

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

NEW GAME DATA FOR EDITION 4.1

DATE: 21 JANUARY 2007

In response to requests from users, we have calculated some additional combat units for use with Sea Wars.

The data on the following pages follows the layout that appears in the rules.

ITALY**BB**

FRANCESCO CARACCILO 1920 PV: 474
HP: 77 Spd: 28 DV: C+ Sz: 4
15"/40 Pen: B+ 21700 yds SV: 14
6"/45 PEN: F+ 16000 yds SV: 2
AA/QF: 16000 yds SV: 6

CV

AQUILA 1941 PV: 384
HP: 47 Spd: 30 DV: H Sz: 4
Air Handling: 5 - Aircraft: 51
AA/QF: 16000 yds SV: 11

FTB

Reggiane Re.2005 Sagittario 1943 PV: 177
HP: 6 Spd: 70 HP/Aircraft: 2 - Aircraft/Flight: 3
Air to Air Firepower Factor: Base to base contact SV: 5
Level Bombing - Pen: A+ or H 5000 yds SV: 12

FTR

Reggiane Re.2005 Sagittario 1943 PV: 173
HP: 6 Spd: 70 HP/Aircraft: 2 - Aircraft/Flight: 3
Air to Air Firepower Factor: Base to base contact SV: 5
