delete the following two bulleted items in the list of items where Repair can be attempted:

- Repair damage to Torpedo Controls (a B hit result)
- Remove Command Disruption (a B hit result)

These are two Special Effects which we removed during development, but failed to spot that they still appeared here.

7.1 – Arcs of Fire and Lines of Sight

In the first paragraph we have added a new sentence:

'The target must also be in the current visibility distance, which may well be less than the range of the gun.'

This may seem obvious, but it needs to be mentioned.

Page 16: Shooting Modifiers Table

The text for 'Shooting through smoke' should say 'Shooting through smoke from burning vessels)'.

7.4 – Special Effects

Under "Bridge Hit" add that the 'First Bridge hit knock out radar'.

Under "Machinery" delete the words ', with 1 Hull Box additional damage' under results 2, 4 and 6.

Under "Steering" delete the words ', with 1 Hull Box additional damage' under result 5, and ', with 2 Hull Boxes additional damage' under result 6.

8 – Torpedo Attacks

The draught of the various ships in the game is taken into account in their Class. The modifier for Shallow Draught vessels should only be applied in cases where a ship has the special trait "Shallow Draught". None of the ships in the data tables has this trait at present. One case where it could be applied is "Bournemouth Belle", a paddle steamer.

In the Torpedo Hit Modifiers Table, change the effect under – 2 to read 'Shallow Draught (Special) **'

Add the new footnote:

** The normal draught of ships in t6he game is taken account of though its Class. Shallow Draught targets can be introduced in a scenario specific game at the players' discretion.

9.3 – Aircraft Movement

The last phrase in the second sentence of paragraph 1 should read:

'…, **so** they are moved in a separate Segment (**2c**) in the Movement Phase.'

10.3 – Armed Merchantmen and Q ships

We have added a new rule to deal with Q Ships and some specific effects of their design.

Optional Rules for Q ships

Players may wish to agree that Q ships (in particular) are shallow draught vessels. The player owning the Q ship may declare it to be shallow draught when it is attacked by torpedoes, after the opponent has rolled his torpedo attack dice. (If he has missed there is no need to give away the secret, but if he just missed by 1 or 2, a hit would become a miss.) If the torpedo is regarded as a miss, do not forget that it will continue on its way, like any other torpedo that misses. If you reveal the true nature of your ship in these circumstances, the ability to surprise enemy vessels is lost (see below).

When a Q ship reveals itself, it gains an immediate bonus to its H value of 100%. When working out when it will sink after it has been wrecked, the original value of H is used.

In the following paragraph "Surpising the enemy" the 3rd sentence should read 'The target(s) of the Armed Merchant Cruiser's attack must then pass a Crew Test.'

10.4 – Points Values

Add a new entry after Armed Merchants:

- Q ships add 50% to their final total.