

# Devil Boats Official Errata (2-6-2021)

## \* Corrections \*

- \* **1. Table G-13 step 1 should read:** 3-6 = *The boat and crew are captured and sent back to Japan as POWs for the remainder of the war.*
- \* **2. Tables E-1 and I-1 should read:** *Mitsuki*
- \* **3. Table F-2-B note addition:** *If unmodified 10 rolled, PT Squadron detected.*
- \* **4. Table A-11 modifier should read:** +1 if weather is Good (*phosphorescent wakes*)
- \* **5. Table A-11 modifier should read:** +2 if PT Squadron is in Red Zone
- \* **6. Table G-12 should read as the following (these Table G-12 changes and additions are basically clarifications):**

### G-12. #1-#4 (IN FORMATION) DISABLED / SUNK - STRATEGIC MAP BOARD, COMBAT BOARD, & SPECIAL MISSIONS BOARD

**\*\* If a PT is permanently disabled while on the Strategic Map, Combat board, or Special Missions board and there is at least one other functional PT in formation, the player has several options:**

1. *PT #1 Disabled (Strategic Map). PT #1 crew may automatically transfer to another PT and abandon ship if Sea State is 1 to 3. If PT #1 crew attempts transfer and Sea State is 4 or 5, roll 1D6 for each crewman: 1-3 = Crewman safely transfers to rescue PT. 4-6 = Crewman is washed overboard into the sea and drowns (KIA). Severely Wounded crewmen may not transfer in Sea State 4 or 5 conditions and are automatically KIA. Once all PT #1 crewmen have been rescued, go to Table A-9. If the rescuing PT safely returns to base, the mission has ended.*
2. *PTs #2-#4 Disabled (Strategic Map). PT #2-#4 crews may automatically transfer to another PT and abandon ship if Sea State is 1 to 3. If PT crew attempts transfer and Sea State is 4 or 5, roll 1D6: 1-3 = Crew safely transfers to rescue PT. 4-6 = Crew is washed overboard into the sea and drown. KIA.*
3. *PTs #1-#4 Sunk (Strategic Map). The PT sinks and the crew is thrown into the water, but is automatically rescued if Sea State is 1 to 3. If PT sank and Sea State is 4 or 5, roll 1D6 for each crewman (or crew): 1-3 = Crewman (or crew) in water drowns before rescue can be attempted. KIA. 4-6 = Crewman (or crew) is successfully rescued (place the blue PT crewmen (or crew) counters in the Passenger or Rest Bed boxes on the Crewmen Placement board). If PT #2-#4 sank and Sea State is 4 or 5, roll 1D6: 1-3 = Crewman (or crew) in water drowns before rescue can be attempted (KIA). 4-6 = Crewman (or crew) successfully rescued (place the blue PT crewman or crew counter in a Passenger or Rest Bed box on the Crewmen Placement board). If PT #1 sank, Crew was rescued, and all combat has ended, the mission must be aborted. Go to Table A-9. If the rescuing PT boat safely returns to base, the mission has ended.*
4. *PT #1 Disabled (Combat / Special Missions mat). PT #1 crew may transfer to another PT boat and abandon ship if Sea State is 1 to 3. To do so, PT #2, #3, or #4 must be functional and remain at Idle speed for 1 round in the same Range Zone as disabled PT #1. If PT #1 crew attempts transfer and Sea State is 4 or 5, roll 1D6 for each crewman after the rescuing PT has waited at Idle speed in the same Range Zone for 1 round: 1-3 = Crewman safely transfers to rescue PT. 4-6 = Crewman is washed overboard into the sea and drowns (KIA). (Severely Wounded crewmen may not transfer in Sea State 4 or 5 conditions and are automatically KIA). Once all PT #1 crewmen have been rescued and all combat has finished, the mission must be aborted. Go to Table A-9. If the rescuing PT boat safely returns to base, the mission has ended.*
5. *PTs #2-#4 Disabled (Combat / Special Missions mat). PT crew may transfer to another PT boat and abandon ship if Sea State is 1 to 3. To do so, the rescuing PT must be functional and remain at Idle speed for 1 round in the same Range Zone as disabled PT. If PT crew attempts transfer and Sea State is 4 or 5, roll 1D6 after the rescuing PT has waited at Idle speed in the same Range Zone for 1 round: 1-3 = Crew safely transfers to rescue PT. 4-6 = Crew is washed overboard into the sea and drowns (KIA).*
6. *PTs #1-#4 Sunk (Combat / Special Missions mat). The PT Crew is thrown into the water. If PT #1, place all blue Crewmen counters from the Crewmen Placement mat onto the Combat mat in the Range Zone where the PT sank. If PTs #2-#4, place a blue PT Crew counter onto the Combat mat in the Range Zone where the PT boat sank. In order to attempt rescue, each Crewman (or Crew) must be located, but only after all current combat has ended (all enemy units evaded, sunk, or destroyed). Roll 1D6 for each crewman (or crew): ≤ 1-3 = Squadron unable to locate crewman. Lost at sea (KIA). 4-6 + = Squadron successfully locates and rescues crewman (or crew). For each rescued PT #1 crewman, roll for wounds on Table G-11. Modifiers (cumulative): -1 if PT #1 and Balsa Life Raft destroyed. -1 if PT #1 and crewman is SW. -1 if*

Poor weather. -2 if Bad weather.

Place each rescued blue PT crewman (or crew) counter in Passenger or Rest Bed boxes on the Crewmen Placement board if PT #1 made the rescue. If PT #1 sank and crewmen were rescued, the mission must be aborted. Go to Table A-9. If the rescuing PT boat safely returns to base, the mission has ended.

7. Towing. Another PT in formation may tow a disabled PT back to base at Slow speed (2 turns per zone) on the Strategic Map, but only after all current combat waves have finished. PTs with only 1 functional engine may not tow disabled PTs. Disabled PTs may not be towed in Sea State 4 or 5 conditions. If Sea State 4 or 5 conditions are encountered later, the tow line breaks and disabled PT sinks.

\* **7. Tables C-3, D-3, E-3, and F-3 should read:** *If PT # rolled is not in the squadron, the next lowest PT # is automatically targeted.*

\* **8. Table B-5 note E is missing. It should read:**

*e) If PT Boats #2-#4 sustain 3 damage points (Systems or Flooding), damaged PT may only travel at Slow or Medium speed. If PT Boats #2-#4 sustain 4 damage points (Systems or Flooding), damaged PT may only travel at Slow speed. PT Squadron may only travel as fast as the slowest boat in formation during aircraft attacks and while traveling on the Strategic Map mat.*

\* **9. Table B-6 modifier should read:** *-1 if aircraft was successfully spotted (no hits)*

\* **10. Tables F-1-B and F-1-C should read:** *PT Squadron may wait up to 3 extra turns in the current assigned Red zone for Sea State to improve to 3 or less in order to complete the Special Mission.*

\* **11. Table A-15 roll result 17 should read:** *See Table I-4 p.47.*

\* **12. Tables F-2-B and F-2-C (second paragraph) should both read:** *Roll on Tables F-2-B through F-9.*

\* **13. Remove Table F-4 modifier:** *-2 if Sea State is 5*

\* **14. Remove Table F-9 modifier:** *+3 if weather is Bad*

### \* Clarifications \*

\* **1.** PT boat speed and range zone changes are always made at the beginning of each combat round.

\* **2.** Only lone PT boats that become separated from the squadron roll on Table A-14 to determine whether they return safely to base or not.

\* **3.** The PT squadron must deal with each enemy wave one at a time- not all waves at once. For example, all barges in the first wave must be sunk first, or they must successfully evade, before taking on the second wave of barges.