

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.

FIGHTING FLEETS

DATA CORRECTIONS UP TO AND INCLUDING

EDITION 1.0.1

DATE: 13 DECEMBER 2004

UPDATED 27 JANUARY 2005

1. INTRODUCTION 2. SHIP DATA

The following corrections should be made to the ship data presented in the tables:

Finally, due to a brainstorm, the ships of destroyer size and smaller appear with an ADV and BDV of 3. They only have one hull value of 3.

Page 28:

MIKASA

The CO armour is shown as Nil. This should be corrected to 5A.

Page 29:

SHIKISHIMA

The ADV is shown as 18. This should be corrected to 28.

Page 30:

YAKUMO

The 8"/40 guns should show the rating {B/V} not {D/V} as printed.

Page 32:

EMPERATOR ALEXANDER II

There are two errors here. First, the torpedo data should read 4Be, not 2Be, and the second ship in class is the 'Imperator Nikolai I', not '...II' as shown.

Page 34:

DMITRI DONSKOI

The Torpedo data should show 4Be not 2Be as shown.
