The Hunters Errata Sheet

Charts and Tables

- [omission] The patrol restriction for Type VIID and VII-Flak U-Boats not being allowed in Mediterranean is not listed on the U-Boat Patrol Assignment Table [P1], per 7.3.2.

- [correction] The Torpedo Dud Chart [U2] should list the favorable modifier for “Superior Torpedoes” as +1 rather than -1.

- [correction] U-Boat Combat Mat, Step 4a. Ignore passage, “(2d6, 10+ = Dected.” Roll for Escort Detection [E2] normally (9.6.4) and determine result per table.

- [correction] North America Target Roster [T4]. A 1d20 should be rolled on this table, but if you don’t have a 1d20 available, you can roll a 1d6+1d10 as follows.
  1-3 (on d6) result = 1-10 range (low), 4-6 (on d6) = 11-20 range (high), plus 1d10 result.
  Example: 3+8 rolled = 8, 4+0 rolled = 20, 2+0 rolled = 10, 6+9 rolled = 19, 3+9 rolled = 9.

- [correction] Capital Ship Target Roster [T5]. Sinking CV Eagle results in the Knight’s Cross Award. The CV Eagle marker should also display a pennant to indicate this award.

Rules

All items below are incorporated in our Living Rules, available now for download from the Consim Press website.

- [7.2.3] Addition. This modifier does not apply if the U-Boat has an inoperable Radio.

- [7.3.2] Clarification. The Type VII restriction for Caribbean does not apply to Type VIID U-Boats as listed under Note (3) on the U-Boat Patrol Assignment Chart [P1].

- [9.2.1] Clarification. U-Boats conducting submerged attacks against escorted ships may only fire torpedoes from either the Forward or Aft torpedoes tubes (never both) during a single combat round. Only when engaging unescorted ships or during Night Surface Attacks (9.5.2) against escorted ships may torpedoes be fired from both the Forward and Aft tubes in the same combat round.

- [9.3.1] Clarification. Surface attacks are only permissible when engaging unescorted enemy ships or when conducting a Night Surface Attack (9.5) against escorted ships. Otherwise, the U-Boat is always considered submerged.

- [9.4.6] Addition. If the U-Boat is engaging an unescorted target during Day and an Escort appears as a result of rolling for an Additional Round of Combat, the U-Boat is automatically considered submerged. Note: U-Boats may never be on the surface when escorts are present. They have effectively spotted the approaching escort from a distance and have since submerged.

- [9.5.2] Correction/Clarification (fourth sentence). “Resolve the torpedo attack normally (9.2.3) but with a +1 to hit.” This modifier is listed correctly on the U-Boat Torpedo/Deck Gun Fire Chart [U1]. Also, note this modifier applies to the second salvo only.

- [9.8] Clarification. Should the U-Boat survive an Aircraft Encounter when having initially engaged an unescorted ship (the Aircraft Encounter occurred when rolling for an Additional Round of Combat), the encounter officially ends. There is no Additional Round of Combat permissible, as the enemy aircraft has effectively driven off the U-Boat.

- [10.8.6] Addition. If a Type IX U-boat aborts before the halfway point of its patrol, the patrol is considered to only have taken one month, not two, and a “P” is not placed below the current patrol’s month. Remember to add any “x2” or “x3” boxes when determining the halfway point.
• **[10.11.3] Change (first sentence).** "If all four generic crewmen are replaced...."

• **[11.4.6] Clarification.** Type VIID Minelayer U-Boats are always assigned a Minelaying (M) Special Mission (7.4.2) per their U-Boat Display Mat which includes a Mission M/A Travel Box (even if not specified on the U-Boat Patrol Assignment Chart [P1]).