

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.

TSUSHIMA

RULE CORRECTIONS TO

EDITION 1.1

DATE: 4 JANUARY 2005

1. INTRODUCTION
 2. GAME SEQUENCE, ORDERS AND INITIATIVE
 - ⇒ 2.1 Orders and Initiative
 3. VISIBILITY, WEATHER AND SPOTTING
 - ⇒ 3.2 Weather changes (deletion of text)
 - ⇒ 3.3 Spotting (modification of text)
 4. MOVEMENT
 - ⇒ 4.2 Evasive manoeuvres (definition of use)
 - ⇒ 4.3 Ramming and Collisions (damage effect)
 5. COMBAT
 - ⇒ 5.2 Gunnery (correction)
 - ⇒ 5.3 Gunnery Hit Location (clarification)
 - ⇒ 5.4 Effects of shell hits (correction and clarification)
 - ⇒ 5.7 Torpedoes (correction and clarification)
 - ⇒ 5.9 Mines (new modifier)
 - ⇒ 5.10 Applying Hull Damage (expansion)
 - ⇒ 5.11 Critical Damage Effects (expansion)
 6. INTRODUCTORY SCENARIO
 7. SHIP CONVERSION FOR USE WITH THESE RULES
 - ⇒ Corrections
 8. SHIP GAME DATA TABLES
 - ⇒ Corrections
- QUICK PLAY SHEET 1 – MOVEMENT
 QUICK PLAY SHEET 2 – GUNNERY
 QUICK PLAY SHEET 3 – UNDERWATER ATTACKS
 QUICK PLAY SHEET 4 – FIRING ARCS
 APPENDIX 1 – COUNTERS
 APPENDIX 2 – SHIP RECORD SHEETS
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The following corrections and amendments will be implemented in Edition 1.2.

Orders and Initiative (2.1)

Initiative is decided by rolling for each squadron separately, so there is an interleave between ships of both forces when they activate during the turn. The following changes are required:

In the first sentence of the initiative paragraph the text should read:

“...by rolling a d10 for each squadron and...”

In the third sentence the text should read:

“...then they will reroll (using the same modifiers again)...”

A new paragraph is added before the Penalties section:

Marking Initiative

Players need to agree how to mark initiative by the squadrons. You can use small counters placed by the squadrons. Furthermore, you could limit the permitted scores to the range 1 to 10 so scores below 1 are treated as a 1 and above 10 as a 10. Bear in mind that ties are sorted out when the initiative number comes up anyway.

Weather changes (3.2)

Weather changes are rolled every turn. The word “subsequent” should be deleted in the initial paragraph and the paragraph under Wind Strength.

Spotting (3.3)

The first paragraph in this rule section is modified as follows. At the end of the paragraph, add the following sentence:

“An individual vessel may only spot once per turn.”

The last paragraph in this section is moved to the end of the first paragraph, after the above insert, in future editions.

Evasive manoeuvres (4.2)

Evasive manoeuvres are only possible on vessels of under 4000 tons and that can move fast (in excess of 25 knots).

The text of the first sentence in this section is modified as follows:

“...(under 4000 tons) capable of moving at fast speed (in excess of 25 knots) can carry out...”

There are some errors in the ship data tables which show Evasive speed where it should not. These are listed later in this document.

Ramming and Collisions (4.3)

The last paragraph above the table in column two is not clear on how damage is applied. You roll a damage die as shown and then deduct the Hull armour. If the result causes damage then you roll for an underwater critical hit. The text in the first sentence is therefore changed to read:

“...no hit location is rolled, but Hull armour is deducted from the damage. If damage...”

Gunnery (5.2)

The example after the second paragraph of this section has a couple of corrections needed. The reference to “2½ nm” should be replaced with “2 nm” (twice).

Gunnery Hit Location (5.3)

Each individual hit on the target is randomised using the table, not the entire salvo. The first paragraph of this section is replaced with the following text:

“The hit locations are divided into three areas. Hull covers the hull and any superstructure. Main armament is the main armament of the vessel regardless of its location. Secondary armament is all other armament on the vessel. A d10 is rolled for each hit on the target and the location determined by the table below. If the fire is coming in from a particular arc then the damage will be taken in that arc.”

Effects of Shell Hits (5.4)

In the first paragraph the following corrections are required. The first sentence should read:

“...does not exist or has been destroyed, ...”

The second sentence should read:

“...starting with the lowest numbered box.”

The second sentence of the third paragraph should read:

“If the excess equals or exceeds the turret armour...”

Torpedoes (5.7)

In the table of to hit modifiers under ‘+1’ the arc entry should read:

“Firer outside target’s port/starboard arcs”

The last paragraph of this section is expanded as follows:

“Damage

Each torpedo hit rolls a d10 for damage which is applied directly to the hull and ignores armour. There are no hit locations for torpedoes as all damage is taken to the hull below the waterline. To reflect this there is a different Critical Hit table.”

The shooting at night modifier is reduced from ‘+3’ to ‘+2’

Mines (5.9)

A new modifier is added under ‘-1’:

“Sea state 6+”

Applying Hull Damage (5.10)

A new second paragraph is added to this section:

“When a vessel has more than 2/3rd damage then it cannot move. The player is allowed to attempt emergency repairs to the vessel to get it under way. A roll of a 5 or 6 in the repairs phase will allow the vessel to move at a maximum of 1/4 speed. This will then continue until the vessel is sunk or receives a boiler or engine room hit. This will destroy the repair, but another attempt can be made in the next repairs phase.”

Critical Damage Effects (5.11)

The following amendments are required to the bullet points:

- Rudder Disabled: Change text to read "...torpedo or mine hit..."
- Engine Room hit: Change text to read "...torpedo or mine hit...". Add an asterisk at the end of this line.
- Boilers hit: Add an asterisk at the end of this line.

Under the bullet points add the following text:

"* When repaired Maximum speed is ¼ normal speed."

Ship Conversion for use with the Rules (7)

IJNS Takachiho

The box shows an evasive speed on (E) 12. This should be deleted. While the ship has the correct tonnage, it does not move fast enough to be evasive.

On the following page the same ship's card sample should read "Evasive: No"

Ship Game Data Tables (8)

The following ships should have the Evasive speed values deleted:

Austria

CCL Aspern...
TB Blitz...

France

CC Lavoisier
GB Boufonne...

Germany

CCL Dresden...
CCL Berlin...

Great Britain

CCL Apollo...
CCL Amethyst...
CCL Pelorus...

Italy

CCL Calabria
CCL Lombardia...
CCL Elba...

Japan

CCA Chiyoda
CCA Fuso
CCL Naniwa...
CCL Niitaka...
CCL Akitsushima
CCL Akashi...
CCL Idzuma

Portugal

CCL Republica

Russia

CCL Izumrud...
ML Amur...
GB Khabri
TB Abrek

Spain

CCL Extremadura

United States

CCL Denver...
CCL New Orleans...
CCL Detroit
GB Helena