# Schnell Boats Official Clarifications

**(As of January 19, 2023)**

## Game Components

**Squadron Status Card:** Note B should say: *4 SBs are required to perform Minelaying missions. If less than 4 SBs remain operational, Minelaying missions may not be performed until additional SBs are either repaired or replaced.*

**S-100 Damage Log:** *Steering Control* and *Throttle Control* damage boxes should be in the *Mid-Section - Top Deck* section of the log.

**Map:** Blue zones on map are referred to as Green zones in the Rules Book and Tables Book.

**T-Boat #1 Crewmen Status Log Sheet:** **DC Crew** heading is incorrect. It should say: *Engine Crew 2*

**Enemy Convoy Ship Status Sheet:** Submarine note first sentence should say: Submarine is unable to submerge if surfaced and has 5-6 Systems or Flooding damage are sustained.

**Medals:** In the Rule Book (Section 6.0), both S-Boat & T-Boat Loss Inquiry and Review tables, and both Crewmen Status Log Sheets, medals are labeled incorrectly. They should say:
*(1) S-Boat War Badge*
*(2) Iron Cross*
*(3) Knight's Cross*
*(4) Knight's Cross with Oak Leaves*
*(5) Knight's Cross with Oak Leaves and Swords*
*(6) Knight's Cross with Oak Leaves, Swords, and Diamonds*
*(7) S-Boat War Badge with Diamonds*

## S-100 Tables Book

**Table A-4:** Note B, **remove** the following sentence: *No DC Crew aboard this mission.*

**Table A-7:** Both roll result references should say: *Go to Table A-8*.

**Table A-9:** Heading should say: *Roll 1D20*

**Table B-3:** **Remove** the following DRM: *-2 if SB disabled*

**Table B-4:** **Remove** the following DRM: *-2 if SB disabled*

**Table C-2-B:** **Add** the following DRMs:
*+1 per Merchant Ship or Warship present*
*+2 if Fast SB Squadron speed*
*+2 if any SB in Close Range Zone*
*+2 if Good weather*
*+3 if Aircraft shadowing SB Squadron*

**Table C-4:** **Add** the following DRM: *+1 per disabled SB #1 Rudder (disregard if SB #1 at Idle speed).* Modifier *+1 per disabled S+1 per disabled SB #1 engine (f)* has a duplicate *disabled S.*

**Table C-7:** **Remove** the following DRM: *-2 if SB disabled*

**Table C-9:**
- **Add** the following DRMs:
  *-1 if Green SB #2-#4 Crew*
  *+2 if SB Squadron undetected*
  *+1 if Veteran SB #2-#4 Crew*
- **Remove** the following DRM:
  *-2 if SB disabled*

**Table C-10:**
- **Add** the following DRM: *+2 if Foggy or Bad weather*.
- Note D should reference note **(e).**
- Note E, **remove** the following DRM: *+2 if SB.*
- Add the following note:

*If Merchant Ship / Warship sustains maximum Systems damage, unit is disabled and may not evade. Disabled MGBs and MTBs automatically scuttle (sunk) to avoid capture. If any Merchant Ship / Warship (besides MGBs and MTBs) is disabled, each additional Systems damage hit becomes Flooding damage. If Merchant Ship / Warship is disabled, each additional Systems damage hit becomes Flooding damage. If Merchant Ship / Warship sustains maximum Flooding damage, unit sinks.*

**Table D-4:** **Add** the following DRM: *-1 if Foggy weather.*
Roll results should say: *≤ 1-9 Miss. 10+ SB hit. (a) (b) (e)*

**Table D-7:** **Remove** the following DRM: *-2 if SB disabled*

**Table D-8:** Heading should say: *S-Boats #2-4 Target Selection*.

**Table D-9:** Heading should say: *Roll 1D10 (3x per S-Boat) (6x if Elite Crew). SB Cannons cannot be used against Destroyers (DD). If unmodified 10 rolled, automatic hit.*
- **Add** the following DRMs:
  *+2 if Elite SB #2-#4 Crew*
  *+1 if Veteran SB #2-#4 Crew*
- **Remove** the following DRM:
  *-2 if SB disabled*

**Table D-10:**
- **Add** the following DRM: *+2 if Foggy or Bad weather*.
- Note C should say: *Note: If Warship # rolled is not present, no collision occurs.*
- Note E, **remove** the following DRM: *+2 if SB*

**Table D-11:** Heading should say: *Convoy Assistance Request - Enemy Aircraft.*

**Table D-13: Remove** the following DRM: *-2 per disabled Warship*

**Table D-15: Add** the following sentence: *Remove any counters with Ship Sunk counters from the Combat mat and remove their corresponding counter from the draw cup pool.*

**Table E-1-A:** Last bullet note should say: **If Minelaying mission was successful, SB Squadron may now perform an Offensive Patrol in the assigned Red Zones (1 turn per Zone).**

**Table F-4:**
- **Remove** the following DRM: *+3 if Sub disabled.*
- Note E clarification. First sentence should say: *If Submarine sustains 5-6 Systems or Flooding damage, unit may not submerge and Crew automatically scuttles (sinks).*

**Table F-5:**
- **Remove** the following DRM: *+3 if Sub disabled.*
- Note C clarification. First sentence should say: *If Submarine sustains 5-6 Systems or Flooding damage, unit may not submerge and Crew automatically scuttles (sinks).*

**Table F-6:**
- **Remove** the following DRM: *+3 if Sub disabled*
- Note B clarification. First sentence should say: *If Submarine sustains 5-6 Systems or Flooding damage, unit may not submerge and Crew automatically scuttles (sinks).*

**Table F-8: Add** the following DRM: *-1 if Green SB #2-#4 Crew*

**Table G-4:** *Superficial Damage* roll result should say: *5-10*

**Table G-10-A:** Heading edit: "If SB is permanently disabled **by aircraft** or sunk while in combat with enemy surface units"

**Table I-1:** *Downed Pilot or Passenger KIA,* **remove:** *300 (330 Elite).*

**Table I-2:** Note 1, first sentence should say: *The SB Squadron must reach all 4 of the assigned Red Zones, or have sunk at least 1 Cargo Ship, Tanker, or Warship for an Offensive Patrol mission to be considered successfully completed.*

## Projekt 5b Tables Book

**Table A-1:** Roll result 16-18 should say:
**Foggy. Thick as pea soup. (Go to Table A-2)**

**Table A-4:** *Sea State* results are missing the following note references: *\* Good Weather: 1 (d), 2 (c), 3 (b)*
*\* Poor Weather: 2 (c), 3 (b), 4 (a) (e)*
*\* Foggy Weather: 1 (d), 2 (c), 3 (b)*

**Table A-8:** Heading should say: *Roll 1D20*

**Table A-11:**
- Roll result 1, the following sentence should say: *If no Rockets, disregard this event.*
- Roll result 10 note **(d)** reference should say note **(e)**.

**Table B-2: Add** the following DRM: *+1 if SB #1 1WO Veteran and not steering the boat (Helm)*

**Table B-3:**
- **Remove** the following DRM: *-2 if TB disabled*
- Roll result 10 reference should say: *(Go to Table B-4)*
- Note B, **remove** the following sentences (rule still applies): *20mm Cannons may not fire if its Gun Crew is SW or KIA. However, the Watch Crew may temporarily man the 20mm Cannons. All negative modifiers apply.*

**Table B-4: Remove** the following DRM: *-2 if TB disabled*

**Table B-5:** Note C, third sentence from the last should say: *TBs #2-#4 sustaining 6 or more Flooding damage points are sunk.*

**Table B-6:**
- Note D should say: *Roll 1D6: Result + 3 = Number of Systems damage points sustained.*
- Note E, second & third sentences should say: *If TBs #2-#4 sustain 3 Systems or 4 Flooding damage points, damaged TB may only travel at Slow or Medium speed. If TBs #2-#4 sustain 4 Systems or 5 Flooding damage points, damaged TB may only travel at Slow speed.*

**Table B-8:** Line 1 should say: *Roll 1D10 (1x per TB) - If Aircraft departed the area, go to Table A-9 after roll.*

**Table C-4:** Note E edits:
- If TBs #2-4 sustain **3** Systems or **4** Flooding damage points, damaged TB may only travel at Slow or Medium speed.
- If TBs #2-#4 sustain **4** Systems or **5** Flooding damage points, damaged TB may only travel at Slow speed.
- TBs #2-#4 sustaining **6** or more Flooding damage points are sunk.

**Table C-6:** Note F, **add** the following sentence: *Remove any counters with Disabled MGBs and MTBs automatically scuttle (sink) to avoid capture.*

**Table C-7:**
- Note D, **add** the following sentence: *Remove any counters with Disabled MGBs and MTBs automatically scuttle (sink) to avoid capture.*
- **Remove** the following DRM: *-2 if TB disabled*

**Table C-9:**
- **Remove** the following DRM: *-2 if TB disabled*
- Note B, **add** the following sentence: *Remove any counters with Disabled MGBs and MTBs automatically scuttle (sink) to avoid capture.*

**Table C-10:**
- Note C, **add** note **(d)** reference at the end.
- Note D should reference note **(e)**.
- Note E, remove the following DRM: *+2 if TB*
- Note E, first DRM should say: *-4 if Merchant Ship / Warship disabled*
- **Add** the following note: *If Merchant Ship / Warship sustains maximum Systems damage, unit is disabled and may not evade. Disabled MGBs and MTBs automatically scuttle (sunk) to avoid capture. If any Merchant Ship / Warship (besides MGBs and MTBs) is disabled, each additional Systems damage hit becomes Flooding damage. If Merchant Ship / Warship is disabled, each additional Systems damage hit becomes Flooding damage. If Merchant Ship / Warship sustains maximum Flooding damage, unit sinks.*
- **Add** the following note: *TBs #2-#4 sustaining 5 or more Systems damage points are permanently disabled and immediately scuttles (sunk) to avoid TB capture. Crew then automatically transfers to TB #1.*

**Table C-14:** **Add** the following note: *Remove any counters with Ship Sunk counters from the Combat mat and remove their corresponding counter from the draw cup pool.*

**Table D-3:** **Remove** the following duplicate text: *TB # targeted*

**Table D-4:** Note E edits:
- If TBs #2-4 sustain **3** Systems or **4** Flooding damage points, damaged TB may only travel at Slow or Medium speed.
- If TBs #2-#4 sustain **4** Systems or **5** Flooding damage points, damaged TB may only travel at Slow speed.
- TBs #2-#4 sustaining **6** or more Flooding damage points are sunk.

**Table D-6:**
- DRM *-1 if Warship Crew (not disabled)* should say: *-1 if Veteran Warship Crew (not disabled)*
- Note E, add the following sentence: *Remove any counters with Disabled MGBs and MTBs automatically scuttle (sink) to avoid capture.*
- Note E, add the following sentence: *If Warship sustains maximum Flooding damage, unit sinks.*

**Table D-7:** **Remove** the following DRM: *-2 if TB disabled*

**Table D-9:**
- **Remove** the following DRM: *-2 if TB disabled*
- Note C, **remove** the following duplicate sentence: *If Warship is disabled, each additional Systems damage hit becomes Flooding damage.*

**Table D-10:**
- Note A, roll result 1-5 reference should be **(b)**.
- Note B reference should be **(d)**.
- Note D, first DRM should say: *-4 if Warship disabled*
- Note E, **remove** the following DRM: *+2 if TB*
- Note H, **add** the following sentences:
- *TBs #2-#4 sustaining 5 or more Systems damage points are permanently disabled and immediately*
- *scuttles (sunk) to avoid TB capture. Crew then automatically transfers to TB #1.*

**Table D-13:** **Remove** the following DRM: *-2 per disabled Warship*

**Table D-14-A:** Note D should say: *Warships may only drop Depth Charges if attempting evasion and weather is Good or Poor.*

**Table D-15:** **Add** the following sentence: *Remove any counters with Ship Sunk counters from the Combat mat and remove their corresponding counter from the draw cup pool.*

**Table E-2:** Table references should be:
* Roll result 1-8 should say: *Go to Table E-4*.
* Roll result 9-10 should say: *Go to Table E-3*.

**Table E-4:**
- **Remove** the following DRM: *+3 if Sub disabled*
- Note E clarification. First sentence should say:
- *If Submarine sustains 5-6 Systems or Flooding damage, unit may not submerge and Crew automatically scuttles (sinks).*

**Table E-5:**
- **Remove** the following DRM: *+3 if Sub disabled*
- Note C clarification. First sentence should say:
- *If Submarine sustains 5-6 Systems or Flooding damage, unit may not submerge and Crew automatically scuttles (sinks).*

**Table E-6:**
- **Remove** the following DRM: *+3 if Sub disabled*
- Note B clarification. First sentence should say:
- *If Submarine sustains 5-6 Systems or Flooding damage, unit may not submerge and Crew automatically scuttles (sinks).*

**Table F-1:**
- Roll result 7 should say: *Mid Section - Interior*
- Note A references should say: *1 hit to each of the following Top Deck sections: Bow (F-2), Mid: Cockpit (F-4), Mid (F-5), and Stern (F-7).*

**Table F-2:**
- Roll result 1 should say: *30mm Cannon (#2)*
- Roll result 2 should say: *Gun Crew 2*

**Table F-4:** *Superficial Damage* roll result should say: *5-10*

**Table F-5:** Note A second sentence should say: *If doing so, negative modifiers apply during attacks.*

**Table F-8:** Roll result 5-10 (Fuel Tanks) should say the following for fire check roll result 6-9:

> *6-9 = Fire in Mid Interior section (c)(d)*

**Table F-9:** Note D roll result 4 should reference note **(e)**.

**Table F-10-A:** Heading should say (add *aircraft*): *If TB is permanently disabled by aircraft or sunk while in combat with enemy surface units and there is at least one other TB in formation, player has several options:*

**Table F-10-B:** Step 2, **remove** the following sentence: *or wait until all combat ends and attempt to tow disabled MTB back to base (see step 3 below).*

**Table H-2:**
- Note 1 first sentence should say: *The TB Squadron must reach all 4 of the assigned Red Zones, or have sunk at least 1 Cargo Ship, Tanker, or Warship for an Offensive Patrol mission to be considered successfully completed.*
- Note 1, **remove** the following sentences: *For Minelaying missions, all 4 TBs must lay their Mines in the assigned Red Zone for the mission to be considered successful. For Downed Pilot Search and Rescue missions, the Pilot must be successfully recovered and returned safely to base.*