

CONSOLIDATED ERRATA & ADDENDA (as of 31 July 73)

S&T #38 (CA)

GAME EQUIPMENT COUNTER MIX
(Correction): The IJN CA-1c should have a Gunnery Range Allowance of (14) not (4) as is printed on the counter.

[3.24] DEFINITION OF TERMS

Gunnery or Torpedo Range Allowance (Omission): When calculating Gunnery or Torpedo Range count the number of hexes between the firing ship (exclusive) and the target ship (inclusive).

Case [7.31] (*Clarification*): This paragraph should read, "A given ship may never attack more than one Enemy ship in a single Gunnery or Torpedo Attack Phase, although it may attack the *same* or different Enemy ships in each of those phases."

Case [7.32] (*Clarification*): The justification for this rule comes from the fact that it is considerably more difficult to register fire on a target when multiple ships are engaging the same target ship.

Case [7.44] (*Correction*) This paragraph should read, "Ships may freely fire *through* one another, regardless *whether* Enemy or Friendly, by Gunnery and Torpedo attacks."

[9.2] THE SCENARIOS

Scenario # 1 (*Omission*): NO LAND in this scenario.

Scenario #2 (*Correction*): In the initial set-up change one IJN Furutaka CA-1 from hex # 5724 to hex # 5624.

Scenario #4 (*Omission*): In the initial set-up, change so that one USN Fletcher DD-6 begins on hex #6131.

Scenario # 6 Special Rule (*Clarification*): Each IJN DD-6 may only accumulate Victory Points for passing through the supply hexes *once* per game.

Scenario #7 (*Correction*): In the initial set-up, change so that one USN Benson DD-5 begins on hex # 5529 rather than on hex # 5227. Also the third USN Craven DD-3 should start in hex #5227.

Scenario #9 (*Correction*): In the initial set-up, change so that one IJN Kagero DD-4 starts in hex # 3930 rather than in hex # 3903.