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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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# ***GRAND FLEET ACTIONS IN THE AGE OF SAIL***

## **CHANCE CARDS**

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These chance cards were developed to add some variety and flavour when we carried out the Trafalgar refight in 2005. They are on the second page of this leaflet. There are 10 different types of card, 3 of which effect whole squadrons, the rest normally effect one ship only.

The pack from which the draw is made should have a total of 30 cards so print the second page of this leaflet 3 times, so there are 3 of each flavour. Cut them out and shuffle them up well.

The cards are dealt face down to each formation as follows:

1 for each level of command rating for the squadron.

1 extra card for each squadron commanded by the fleet admiral or commander in chief. If using allied forces from several nations, each national C in C gets an extra card.

### ***Using the cards***

These can be played at various times during the game, as players think fit and as the opportunity arises.

You cannot play several of the same card simultaneously, but you can play several cards at the same time and stack the results.

You may also have no opportunity to use some of the cards at all.

When a card is played it should be placed face up next to the ship or flagship to which it applies.

When its effect has been resolved, remove the card.

Some cards are effective until the end of a game turn, so these should be left beside the ship(s) concerned until the end of the turn.

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<p style="text-align: center;"><b>Long Range Gunnery</b></p>	<p style="text-align: center;"><b>Sharpshooters</b></p>
<p>This card may be used to enhance the gunnery of <b>ONE SHIP</b>, enabling it to shoot out to a range of 12 units.</p> <p>The card must be played when resolving the gunnery of the ship selected.</p>	<p>Sharpshooters in the rigging of one of your ships spy an enemy commander and shoot at him.</p> <p>This card may be played on <b>ONE SHIP</b> which is in point blank range of an enemy squadron flagship.</p> <p>Roll once on the senior officer hit table and apply the result.</p>
	<p><b>No more than one card of this type may be played simultaneously on one ship.</b></p>
<p style="text-align: center;"><b>Rig Anti Boarding Nets</b></p>	<p style="text-align: center;"><b>Double Shotted Broadside</b></p>
<p>This card is played for the defence of <b>ONE SHIP</b>, and will add +3 to its defensive factors during a boarding action.</p> <p>The card must be played when the enemy declares boarding against a particular ship. The effect remains until the end of the current game turn.</p>	<p>The gunners have the chance to double shot the guns on <b>ONE SHIP</b>.</p> <p>When firing the guns the ship gets a bonus of +3 to its gunnery factors. Play this card before rolling the dice for gunnery effect.</p>
<p><b>No more than one card of this type may be played simultaneously on one ship.</b></p>	<p><b>No more than one card of this type may be played simultaneously on one ship.</b></p>
<p style="text-align: center;"><b>The Gun Smoke clears !</b></p>	<p style="text-align: center;"><b>Break out the Rum Ration</b></p>
<p>The smoke of battle clears and enables the Squadron Commander to get contact with the vessels under his command.</p> <p>For the duration of this turn the command range of this Squadron Commander is doubled.</p> <p>This card is effective for <b>ONE SQUADRON</b> for one turn.</p>	<p>The crew on <b>ONE SHIP</b> are given an extra rum ration prior to close combat.</p> <p>This card must be played at the start of a boarding action, either as an attacker or as a defender. The ship gets a bonus of +3 to its combat factors during boarding for the rest of the current turn.</p>
<p><b>No more than one card of this type may be played simultaneously on one squadron.</b></p>	<p><b>No more than one card of this type may be played simultaneously on one ship.</b></p>
<p style="text-align: center;"><b>Set Studding sails</b></p>	<p style="text-align: center;"><b>Rallying Signal</b></p>
<p>The sailing master on the squadron flagship notices advantageous wind eddies, and orders studding sails to be set. Increase the movement allowance of all ships in <b>ONE SQUADRON</b> by 50%.</p> <p>If played in combination with a following wind, which provides a 50% speed bonus, then the current speed is doubled.</p> <p>This card is effective for <b>ONE SQUADRON</b> for one turn.</p>	<p>The squadron commander sends an inspiring signal to his ships. All ships in <b>ONE SQUADRON</b> get a bonus of +2 to any Crew Tests (including Morale tests) that they make during one game turn. This does NOT apply to Gunnery or Boarding rolls.</p> <p>The card may be played at any time during a turn when a ship or ships in the squadron are required to make a crew test, and it remains in effect until the end of the turn.</p>
<p><b>No more than one card of this type may be played simultaneously on one squadron.</b></p>	<p><b>No more than one card of this type may be played simultaneously on one squadron.</b></p>
<p style="text-align: center;"><b>Devastating Shot</b></p>	<p style="text-align: center;"><b>The Fates smile upon you</b></p>
<p>The gunners of <b>ONE SHIP</b> time their broadside to best effect, causing critical damage to the target. If the gunnery result causes any damage on the target, then the attacker rolls on the critical damage table.</p> <p>This card must be played before rolling the dice for gunnery effect.</p> <p>If the gunnery result already calls for a roll on the critical damage table, then two rolls are made.</p>	<p>The player may re-roll one die roll in the hope of improving his chances.</p> <p>This card must be played immediately after any unsatisfactory die roll.</p> <p>When re-rolling a die, all factors that applied to the previous failed roll are applied, including any that were caused by any chance card(s).</p>
<p><b>No more than one card of this type may be played simultaneously on one ship.</b></p>	<p><b>You may not play more than one card of this type to change any single combat or other test result.</b></p>