

# *There Must Be a Victory*

Addenda as of Oct. 15, 2019

## The Rules:

### 3.0 Game Terms (corrections):

- The abbreviation for an Ironclad ship is IC (not just I).
- The reference for D ships should be Section 6.5 (not Case 5.1.1).
- **Sea Area:** Change the last sentence after “subdivided into” to read “three sea sub-areas (“At Sea”, “On Station Blockade” and “On Station Bombard”) and the “PORT”.”

**5.3 Initiative Determination Segment** (correction): The inverse of an Admiral’s Command Rating is used to modify the DR. This will change Tegetthoff’s command rating to a “+” (added to the DR) and Persano’s to a “-“ (subtracted from the DR).

**6.4.6, first sentence** (correction): Change the text after “are divided into” to read “three sea sub-areas (“At Sea”, “On Station Blockade” and “On Station Bombard”) and the “PORT”.”

**Rule 6.5. Interception** (clarification): A Fleet cannot make another interception in a turn, once it has successfully intercepted an opposing fleet. It can try once per opposing fleet's activation until successful in the turn.

**7.7 Line of Sight** (correction): Should state any part of a “ship's hex” instead of “ship counter”. The example is correct.

**Rule 7.9.1, last sentence** (clarification); Change to read the player with the most VPs or is the only player occupying the TBB is declared the winner of the battle.

**Rule 7.9.6** (clarification): A Victorious Fleet which was assigned to a blockade or bombardment mission (was in a BO or BL map space) can complete the mission. The Victorious Fleet is marked with a “Low Fuel & Ammo” marker after the conclusion of the **mission**.

**9.3 Italian Army Unit Landing** (clarification): The Italian Army unit can make only one landing per game.

## The Player’s Aid Charts:

**7.8 Fire Combat Results Table** (clarification): Any Fire Combat modified DR result greater than 0 is the number of hits scored on the target ship. For example, a modified DR result of 3 results in 3 hits. Remember, a second DR check is made for each hit if the target was an IC (ironclad) to determine if the hit penetrated (counts) or bounced off (is ignored).

**7.9 Ram Attacks** (change): Delete the second modifier listed completely:  
+? Ramming ship’s current MP Rating  
(This is a holdover from an earlier version of the rules).

### Italian Ship and Port Manifest:

- The reference for the *Affondatore* should be to 14.2 (not 11.2).
- The reference for the *Roma* should be to 14.5 (not 11.5).

### The Counters:

- The Glorie should be *Gloire*
- The Terrible should be *Terribile*

Note: Corrected counters will appear in a future ATO issue.

### Main Article

**Table 1:** While the *Ancona*, *Castelfidardo*, *Principe di Carignano*, *Regina Maria Pia* and *San Martino* are all listed as only having smooth bore guns, these ships had both smoothbore and rifled guns (so the counters with their “R” ratings are correct)

### Main Article Bibliography:

The co-author of *Ironclads at War* cited should be Alessandro Massignani, not Allessandro.