

2018 Annual Sea Monsters!

Addenda as of Feb. 15, 2021

First Strike!

The Rules

2.0 Game Components (correction): The list here states the display is 11"x17" but it really is, of course, 8.5" x 11".

9.8.1 Air Raid Rescue (correction): The rule should read if there are U-Boats or FF-19 aircraft counters in the Rescue space or the space with the Harwich Force (not just the Rescue space).

Iron and Fire

The Rules

2.1 PF (clarification): A ship's PF never changes from hits or other game effects. Use the PF as printed on the counter during the game to resolve all events (repairs, hits, etc.).

5.0 Movement (change): Change the end of the third paragraph at the top of page 4 to say, "...or reducing the MF to 0 (when hits are equal to its PF, Section 7.1)."

6.3 Boarding Combats Die Roll Modifiers (correction): -2 if their ship has a **Bridge** (not Crew) hit.

15.3.3 Shoals (deletion): Remove the entry that says "Ship currently has a Crew Critical hit." There are no such things as "Crew" hits. Per Section 5.4 hits on a vessel accumulate. When they equal a ship's PF it is crippled, and sunk when they exceed it.

The Counters

(Omission): Looks like the Grounded markers specified in Section 5.2 were left out of the mix. Players can use any of the other markers (Boarding Action, Surrendered, Propulsion Hit, etc.) turned upside down (blank side) to denote this status. Or make your own marker with the image below.



Under Ten Flags

The Rules

6.3 5th line (correction): Should be "then" and not "them".

7.3 Aircraft DRMs (clarification): Always use the -2 aircraft DRM along with the British CA's -1 DRM. It's cumulative.

The Map

Destination List (correction): Entry 11 should say "New Zealand". The destinations 1 through 9, and "10. Australia" and "12. East Board Edge" are unchanged.

The Plot Sheet

Aircraft Modifier Reference (correction): Should be 7.3.

Disguise Modifier Reference (correction): Should be 7.4.

The Allied O/D Display

(clarification): While not specifically stated in the rules, this should stay hidden from the German player.

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The Rules

7.2 Moving Resources Example (correction): A resource counter in hub city space A can be moved, at a cost of 1 Transportation Point, to either space G, 7 (not 13), 14, or D.

15.1 Hull Section Transport, first bullet (correction): Production Site A (Gustavsburg) to 7 (not 13) to 13 (not 7) to 8 (Bremen - the Desimag shipyard)