

This file will be updated periodically as issues are identified and currently includes changes and corrections appearing in the Fifth Printing - March 2010.

CD-ROM

Our apologies for the confusion, but there is only one (1) CD-ROM included with SEEKRIEG 5 even though the back cover mentions "CD-ROMS" (plural). The ship log sheets were not completed until after the cover had been designed and sent to the printer. Since our calculations of the amount of disc space required were based on individual ship log files, we anticipated needing two CDs. However, our calculation did not take into account the disc space that would be saved by combining the logs into one or two files for each scenario. So, as it turned out, we were able to fit all the files on a single CD.

RULEBOOK

Section 3.2.12, Paragraph 2

Fourth sentence should read: However, due to damage, the ship has *lost* one boiler room and one engine room.

Section 6.1.6, Paragraph 2

Clarification: The ranges listed on CHART D1 do not mean a visual fire control solution is possible, merely that a portion of the upperworks are visible (possibly enough to identify the target vessel). A visual fire control solution is only possible at ranges at least 10% *below* those given on CHART D1. If the target vessel is within the 10%, blind fire rules will apply.

Section 6.3.4, Paragraph 1

Last sentence should read: No adjustment is made if the firing ship was tracking the target during the previous game *turn*.

Section 6.7, Paragraph 4

Paragraph should read as follows: In situations where the total value from **CHART H1** results in a negative number, the 0 column of **CHART I1** is used when rolling for hits. Similarly, when the total value from **CHART H1** results in a number greater than 30, the 30 column of **CHART I1** is used.

Section 6.11.1, Paragraph 1

Second sentence should read: For example, a shell with a damage factor of 50 requires a roll of 01-76 if the hit is Class A, 01-27 if the hit is Class B, and 01-11 for a Class C hit.

Section 6.12.1, Paragraph 2

First sentence should read: Diagram 6.4 shows an RF battery of sixteen 2.2" 6-pdr QF guns.

Third sentence should read: At ranges of less than 3,375 yards, the target is considered to be in effective range and a value of 9 is used for the fire control solution.

Section 6.12.2, Paragraph 2

Fourth sentence should read: For example, on a roll of between 26 and 75, the DP caused by an RF battery with a rating of 14 would be 26.

Section 6.12.3, Paragraph 2

Clarification regarding complete loss of FCS on an RF battery Strictly speaking the FCS value would be reduced to zero. However, since these types of weapons were largely hand-operated and often relied on nothing more than a crude gunsight or the gunner's eye for fire control, halving the lowest value for the appropriate range would be more appropriate than using zero in most circumstances.

If the number of guns in an RF battery has been reduced to 0, then AA rating is also reduced to 0 even if an AA value still shows.

Section 7.2

The most dangerous time for a destroyer (or any ship earnestly attempting an accurate solution for their torpedoes) was always getting into position and lining up the target prior to firing torpedoes. Therefore, the firing ship may **not** be using Bridge Command EX (Evasive Action) during the turn **immediately prior** to issuing the TL command. The same restriction applies to performing emergency turns during the turn immediately prior to launching torpedoes.

Since torpedoes are fired at the beginning of a game turn (prior to actual movement of the ship), the firing ship may engage in Evasive Action or perform emergency turns during the turn torpedoes are launched.

Section 7.4.2, Paragraph 2

Although it is implied by the example given in the preceding paragraph, clarification may be in order. The belt armor adjustment in CHART T5 is applied regardless of the type of pistol used (contact or magnetic).

Section 7.4.3, Paragraph 1

Add the following sentence: When referencing CHART M1 for damage effects from torpedo hits, the description for Class A is always used.

Section 7.4.1 TORPEDO PISTOLS

The second consideration in determining the damage caused by a torpedo is the type of pistol (also called exploders and identified as either contact or magnetic) being used to detonate the warhead. Magnetic pistols have the possibility of causing greater damage since they were intended to explode beneath the ship, causing tremendous force to be exerted against the entire structure of the ship (due to the additional volume of water between the torpedo and the hull of the ship). Contact pistols were actually required to strike the ship in order to detonate and thus relied only on the explosive power of their warhead.

From the late 1930's, the United States, Germany and Great Britain employed "duplex" pistols on certain torpedo models. These warheads had both contact and magnetic pistols. In the event the influence (magnetic) pistol failed to function properly or the torpedo ran too shallow (either due to faulty depth-keeping or a misjudgment of the depth of the keel of the target when the running depth was set prior to firing), the contact pistol would detonate if it came in physical contact with the target. However, depth-keeping issues with the U.S. and German torpedoes caused them to run deeper than intended which resulted in most torpedoes passing too far beneath the keel to actuate the magnetic pistol.

The table below provides specific details regarding the use of duplex pistols.

COUNTRY	USE OF DUPLEX PISTOLS
Great Britain	Fitted only in 18" aerial torpedoes and withdrawn from service in late 1943. Improved duplex pistol for 21" torpedoes tested and deployed during 1944 and by 1945 was standard for submarines and MTBs using 21" torpedoes.
Germany	Issues experienced with duplex pistols (contact and influence features were both defective) and depth-keeping in the G7 torpedoes. Influence feature was disabled early in 1940 and an effective contact exploder deployed in June 1940. The depth-keeping issue was not resolved until late 1942. Improved duplex pistol was re-introduced in 1943.
United States	Issues experienced with depth-keeping and duplex pistols (contact and influence features were both defective). Duplex pistol (Mk VI) fitted only in warheads for 21" Mk14 torpedo. All others used contact pistols. Depth-keeping issues were resolved and a reliable contact pistol fitted as of September 1943. The influence pistol was ordered permanently disabled (December 1943) and not fitted in new production.

Section 7.4.2 DP CAUSED BY TORPEDOES

After locating the appropriate column on **CHART T5** for the damage class and type of pistol, a roll is made and the result is the total base DP caused by the torpedo hit. For example, a torpedo with a damage class of E using a magnetic pistol will cause 956 DP on a roll of 52.

However, since it is possible for the torpedo to strike any point along the hull at the waterline or below, the base DP determined on **CHART T5** must be modified according to a roll to determine whether or not the damage done by the torpedo is affected by the armor of the target ship. This adjustment is made using the table below **CHART T5** and requires a simple subtraction of DP according to the result of the roll and the amount of MAIN BELT (5V) or BELT END (6V) armor.

Using the above example, on a roll of 74, the value for BELT END would be used. If the value for BELT END armor listed on the ship log is 4.1", then the total DP caused by the torpedo will be reduced from 956 to 856 (956-100 = 856).

The armor adjustment on CHART T5 is applied regardless of the type of pistol used (contact or magnetic) and it possible that the torpedo will strike an unarmored portion of the hull (roll of 76 - 00).

CHART Z3 lists weapons with damage classes of AA and AAA even though CHART T5 lists only damage classes A through I. When using CHART T5 to calculate damage caused, damage class AA is equal to 1.5 times that of class A and AAA is equal to 2.0 times that of class A.

Section 8.3, Paragraph 2

As a stand-alone example, the last sentence is correct. However, in order to match the reference made in the first paragraph of Section 8.3.1 to "the above example", the sentence should read: For example, a ship that received a

severity 50 shipboard fire on turn 3 will receive 50 DP during the DAMAGE PHASE of turn 4.

Section 12.2.15

The example given for AA fire is incorrect and missing the references to CHART Q2. The example should read:

Using **CHART Q1**, an AA modifier value is determined and this number corresponds to a column on **CHART Q2**. When the AA rating and modifier are cross-referenced on **CHART Q2**, a column number on **CHART Q4** is identified. For example, using **CHART Q1**, a battery firing during good visibility (10), using mechanical time fuzes (+2), director fire control (+1) and with the ship performing evasive action (-1) results in a total of 12 (10, +2, +1, -1 = 12). The column labeled 12 on **CHART Q2** is used along with the total AA rating listed along the far left column of the chart. Assuming an AA rating of 60, this would result in a value of 3 which is the column on **CHART Q4** used to determine the result of AA fire according to the number of attacking aircraft.

Continuing the above example, a ship being attacked by five aircraft would result in one of the five planes being hit on a roll of between 01 and 18.

Section 13.1.3

Merchant vessels with empty cargo holds should use column GC on **CHART L6** when the hit location on **CHART J2** indicates a cargo area is affected.

A dash "-" on CHART L6 indicates that no specific DE is caused by this hit.

CHARTS

CHART A12

Although the chart lists the basic types of shells, capped and ballistically-capped versions were often used as noted on the individual ship log sheets. Thus, when APCBC (armor-piercing capped ballistically-capped) is listed for a particular gun, it is treated as AP when using CHARTS K and J3. The same applies to CPC, CPCBC being treated as COM and SAPC, SAPBC as SAP.

CHART D1

Remove percentage ranges listed for each Visibility Code. These ranges (i.e. 18% to 37% for Code 7 Clear) are used as a means of classification and have nothing to do with probability of sighting.

CHART H1

As explained in Section 6.3.6 of the rulebook, the -2 modifier for barrage fire applies to *each* battery using barrage fire against the target, not *each additional* as stated on CHART H1.6.

Many of the early models of fire control radar were quite capable of providing adequate range information to the fire control system even though visual spotting was still necessary for accurate bearing (deflection) corrections. However, from circa late-1942 on, the majority of fire control radars were also capable of providing accurate bearing information to the fire control system although visual spotting

often remained the preferred method for deflection correction under conditions of good visibility.

If a spotter plane is available to a ship using radar fire control and the target ship is visible to the firing ship, then either the modifier for the Fire Control Radar (CHART H1.10) or spotter aircraft (H1.8) should be applied along with the modifier from the Fire Control Table on the ship log. Both modifiers should **not** be applied in this case.

CHART I1

In the bottom row of columns (15 through 30), the rolls for 5 shells have been transposed on Column 15 and 16. In Column 15, the roll for one hit should read "05-30" and "05-32" in Column 16.

CHART J5

Column 10+, row 13 should read "+1" instead of "-1".

CHART L1, L2, L3, L4

These CHARTS have been revised and complete copies are available online at:

<http://www.seekrieg.com/Seekrieg5Charts-UpdateMarch2010.pdf>

CHART L5

(DAMAGE TO SUBMARINES, MTB AND SMALL CRAFT)

CHART L5 should be used in order to determine General Damage whenever a submarine, MTB or other small craft crosses a Damage Tier.

CHART L6

CHART L5 should be used in order to determine General Damage whenever a submarine, MTB or other small craft crosses a Damage Tier.

A revised version of CHART L6 is provided below.

CHART T5

This CHART has been revised and complete copies are available online at:

<http://www.seekrieg.com/Seekrieg5Charts-UpdateMarch2010.pdf>

CHART M1 Damage Effects (DE125)

The second paragraph of Class A & B should read as follows: Temporary loss of power to fire control radar. For the duration of this damage, all fire control radar is OOA. Roll to determine affected battery (PRIMARY or SECONDARY).

CHART M1 Damage Effects (DE118)

The first paragraph of Class A & B should read: Damage to engine spaces. Permanent reduction of maximum capable speed according to roll [01-60 = 1 knot, 61-90 = 2 knots, 91-00 = 3 knots].

CHART T4

Magnetic pistols for Italian torpedoes were not available until late 1942 (and were produced in limited quantities).

DATA TABLES

CHART Z3 (Page 2)

The second range setting (7,000/30) listed for the British 21" Mk VII torpedo should be deleted. This setting should be removed from the ship logs of any ship so equipped.

CHART Z3 / CHART T5

CHART Z3 lists weapons with damage classes of AA and AAA even though CHART T5 lists only damage classes A through I. When using CHART T5 to calculate damage caused, damage class AA is equal to 1.5 times that of class A and AAA is equal to 2.0 times that of class A.

CHART Z6 (Page 17)

The successor to the Arado 196A-1 was the 196A-2 which began replacing the older model during the latter half of 1940. The specifications are similar to the 196A-3 model. The combat rating for the 196A-3 and 196A-2 should be 6/1/28.

CHART Z6 (Page 39)

The OF/DF/DV rating for the Boeing B-29 Superfortress should be 2/2/44.

SHIP LOGS

Several updates to the ship log sheets included with SEEKRIEG 5 are available at:

<http://www.seekrieg.com/Seekrieg5ShipLogEditsPage1.htm>

The OTRANTO was not included with the ship logs sheets for The Battle of Coronel. To be perfectly honest, we have not finalized the method for handling armed merchant vessels in SEEKRIEG 5 since treating them as merchant vessels doesn't exactly resolve the issue and treating them as warships is just plain incorrect. OTRANTO (1912) was a 12,124 GRT liner/cargo vessel, 535' long with a 64' beam and a speed of 18 knots. As an AMC (1914), she initially carried 8 single 4.7"/40 guns. She was one of a class of six vessels ordered in 1909 by the P&O Line, all of which were lost during World War One.



L6 **DAMAGE DETERMINATION**
Merchant vessels 1880-1945

ROLL	SS	PP	GC	WM	TR	AM	FS	FO	FA
	SUPERSTR	PROPULSION	GENERAL CARGO	WAR MATERIEL	TROOPS	MUNITIONS	FLAMMABLE STORES	FUEL OIL	FUEL AVIATION
01-05	905	902	900	900	900	900	900	900	900
06-10	905	902	901	900	901	900	900	900	900
11-15	905	902	905	901	901	900	900	901	900
16-20	905	902	906	901	905	900	901	901	900
21-25	906	903	907	902	905	900	901	901	901
26-30	906	903	909	903	906	901	901	901	901
31-35	906	903	910	903	909	901	901	901	901
36-40	906	903	911	905	910	901	905	901	901
41-45	907	903	911	909	910	901	905	905	901
46-50	907	903	911	909	910	909	909	909	909
51-55	907	903	911	910	911	910	910	910	910
56-60	907	904	913	910	911	910	910	910	910
61-65	904	904	913	910	911	910	910	910	910
66-70	904	912	-	911	912	911	911	911	911
71-75	-	912	-	911	913	911	911	911	911
76-80	-	912	-	911	913	911	911	911	911
81-85	-	912	-	912	913	912	912	912	912
86-90	-	-	-	913	-	913	913	913	913
91-95	-	-	-	913	-	913	913	913	913
96-00	-	-	-	913	-	913	913	913	913

Proceed to **CHART M1** for description of damage.

CHART M1

140	
CLASS	DESCRIPTION
A B	Signal bridge destroyed. For the duration of the game, visual communication with other ships in company is impaired; reduce Flag Command Rating by 2. A roll of 01-40 is required at the end of each COMMAND phase for Flag Commands to be issued. No Flag Commands may be issued if the roll is 41-00. On additional roll of 01-75, fire control radar damaged. For the duration of the game, all fire control radar is OOA. Roll to determine which battery is affected (PRIMARY/SECONDARY). If no FC radar, adjust total from CHART H by -1.
ADDITIONAL DAMAGE EFFECTS ROLL	
01-10	11-25
26-45	46-70
71-00	-
124	143
142	157
C	Signal bridge destroyed. For the duration of the game, visual communication with other ships in company is impaired; reduce Flag Command Rating by 2. A roll of 01-40 is required at the end of each COMMAND phase for Flag Commands to be issued. No Flag Commands may be issued if the roll is 41-00. No additional DE.
HE	As CLASS. Shipboard fire Severity 30.

141	
CLASS	DESCRIPTION
A B	Disruption to communications. Determine SEVERITY LEVEL. For the duration of this damage, no radio communications possible; reduce Flag Command Rating by 1 permanently. Permanent loss of 1 box in one Rapid Fire battery. Roll to determine battery and location [PORT/STBD]. On an additional roll of 01-65, communications circuits destroyed. Reduce Flag Command Rating by 3 permanently - no radio communications possible. In addition, shipboard fire Severity 30 if roll is 01-30.
ADDITIONAL DAMAGE EFFECTS ROLL	
01-10	11-25
26-45	46-70
71-00	-
158	159
156	157
166	166
C	Disruption to communications. Determine SEVERITY LEVEL. For the duration of this damage, no radio communications possible; reduce Flag Command Rating by 1 permanently. Permanent loss of 1 box in one Rapid Fire battery. Roll to determine battery (if more than one) and roll to determine location [PORT/STBD]. No additional DE.
HE	Communications circuits destroyed. Reduce Flag Command Rating by 3 permanently - no radio communications possible. On an additional roll of 01-50, shipboard fire Severity 40.

142	
CLASS	DESCRIPTION
A B	Temporary disruption to shipboard communications – no changes to current bridge commands permitted during next Command Phase. Port OR Starboard searchlight battery OOA. Permanent damage. Permanent loss of 1 box in one Rapid Fire battery. Roll to determine battery and location [PORT/STBD]. Loss of 1 FCS box in same battery.
ADDITIONAL DAMAGE EFFECTS ROLL	
01-10	11-25
26-45	46-70
71-00	-
124	129
140	144
144	144
C	Permanent loss of Port OR Starboard searchlight battery and permanent loss of 1 box in one Rapid Fire battery. Roll to determine battery (if more than one) and roll to determine location [PORT/STBD]. Loss of 1 FCS box in same battery. No additional DE. On additional roll of 01-35, one primary battery fire control system destroyed.
HE	As CLASS except shipboard fire Severity 20.

512	
CLASS	DESCRIPTION
FIRE	Communications circuits destroyed - no radio communications possible. Reduce Flag Command Rating by 3 permanently.

513	
CLASS	DESCRIPTION
FIRE	Disruption to communications circuits - no radio communications possible. Reduce Flag Command Rating by 1 permanently. Port OR Starboard searchlight battery OOA permanently.

609*											
CLASS	DESCRIPTION										
G	<p>Flooding due to splinter and shell damage near waterline. For the next three game turns, roll against the following tables to determine flooding damage and adjust rolls according to current sea state:</p> <table style="margin-left: 20px; border-collapse: collapse;"> <tr> <td style="padding-right: 20px;">Beaufort 0 to 3</td> <td>No adjustment</td> </tr> <tr> <td>Beaufort 4 to 5</td> <td>Add 10 to die roll</td> </tr> <tr> <td>Beaufort 6</td> <td>Add 20 to die roll</td> </tr> <tr> <td>Beaufort 7</td> <td>Add 30 to die roll</td> </tr> <tr> <td>Beaufort 8+</td> <td>Add 50 to die roll</td> </tr> </table> <p>Select table based on damage tier in effect at the time the roll is made during the DAMAGE PHASE.</p>	Beaufort 0 to 3	No adjustment	Beaufort 4 to 5	Add 10 to die roll	Beaufort 6	Add 20 to die roll	Beaufort 7	Add 30 to die roll	Beaufort 8+	Add 50 to die roll
Beaufort 0 to 3	No adjustment										
Beaufort 4 to 5	Add 10 to die roll										
Beaufort 6	Add 20 to die roll										
Beaufort 7	Add 30 to die roll										
Beaufort 8+	Add 50 to die roll										
<table style="width: 100%; border-collapse: collapse;"> <tr> <td style="width: 50%; text-align: center; padding: 2px;">TABLE 1: TIER 1 - 5</td> <td style="width: 50%; text-align: center; padding: 2px;">TABLE 2: TIER 6 - 10</td> </tr> </table>		TABLE 1: TIER 1 - 5	TABLE 2: TIER 6 - 10								
TABLE 1: TIER 1 - 5	TABLE 2: TIER 6 - 10										
01-70	No additional damage										
71-00	Roll against CHART M6 to determine effects.										
01-40	No additional damage										
41-00	Roll against CHART M6 to determine effects.										