

## ***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.

# ***JUTLAND***

## **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 10, 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 at the top of page 11, the wording is revised as follows:

Roll 1d10 (d12 if capital ship with gun director) 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 header of the Gunnery Modifiers Table should read "...(d10 or d12)"

The start of the next paragraph under the table 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 5.11 on page 13 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 5.17 on page 14 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.

In section 5.19 on page 15 the following revision applies:

The shooting ship can choose any aircraft target in range for any AA gun. Roll a d10 per gun, modifying the score using the Anti Aircraft Gunnery Modifiers table. A final score of 8+ hits and destroys the target.

In section 5.20 on page 15 the following revisions apply. In the 2nd paragraph the second sentence should read:

The ATS value is applied as an attack modifier in the table of Bombing Modifiers.

The third paragraph is replaced with:

Accurate bomb sights had not been developed, so any aircraft or airship bombing a vessel rolls d10, modifying the score using the Bombing Modifiers table. A final score of 8+ hits the target.

On page 32 in the table under Great Britain– Bombers the combat factors for the Handley Page 0/100 should read "4/3".