

IRON BOTTOM SOUND II ERRATA 1.3

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The following errata was sent into Moments in History which publishes Iron Bottom Sound II shortly after the game came out. This errata contains all the errata put out by MiH plus errata that I have found but is not recognized by MiH.

2.0 Components of Play

Although the lists says that there are 5 Player Aid Cards there are only four different kinds of cards provided with an extra one of the other four making the fifth card.

3.0 Ship Log

Yes, the *Aoba* has 11 hull boxes, not 10.

The flotation letter is across from the ship's name, not the primary battery.

Torpedoes have circled numbers, the earlier version had circled dashes.

The speed boxes, also called Movement Factors, are arranged in three rows. The first row represents the ship's maximum number of MFs in the first turn of the three turn movement cycle, the second row represents the maximum number of MFs in the second turn, and the third row represents the maximum number of MFs in the third turn. When marking off MFs which are lost due to damage, start with the left most column and lowest box in the column. Mark all the boxes going up in the column then go the lowest box of the next column to the right repeating the process until the required number of MFs have been marked off. MFs that are recovered during the game are unmarked in the reverse order of which they are lost.

Example: In the second turn of the game the *Aoba* has taken damage, among which it loses 6 MFs. The Japanese player crosses out the single 6 MF box in the left most column, all three 5 MF boxes in the next column to the right, and the bottom and middle 4 MF boxes of the following column. Thus the *Aoba* will have 3 MF on Turn 3, 4 MF on Turn 4, and 3 MF on Turn 5. Note that in some scenarios (#1) the *Aoba* would have a flag and a different VP total - see #10 scenario.

6.2 Example should read: The *Aoba* hits the *Helena*, a "C" flotation vessel. Rolling two dice, you get a "6". A +1 to the dice sum is applied as it is a 24" torpedo. The resulting "7" causes four hull boxes to be destroyed and a loss of 6 MFs.

6.3 When a ship sinks, it is flipped over and becomes a wreck (it is not replaced) and will remain in the game, after moving one hex forward as per rule.

6.4 The torpedo example at the top of page 12 should be 44-58-57, not 44-60-75. Check each megahex a torpedo moves through to see if it hits.

8.3 Ignore the -5 values listed in the rule and use the values on the CRT - this is a legacy from the old IBS game. +10 is correct, if you shine your lights on another ship, that ship

gets a +10 modifier as it is blinded.

8.9 Second and third sentences should read "They will block any ships from firing at each other if they lie between them or if one or both ships are in the smokescreen. Radar allows a ship to fire at a target ship that is in a smokescreen and it also allows a ship in a smokescreen to fire out.

8.10 Evasion (New Rule)

Ships that are performing evasion (also called "salvo chasing") are weaving back and forth along their set course. While this has the effect of decreasing the enemy's chances of hitting your ship with gunnery, it also decreases your ship's chances of hitting with its gunnery.

Procedure:

Using evasion costs one MF. When plotting your move of your ships deduct one MF from each one performing evasion that turn, note it on the log, and declare it for those ships when executing their moves. This is done each turn you want to perform evasion.

Evasion causes a +15 modifier to the Gunnery Hit dice roll if either the firing ship or target ship is performing it. It causes a +30 modifier if both the firing ship and target ship are performing it.

8.11 Bow and Stern Mounted Secondary Armament (New Rule)

Certain ships have part of their secondary armament mounted in bow and stern boxes. These boxes will have the same firing arcs as the likewise mounted primary armament. Hits on the Secondary Guns is still marked off from left to right starting with the bow mounted boxes. If the target's bow or stern is directly facing the firing ship then the respective bow or stern boxes are hit first then the other Secondary Gun hits are randomly determined as to which boxes are affected.

Scenario 2: The correct date of the battle is July 6, 1943.

Scenario 5: Kolombangara is on map A.

Scenario 8: The logs for the German destroyers are on the American scenario 9 roster sheets.

Scenario 10: Savo Island is on map A.

Set Up - The Japanese ships may face in direction 1 or 6.

Allied Surprise Rule, third paragraph should read -

No one may fire torpedoes in this scenario unless see an enemy ship in the mega-hex being fired at.

This rule applies to both the Japanese and the Allied sides.

The Eastern force enters between hexes BB7 and BB30, if die roll alerted.

Ship Logs

The Japanese cruisers Myoko, Haguro, Atago, Chokai, and Takao have 8" guns, not 6".

The Japanese battlecruisers Hiei and Kirishima are missing an aft 14" turret worth 13 gunnery factors. Ignore the reference to the Kongo as it is not in any scenarios.

The Japanese cruisers Atago, Myoko, and Chokai are 16 VP each respectively in scenarios 4, 9, and 10 as they are flagships.

The Japanese destroyer Niizuki is 6 VP as it is the flagship in scenario 2.

The Japanese battleship Yamato should have the following secondary armament, one bow turret, one stern turret, and two side turrets each marked 6. The tertiary armament is correct. (The Yamato Class had a secondary armament of twelve 6.1"/L60 guns in four turrets, one bow, one port, one starboard, and one stern. In 1943-44 the two side turrets were removed in favor of more light AA guns.)

The American battleship Washington should have the following secondary armament, five port turrets and five starboard turrets, each side marked 4, 3, 3, 3, and 4. (The Washington had a secondary armament of twenty 5"/L38 guns in ten turrets, five on each side.)

The American battleship South Dakota should have the following secondary armament, four port turrets and four starboard turrets, each side marked 4, 3, 3, and 3. (The South Dakota had a secondary armament of sixteen 5"/L38 guns in eight turrets, four on each side.)

The American cruisers Salt Lake City, Pensacola, Northhampton, and Chicago should have two secondary positions on each side marked 3 and 2, not 2 and 1 as printed on the logs. (These ships had a secondary armament of eight 5"/L25 guns, four on each side, by the beginning of the Guadalcanal campaign. The original numbers represented four 5"/L25 guns, two on each side, which was their pre-war secondary armament.)

The American cruisers Atlanta, Juneau, and San Juan each should have three bow boxes marked 4, 3, and 3, three stern boxes marked 3, 3, and 4, and two secondary boxes (one on each side) marked 3. (During the Guadalcanal Campaign these ships had sixteen 5"/L38 guns in eight turrets. In 1944 the surviving ships of the class had the two side turrets removed in favor of more light AA guns.)

The American cruisers Helena and St. Louis should have two secondary positions on each side marked 3 and 3, not 3 and 2 as printed on the logs. (These two ships had a secondary armament of eight 5"/L38 guns, four on each side. The other ships of their class still had eight 5"/L25 guns as secondary armament.)

The American cruisers Montpelier, Cleveland, Columbia, and Denver should each have the following secondary armament, one bow turret and one stern turret each marked 4 and four side turrets (two each side) each marked 3. (The Cleveland Class cruisers had a secondary armament of twelve 5"/L38 guns in six turrets, one bow, two port, two starboard, and one stern.)

The American cruiser San Juan should be 7 VP, not 8 as printed in scenario 10.

The American cruiser Atlanta is worth 8 VP in scenario 7 despite the fact it is not a flagship because it did have an admiral on board during that battle.

The American destroyers Buchanan in scenario 1, the Maury in scenario 3, and the Sterrett in scenario 7, are each missing a circle around one of their torpedo mounts.

The American destroyer Hull in scenario 10 is missing numbers out

of its torpedo mounts on purpose, she had no torpedoes loaded in them during this battle.

Gunnery Hit Table

The left and right outer columns on the table contain the Gunfire Factors for the individual rows in the table. The other columns, marked 8 through 0, contain the dice roll results of each row for scoring a given number of hits on a target ship.

Example: Aoba has 16 primary gunnery factors. This means that it will have to use the 14-17 row on the table. This row gives the following dice roll results for scoring hit; 1-3 score 4 hits, 4-8 scores 3 hits, 9-15 scores 2 hits, 16-25 scores 1 hit, and 26-97 score 0 hits. These dice rolls are the base roll before any modifiers are applied.

On the 2 GF row the dice roll needed to score 1 hit is 3-6, not 2-6 as printed. On the 3 GF row the dice roll needed to score 2 hits is 1-3, not 1-2 as printed.

Special Damage Table

A Dice Roll of 55 results in Belt Hit, 1 Hull Hit, 1 M.

Gunnery Hit Table Modifications to Dice Rolls

On the Range & Target Aspect Modifiers Table in the Range in Hexes row the seventh column should read 12-16, not 13-16 as printed.

On the Optional Modifiers Table, when using the Firing at Gunflashes Only modifier for firing at gun flashes, the ship being fired upon must have already fired during the same turn. This modifier only applies to the player who does not have initiative during the turn.

Gunnery Breakdown Table

A dice roll result of 2 = Electronics out, no gunfire for (roll one die) 1-2 = 1 turn

3 = 2 turns

4 = 3 turns

5 = 4 turns

6 = 7 turns

* Roll randomly to determine which gun position is knocked out for all types of guns on the ship.

** Roll randomly to determine which gun position is knocked out for the gun type which fired.

Special Damage Table

Results 61-65 should have two astericks, not one as printed.

Results 73-76 should have one asterick, not two as printed.

Results 92-95 should have 2 Secondary in the Additional Damage column and two astericks.

Collision & Torpedo Hit Damage Table

Dice Sum result of 3 should DUD/MISS in all Flotation Type columns. (Dud if hit was a torpedo, miss if hit was collision.)

Armor and Penetration Table

Note at bottom should read: If the armor thickness present on the target ship is equal to or greater than the penetration listed above for the stated range and gun, then the shell will have NO EFFECT.