
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 AWAY !!

RULES CLARIFICATIONS UP TO AND INCLUDING

EDITION 1.0

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Radar Detection (5.5)

When a ship is detected during the Detection Phase it is transformed from a “blip” into a “contact” and the vessel size shown is the “modified” size based on the detection table. The modified size is what the crew see on the radar display.

A ship can also attempt to detect more than one “blip” per turn.

Missile Fire (6.4)

Shooting at Missiles with guns

To engage an incoming missile with a gun requires the use of CIWS, as mentioned in the rules. In this case there are no modifiers. This is a simple 50:50 roll as shown in the rules. Other guns are ineffective.

Shooting at Missiles with SAMs

Incoming missiles can be engaged with SAMs, in which case they are treated as a very fast target, though size is ignored.

Using Chaff against missiles

Chaff is resolved immediately prior to the missile hitting, so you resolve any anti-missile fire first, then if necessary use chaff.

Snap Fire

Snap fired missiles reach their targets in the regular missile phase of the following turn. The purpose of snap fire is to shoot before being sunk in the gunnery phase which follows the snap fire phase, and precedes the normal missile launch phase.

Air to Air gun fire (8.3)

There are in fact no detailed rules about shooting guns between aircraft as this set of rules is not intended to be for air to air combat. There are all sorts of ramifications about aiming, how many guns can fire, and of course what are the relative altitudes of the aircraft.

The pragmatic view is to say that guns on an aircraft can only shoot at another aircraft at the same height, and only out to short range. The target must be in the arc of fire of the gun.
