

## ***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.

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# ***PERFIDIOUS ALBION***

## EDITION 9.0

### DOCKYARD MANUAL

### CORRECTION AND CLARIFICATION

DATE: 29 MAY 2021

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### ***Fitting Quickfirer Groups to ships***

A keen-eyed user of the rules has spotted an inconsistency in the construction rules within the Dockyard Manual.

A previous update some years ago revised the text regarding the calculation of the number of Quickfirer Groups in rule section 15.3. This section mentioned three ship “sizes” and how to calculate the number; these sizes were expressed numerically and what was not made clear is that they relates to the ship’s tonnage.

There is also an issue about what they represent on the actual ship card.

These “sizes” then become “Types” in the Calculation of the Base Points Value in section 16, using letters A, B and C.

Looking at the \*\* note in the table under Quickfirers this also needs to be made clearer.

It is therefore appropriate that some corrections are made to both 15.3 and the table in 16.

### ***Quickfirer Groups (15.3)***

Any section level that does not contain other guns may have a Quickfirer Group. Each Quickfirer Group represents a number of light guns. The number of Quickfirer Groups is calculated by totalling the weight of shot in lbs of all Quickfirers on the ship and divide by 30.

- If the ship is a small vessel under 2,000 tons (Type C in the table showing the Calculation of the Base Points Value in section 16), round to the nearest whole number. The Groups are regarded as being able to shoot all round.
- If the ship is larger (Types A and B) halve the number, then round to the nearest whole number. In this case it is assumed that the Groups are fitted so that they are on the broadside and can shoot to both port and starboard during a game.

- Finally, if the calculation resulted in no QFs but the weight was greater than 15 lbs, the ship gets one QF. This Quickfirer is regarded as complying with the previous two points, so it can shoot all round on Type C ships, or to Port and Starboard on Types A and B.

Quickfirers may not be on the same level as a turret positioned so as to obstruct its fire. They may be placed in a hull or superstructure section level or on top of it at level 1. Although some Dreadnoughts had Quickfirers on top of their turrets this is only allowed if the turret is at level 2 and is a triple A turret.

### ***16 — Determining the Base Points Value***

The note in the lower section of the table regarding Quickfirer Groups should be changed to read:

\*\* A single Quickfirer Group costs 50 points. The Quickfirer Groups, the number of which was established in section 15.3, are mounted (and can shoot) to port and starboard in ships of Types A and B. Hence the cost of 100 points. On ships of Type C, they shoot all round.