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## ***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.

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# ***AERIAL BATTLES 1915-1918***

## **CLARIFICATIONS**

**DATE: 26 MARCH 2020**

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### ***When do you need to use Orders ?***

We feel that we need to clarify when you have to use Orders.

Rules section 1.6 on page 4 specifically says that the table below shows when you need to carry out a Skill Test, and also that when you do a Skill Test you must expend an Order.

While under Combat and Spotting we specifically mention the use of an Order, under Movement in section 3.4– Special Manoeuvres we left out the requirement to use an Order for the three types of action you can attempt (we managed to remember to put it under Climbing in section 3.3 !) - Silly us !

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