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

RULES CLARIFICATIONS

EDITION 1.0

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SMOKE

LINES OF SIGHT / FIRE

MEASURING RANGES

LOSS OF SQUADRON COMMANDER'S SHIP

OUT OF COMMAND SHIPS CHANGING TARGETS

"SINKING CONDITION"

DC'S ON SUBMARINES

HOW TO ATTACK SUBMARINES AT PERISCOPE DEPTH

HOW DOES AN OUT OF COMMAND SQUADRON MOVE?

Smoke

There are some loose ends regarding smoke in the rules, which are silent as to how and when it is laid, who by, and what area is covered. The rules imply smoke in an area rather than a line.

Our suggested rule of thumb is as follows:

- Smoke is laid by Light Cruisers and smaller vessels.

- It is laid during movement along the course of the vessel.

- It can be a long thin strip, or can widen out at the start point in wind direction so it is in a sort of triangle.

Lines of Sight/Fire

Is line of sight blocked by all other vessels, some vessels ?

We would rule that lines of sight and fire are blocked by all other vessels, including their bases. This would represent their funnel smoke etc getting in the way. You could optionally allow larger vessels to shoot over the top of destroyers, but even then, only allow guns of 8" or larger to do so. Smaller guns (and some may say even 8" guns) have a flatter trajectory so will probably strike intervening ships.

Measuring ranges

Where do you measure ranges from ? We would measure always from bow to bow, because that also can take into account relative movement and course during the turn. You can use the bridge, fore funnel, or other point, as long as all use the same point.

(Use the same point for lines of sight / fire as well).

Loss of Squadron Commander's ship

If the squadron commander's ship is sunk, then he must be replaced from surviving captains. This takes a turn while they sort themselves out, during which time the initiative penalty of –2 applies.

Out of Command ships changing targets

The rules are very restrictive on this point. It is reasonable to allow a change of target to another enemy in the same squadron as the previous target. We would also suggest it has to be a target that was next to the previous target. Only use this easing of the rules if both sides agree.

"Sinking Condition"

What does this mean ? It is an unfortunate choice of words. Our ruling is that this is when a ship reaches 0 hull points it is sinking. This effect applies immediately and this should include the loss of the ship. If desired leave it in place until the end of the turn because it may still block line of sight.

If there was a CO on board, he is not present next turn in the initiative phase.

DC entry on Submarines

This only appears on the K class fleet submarines and represents depth charges.

How to attack submarines at periscope depth ?

Such targets have periscope markers. You cannot attack with guns, but could try to ram them, or use depth charges.

How does an out of command squadron move ?

Such squadrons move ahead at same speed and heading until they sort themselves out. If they are too close to the table edge they may leave the table. You may also be forced off table for other reasons.

If this happens you need to have a system for returning to the table in a later turn. A simple rule is to roll a d10, modify by –2 if they are out of command. You might want to modify by national traits or characteristics if you are using them.

If the final score is 6 or greater then they can return to the table, but not within their own movement distance of an enemy.

While off table, I would also rule that they cannot carry out any action, including going back into command.