

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.

FIRE WHEN READY

RULE CORRECTIONS TO

EDITION 2.0

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FWR_Corrections_2_2

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Equipment Needed (2.2)

Change the last bullet point referring to turn to read

- Turning templates with angles of 45 and 60 degrees to regulate movement. These can be made from card, and are also used to define arcs of fire.

Die Roll conventions (2.4)

There are cases where you need to roll d6/2 or d6/3. In such cases the results are interpreted as follows:

D6/2:

1, 2 resulting score is 1

3, 4 resulting score is 2

5, 6 resulting score is 3

D6/3:

1 – 3 resulting score is 1

4 – 6 resulting score is 2

Defence Values (3.3)

There are cases where the defence values exceed 5A, so the cost values for these are:

6A: +30

7A: +35

Formations (6.1)

There is an error in the first paragraph here. The formation should be a group of between two and nine vessels. This is an extrapolation of the previous edition of the Fire When Ready rules, which allowed for a number of smaller groups (divisions) to group into squadrons. The maximum resulting number was nine for the equivalent in Fire When Ready 2nd Edition.

As an observation, it would actually feel better if the maximum number is limited to 6 vessels.

Special Hits (9.7)

For guns better than 5A, the penetration numbers are:

6A: 11

7A: 12

Hits on “Exposed” main guns

This refers to hits on older ships where the guns are in an open topped mounting. In such cases armour penetration is required against barbette armour.

Torpedo Procedure (Damage), Example (10.1)

An error has crept into the end of the example, the last four sentences of which should read as follows:

In the following Movement Phase, floods reduce BDV by 2 points. In the Repair phase the crippled ship rolls d10 for each flood. An 8 and a 1 are rolled, so one flood is stopped. The ship continues to lose 1 BDV to flooding during movement next turn.

Scenarios (13)

The Battle of Manila Bay (13.2)

For the shore battery guns, use generic values, and they could also be obsolete guns. The armour values for the batteries should be at least A.

The Battle of Santiago (13.3)

An error has crept in here. The 5th Destroyer Division on the Spanish side includes the Proserpine, which should be deleted.