

CRUEL SEAS™

ERRATA

Note: Throughout the book, all references to 'Green crews' should instead be to 'Inexperienced crews'.

Page 9

TURNING

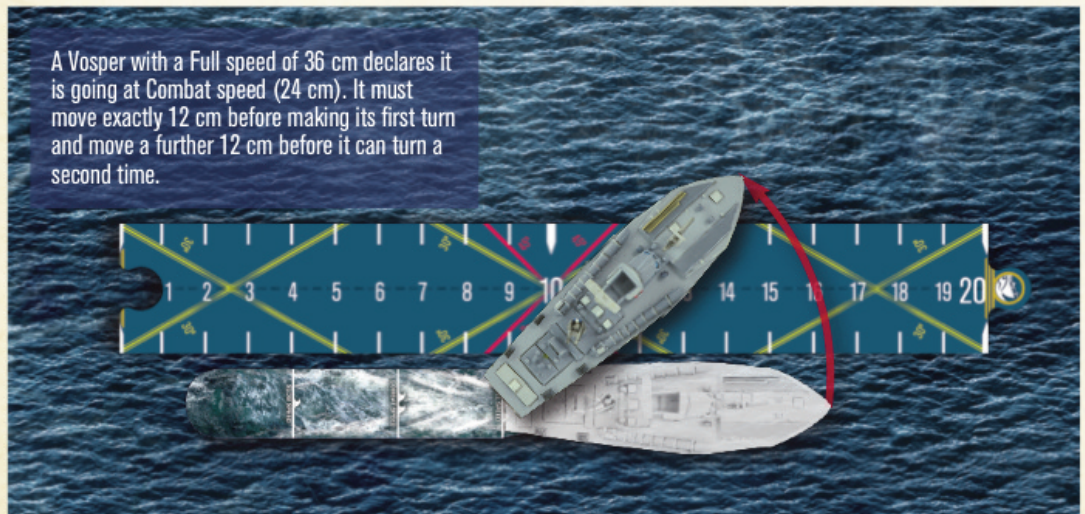
Replace 'after each third of the movement.' with 'once, after each speed level moved.'

TURNING

During their move, each vessel can make either a red or a yellow turn **once, after each speed level moved.** The vessel's turn angle is given on their ship cards. When a vessel does not move at all during its activation (i.e. is

stationary), it can make a single turn up to 90°. To turn a vessel, you must pivot it by holding the stern (back) of the vessel still and rotate the bow up to the maximum angle allowed (as represented by the red (45°) and yellow (30°) lines on the rulers and wakes).

A Vosper with a Full speed of 36 cm declares it is going at Combat speed (24 cm). It must move exactly 12 cm before making its first turn and move a further 12 cm before it can turn a second time.



Page 10

ALLOCATE TARGETS TO THE GUNS

The first two paragraphs in the second column have been changed as highlighted.

Each gun position would naturally have an arc of fire where it would avoid damage to its own crew and structure. We prefer to use common sense to determine where the gun can fire. If it would hit another part of its own ship, then it cannot be fired.

You must be able to clearly see your target. It may be completely blocked from view by another vessel, a wreck or an island. However, if the target is partially obscured you can still fire but with a penalty (see Roll to Hit on next page). A target is partially obscured when you can only see part of it. If less than a third of the target is visible, the target counts as fully obscured.

ROLL TO HIT

In fourth paragraph under this heading, insert: 'and a plume is added (see page 26)'.

ROLL TO HIT

Roll a 10-sided dice (D10) for each gun system firing. You have a base chance of 5 to hit the target – which means you need to roll 5 or less to hit.

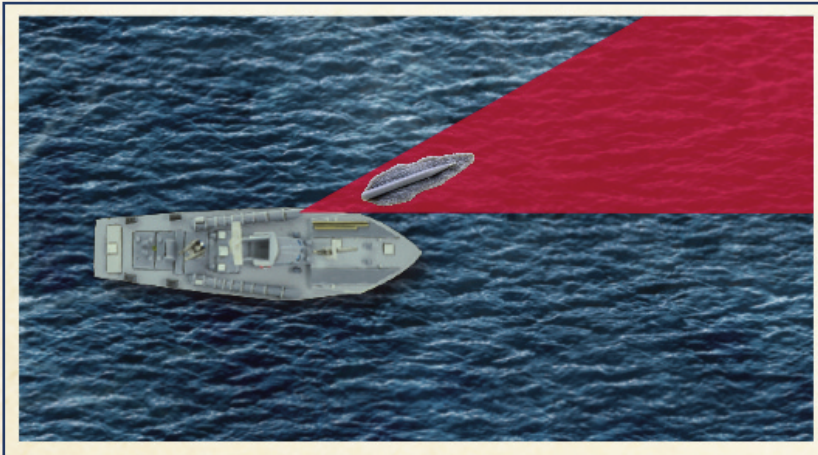
The chance to hit is modified by conditional bonuses or penalties; some things will help you hit (e.g. point-blank range or a fire director), but many things will conspire to help you miss (the target is small or fast – or you're just moving too fast to shoot accurately).

Apply the modifiers in the To Hit table (below) to the base chance of 5. The result indicates the number you must roll **equal to or less than** to hit. If you miss, nothing else happens – move on to your next gun or whatever else you wish to do. If you hit, then great news, you've just damaged the target in some way.

If, after applying all modifiers, the result is a 0 or a negative number, the shot has missed its target **and a plume is added (see page 26)**.

TORPEDOES

Change diagram.



HITTING WITH A TORPEDO

Top right box – delete text so that boxed text now reads as shown below.

Note that tiny, small and medium vessels, as well as shallow draft barges, are invulnerable to torpedoes and should be ignored by the moving torpedo.

HITTING WITH A TORPEDO

Add a text box (see right): 'If a viable ship, friend or foe, moves into contact with a torpedo then you will need to follow steps 1-3.'

If a viable ship, friend or foe, moves into contact with a torpedo then you will need to follow steps 1-3.

DAMAGE TABLE

Add entry: Mines ...12D6

DAMAGE TABLE	
Gun Type	Damage
MG	1D6
HMG	2D6
20 mm	3D6
37 mm / 40 mm / 3-pdr	4D6
6-pdr / 57 mm	5D6
88 mm / 3"	6D6
4"+	8D6
Mines	12D6
Torpedoes	16D6

TORPEDO TO HIT TABLE

Remove 'Tiny, small or barge' from To Hit table.

TORPEDO TO HIT TABLE	
Base to Hit: 4 or less on a D10	
Target Size:	
Medium	-1
Large	+2
Huge	+4
Target Speed:	
Stationary	+2
>15 cm but <30 cm	-1
= or >30 cm	-2
Firing Crew:	
Veteran	+1
Inexperienced	-1

DEPLOYMENT

First bullet point – change text as shown below.

- The British Royal Navy player has two Regular Vosper **type I (mid)** MTBs.

OBJECTIVE

Change text to:

Defender: Defend your valuable cargo and escape through the Exit Point.

OBJECTIVE
Defender: Defend your valuable cargo and escape through the Exit Point.

SHIP DATA CARD LAYOUT (EXTRAS)

Ship critical damage. Change page number to 'page 28'.

- 3 **Ship critical damage:** Use the icons on the card to track the critical damage your ship has suffered. See more about critical damage effects on **page 28.**

RAMMING

Add boxout (see below).

After a collision or successful ram action both ships will drift apart move each ship 5 cm, with a 30 degree turn at any point, to allow the vessels to separate.

ATTACKER/DEFENDER

Remove 're-roll once any ties'.

ATTACKER/DEFENDER
 Before the game each player rolls a D10. The player with higher result decides who is the attacker and who is the defender.

DEPLOYMENT

For attacker, change text as shown below.

Attacker: Place 1 S-38 E-boat or 2 Vosper **Type I (mid)** MTBs in the south-western corner,

RAMMING

Change second paragraph under **Dodging** header as shown right.

To dodge an incoming vessel, the owner of the potential target must roll a Skill Test. **A successful dodge means the target vessel may make a single third of movement with one turn to take it out of harm's way. The attacker must move their ship past the enemy, completing their move, finishing clear of the targeted vessel's path, or if there is not enough speed remaining then they must stop short of contact with the target vessel.**

DAMAGE TABLE

Add entry: Mines ...12D6
Change cost of upgrading a 6-pdr to semi-automatic to 10 points.

DAMAGE TABLE	
Gun Type	Damage
MG	1D6
HMG	2D6
20 mm	3D6
37 mm / 40 mm	4D6
6-pdr* / 57 mm	5D6
88 mm / 3"	6D6
4"+	8D6
Mines	12D6
Torpedoes	16D6
Paired Twin Guns	+1D6
Triple Guns	+2D6
Quad Guns	+3D6
Semi-Automatic Guns	+2 points
	of damage to a
	single damage roll
* British 6 pounders were, by the late war period, semi-automatic. Upgrade a 6-pdr to semi-automatic for 10 points.	

CRITICAL DAMAGE TABLE

0-4 Fuel Hit. Change 'saving throw' to 'Skill Check'

04 - FUEL HIT

A shot has penetrated the fuel tanks!

Attacker rolls a D6; on a 4+ (a 6 for diesel engines; that's another advantage of the E-boat / R-boats!) a fire has started causing 2D6 more damage immediately. It must be put out by rolling a successful Skill Check at the beginning of each new activation of this ship or immediately take a further 2D6 damage on each further activation of this vessel. Place a FIRE token on your ship until repaired.



FIRE DIRECTOR

Change points cost to +10 points.

Equip your vessels for +10 points (not available for Soviet ships).

SEARCHLIGHTS

2nd paragraph, 8th line. Change 'fire' to 'gun'.

Using a searchlight enables a boat to spot another boat at up to 100 cm away and gives +1 to hit an opponent at night for one appointed gun. This can change each turn, if required, to other gun positions. Using a searchlight also means that the parent ship is vulnerable to return fire. A targeted ship (by the searchlight) gets +1 to a nominated gun position to return fire, as the aggressive ship is clearly identified as the enemy. The searchlight ship can only be responded to in that game turn, not in following turns unless it continues to use its searchlight.

SEARCHLIGHTS

Change points cost to +5 points.

Equip your vessels for +5 points – only small boats or larger.

MINES

Minefields. Add text box at end of 'Minefields' section (see right).

Set out a light minefield:

- Small +30 points
- Large +60 points
- Upgrade to dense fields +20 points

MINES

Minefields. Add Mine Hit Chart.

On entering a minefield roll a D10 and refer to the Mine Hit Chart below to see if your ship has set off a mine! Veteran crews add one to the dice roll, Inexperienced crews deduct one.

SPEED	DENSITY	TO HIT (D10)
Slow	Light	7+
	Dense	6+
Combat	Light	6+
	Dense	5+
Fast	Light	5+
	Dense	4+

MINES

Magnetic Mines. 5th paragraph. Change '1' to '6+'.

A magnetic mine is actuated if a ship passes through its location (the mine has a magnetic field of 8 cm all around) on a D10 roll of 6+.

MINES

Degaussing equipment. Change '1' to '10'.

Degaussing equipment

Degaussing is the process of decreasing or eliminating a remnant magnetic field and was originally applied to reduce ships' magnetic signatures. Any ship equipped with degaussing gear will only set off a magnetic mine on a D10 roll of 10.



MAP

Compass point added showing North.

SPECIAL RULES

Bottom paragraph of first column. Change turn count to 7.

To make things more interesting, if the intruding drop-off team do not reach Beach 1 before **Turn 7**, then something is quite likely going to go wrong as the enemy patrols will soon reach this area. From the end of **Turn 7** roll a D6: on a result of 3 or less the enemy forces have reached Point 1. You have four more turns to reach Point 2 otherwise the patrol will discover the beach reception party and destroy them all!



GAME LENGTH / VICTORY

Change text within **Game Length** and **Victory** paragraphs as shown right.

GAME LENGTH

Maximum **7** turns.

VICTORY

If the intruder boat drops its passengers off safely (on either beach) and escapes from its entry point, it wins. A partial victory will be achieved if the intruding boat escapes and destroys at least one defending boat without dropping its passengers. There are plenty more passengers to drop another day, but only one crew...

If the defenders stop the intruder landing its passengers, they win a partial victory. If the intruding boat is sunk after it has completed its mission, it will be a complete victory.

DEPLOYMENT

Defender. 4th paragraph. Change 'Fleet dice' to 'Convoy dice'.

Before the attacker's boats enter the scene, the defender performs one full move at the speed of their choice for each of the defending ships, after this, the **Convoy dice** system is used (see next page).

DEPLOYMENT

Attacker. 2nd paragraph. Change text as shown below.

The three MTBs act as the main attack and can enter the board as a group anywhere along the long side opposite the convoy. To enter the battlefield, place the back of the ship touching the edge of the board and then place the wake showing **Combat speed**.

GAME LENGTH / VICTORY

Change text within **Game Length** and **Victory** paragraphs as shown right.

GAME LENGTH

The game lasts until the targeted merchant ship is sunk or has escaped.

VICTORY

The defender wins decisively if the designated target vessel and the other merchantman exit the board on the opposite side of the table edge used for deployment. If only the designated merchantman exits the board the defender will have a partial victory.

The attacker wins decisively if both the merchantmen are destroyed or incapacitated. If the target vessel is destroyed, captured or permanently incapacitated but the other merchantman exits the board, the attacker will have a partial victory.

OBJECTIVE

Add 'or huge' as shown below.

OBJECTIVE
Attacker: Sink any large or huge ship that dares leave the safety of the harbour.
Defender: Protect your ships at all costs!

DEPLOYMENT

Change text as shown below.

DEPLOYMENT
 The attacking force is comprised of four medium or small vessels, one will lead the rest as it has a Veteran crew; the other three boats should be a mix of two Regular and one Inexperienced crew. The attackers start stationary with engines on standby anywhere along the southern edge with their stern touching the edge of the board
 The defenders start in the harbour at the north east corner with three medium vessels (one Veteran crew and two Regular) plus either two large ships (one Inexperienced crew & one Regular) or one huge ship (Regular crew).
 They must start exiting from the first turn and escape the board via the western edge.

SPECIAL RULES

Change text as shown below.

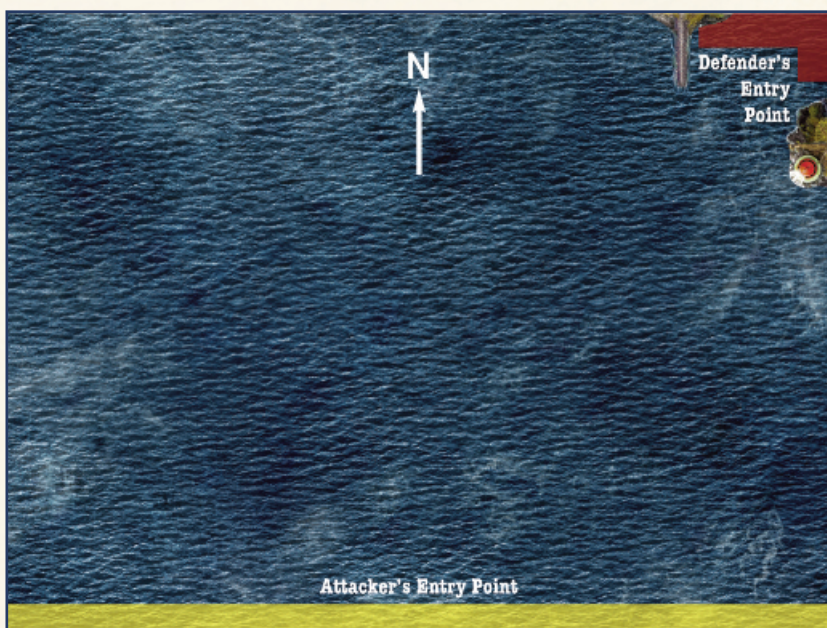
SPECIAL RULES
 The defenders leave their harbour in any order at a minimum rate of one ship per turn up to a maximum of two ships per turn.
 The defenders cannot move to within 60 cm of the northern table edge until an enemy is spotted.

GAME LENGTH / VICTORY

Change text within Game Length and Victory paragraphs as shown right.

MAP

Add compass point and details to map as shown below.



GAME LENGTH

The game lasts until both large vessels (or the huge ship) are sunk or have escaped.

VICTORY

Attacker wins when both large ships (or the huge ship) are sunk.

Defender wins by escaping with both large ships (or the huge ship) or sinking all the attackers.

DEPLOYMENT

2nd paragraph. Add 'at position A' as shown right.

DEPLOYMENT

Lay out the scenery so that the two headlands are 55 cm apart – position X should be on a beach 20 cm from the west edge.

Two Siebel ferries plus a minesweeper start with the stern touching land at position A – they start stationary.

DEPLOYMENT

6th paragraph. Change text as shown right.

Aircraft should be included – one per side.

MAP

Add compass point and details to map as shown right.



DEPLOYMENT

1st & 2nd paragraphs. Change text as shown below.

VICTORY

Change text as shown below.

DEPLOYMENT

Japanese forces deploy as per the scenario map and include one troop carrier ship with four landing craft, three Sampans, and two MTBs at the base. The troop carrier ship faces west, somewhere within 40 cm from either west or south edge.

Sampans & LCs start spaced out up to 10 cm apart – at least one must be touching the main transporter.

VICTORY

USN: One VP per Sampan or LCT sunk, three VPs for destroying the shore battery, three VPs for sinking the carrier ship and two VPs for each PT boat to leave the table by the eastern edge (possible 22 VP).

IJN: Three VPs per PT boat sunk, one VP for each surviving sampan/LCT that lands, two VPs for each large ship that survives (possible 22 VPs).

MAP

Add compass point and table size details as shown below.

SHORE BATTERY

Add text box 'Equip your Force for 70 points with an inexperienced crewed shore battery'.

Table size:
180 cm x 120 cm.



Shore Battery

Damage: 50; Weapons: one twin 25 mm [50 cm; 3D6], one 75 mm A/A [120 cm; 6D6].

Equip your Force for 70 points with an inexperienced crewed shore battery.

TINY BOATS

Add the text box (see right).

Linse and Shin'yo tiny boats were not fielded in great numbers therefore it's only reasonable to field one group of 3 in a fleet.

HUMAN TORPEDOES AND MINI SUBS

Change 'small' to 'tiny' as shown below.

The multi-crewed tiny subs are much slower, but able to submerge to an extent, though often 'broaching' to become visible in their attack run. They can travel at 5/10/15 at best, largely running on the surface for our battles. They have two torpedoes. An extra -1 to target them also applies, as they are tiny and low in the water.

TINY BOATS

Add the text box (see below).

Shin'yo damage is worked out in the same way as the Linse when they contact another vessel. Roll a D6, on a 2+ they detonate causing 16D6 hits.

Shin'yo that fire their rockets work slightly differently – see page 51.

SHIP COSTING PROCESS

Change text as shown below.

SHIP COSTING PROCESS:

1. Research your wartime ship for its specific weapons fit.
2. Total up the weapons and equipment point cost.
3. Add the weapons and equipment cost to the Hull Value.
4. Add your crew skill points to get a final total point cost.

NB the ships hull value is the only thing that doesn't change. Add & remove weapon and equipment points to represent your model. What you see is What you get.

MARINEFÄHRPRAHM – F-LIGHTER (GERMAN)

Change as shown below.

Marinefährrahm – F-Lighter	Y	L	3	6	9	95	2x 88 mm, 1x 37 mm semi-auto, 2x Quad 20 mm, 1x twin 20 mm, 2x MG, Smoke; (cannot be crewed with Veteran crew)	200
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MAS BOAT

Change as shown below.

MAS boat	R	S	15	30	45	30	1x 20 mm (option to replace with HMG), 2x Torpedoes, Smoke	60
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MZ MOTOZATTERA

Change as shown below.

MZ Motozattera	Y	L	3	6	8	95	1x 3" gun, 1x twin 20 mm, 1x 20 mm, Smoke; (cannot be crewed with Veteran crew)	130
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MARINEFÄHRPRAHM – F-LIGHTER (ITALIAN)

Change as shown below.

Marinefährrahm – F-Lighter	Y	L	3	6	9	95	2x 3" guns, 1x 37 mm semi-auto, 1x twin 20 mm, 2x twin 20 mm, Smoke; (cannot be crewed with Veteran crew)	175
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BRONEKATER PR. 1125

Change as shown below.

Bronekater pr. 1125	R	S	7	14	21	30	2x 6-pdr gun, 1x twin HMG	55
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G-5 MTB

Change as shown below.

G-5 MTB	R	S	19	38	57	20	2x Torpedoes, 2x HMG, Smoke	55
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FUGAS-CLASS MINESWEEPER

Change as shown below.

Fugas-class Minesweeper	Y	L	6	12	18	100	1x 4" gun, 1x 40 mm, (optional 2x 20mm, +10 pts), 2x HMG, 2x MG, Depth Charges, Smoke, Mortar	160
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LUCKY SHIP

Change as shown below.

Lucky ship	The ship can re-roll one saving throw per game	+10 points
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SEQUENCE OF PLAY

Add bullet point as shown below.

THE SEQUENCE OF PLAY:

- Move Orphaned Torpedoes/Aircraft.
- Pull a Fleet dice from the bag.
- Assign dice to ship and issue orders.
- Move the activated ship.
- Fire the activated ships guns/ launch torpedo(es).
- Resolve damage and critical hits against enemy.
- Repair your ship.
- Remove plumes

TORPEDOES

Add text as shown below.

TORPEDOES

- See if it hits using a D10 on the Torpedo To-Hit Table
- See if it's a dud (Skill Test: Inexperienced 4+; Regular 3+; Veteran 2+)
- Roll damage
- Damage rolls of a natural 6 roll a further D6 for extra damage

FIRING GUNS

Change text as shown right.

FIRING GUNS

- Allocate targets to each of the guns.
- Measure from the gun position and work out modifiers.
- Roll to hit: 1D10 per weapon system firing.
- Roll damage for any hits achieved
- Place plume markers (1 per weapon system of 37 mm or larger that misses)
- Damage rolls of a natural 6 roll on Critical Table.

Vessels manned by Inexperienced crews **must** target the closest available enemy to each gun before firing.

TORPEDO TO-HIT TABLE

Remove entry:
Tiny, small or barge
(see right).

TORPEDO TO-HIT TABLE

Base to Hit: 4 or less on a D10

Target Size:

Medium	-1
Large	+2
Huge	+4

Target Speed:

Stationary	+2
>15 cm but <30 cm	-1
= or >30 cm	-2

Firing Crew:

Veteran	+1
Inexperienced	-1

DAMAGE TABLE

Add entry: Mines ...12D6

Change cost of upgrading a 6-pdr to semi-automatic to 10 points.
(See left).

DAMAGE TABLE

Gun Type	Damage
MG	1D6
HMG	2D6
20 mm	3D6
37 mm / 40 mm	4D6
6-pdr* / 57 mm	5D6
88 mm / 3"	6D6
4"+	8D6
Mines	12D6
Torpedoes	16D6
Paired Twin Guns	+1D6
Triple Guns	+2D6
Quad Guns	+3D6
Semi-Automatic Guns	+2 points of damage to a single damage roll

* British 6 pounders were, by the late war period, semi-automatic. Upgrade a 6-pdr to semi-automatic for 10 points.

CRITICAL DAMAGE TABLE

0-4 Fuel Hit. Change 'saving throw' to 'Skill Check'

04 - FUEL HIT

A shot has penetrated the fuel tanks!
Attacker rolls a D6; on a 4+ (a 6 for diesel engines; that's another advantage of the E-boat / R-boats!) a fire has started causing 2D6 more damage immediately. It must be put out by rolling a successful Skill Check at the beginning of each new activation of this ship or immediately take a further 2D6 damage on each further activation of this vessel. Place a FIRE token on your ship until repaired.

