
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.

SEA WARS FLEET ACTIONS

RULE AMENDMENTS UP TO AND INCLUDING

EDITION 4.1

UPDATED 10 APRIL 2014

1. INTRODUCTION
 2. COMMAND STRUCTURES & CREW
 3. FORMATIONS
 4. SETTING UP THE GAME
 5. OBSERVATION, DETECTION AND SPOTTING
 - ⇒ 5.1 Spotting Contact markers (Correction required in all versions)
 6. MASTER GAME TURN SEQUENCE
 7. MOVEMENT
 8. SHIP COMBAT
 9. AIRCRAFT
 10. SPECIAL ATTACKS AND OPTIONAL RULES
 11. REFERENCE SOURCES AND FURTHER READING
 12. SEA WARS DATA LISTS
- SHIP GAME RECORD CARDS
AIRCRAFT SHIP RECORD CARDS
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Observation, Detection and Spotting***Spotting and revealing contact markers (5.1)***

The third sentence in the 1st paragraph makes reference to Automatic Spotting, which does not exist in the rules as they now stand. The sentence should be deleted.

“Critical Hit (see below)”
