

SILENT VICTORY Official Errata

3.7 Parts Inventory (addition)

Eight Captain Cards are included for 14.10, Historical Scenarios

4.5 Torpedo Load (clarification)

You may adjust the mix of torpedoes up to +/- 4, once different types become available. Mk18 is available 9/43 and the Mk27 "Cutie" in 1/45.

6.0 Sequence of Play

General Rule (correction, last sentence)

Each patrol takes two months to complete (exception, Patrol Abort, 10.12), while the number of months required to complete refit can vary by circumstance (Submarine damage and/or crew injury).

7.3.2 Basing Effects (clarification)

Any submarines starting in the Philippines in 1941 are automatically on a "Philippines-E" (Evacuation mission). They don't have any starting transit boxes (as they start in the Philippines) but perform the rest of the patrol (4 Philippines boxes and final two transit boxes) before ending up based in Australia.

8.2.6 Warship Encounters (rule change)

Warships of classes FF and DD receive a +2 "to hit" modifier, not just a +1, as they are small, fast, AND maneuverable.

9.2.9 Combat Against Escorts (addition)

Torpedo fire against escorts receives a +2 "to hit" modifier, not just +1, as they are small, fast, AND maneuverable.

9.9 Submarine Encounters (addition)

You may do a surface attack, but only at night. You may not attack enemy subs with your deck gun.

10.12.6 Patrol Abort (new)

If a submarine aborts before or at the halfway point of the patrol, it does not write a "P" in the patrol log (it was only out for a month or some fraction thereof.)

10.13.4 Scuttling (correction)

Rescue at sea is successful on a 2d6 roll of 2-9 instead of 2-10. Chart [E10] is correct.

10.14.4 Submarine Refit (omission)

Place a "P" in the first month upon return to base (for patrol) before putting any "R" months (for refitting). This is because U.S. fleet boats usually performed roughly 2 month patrols. For example, if a Gato Class boat went to the Empire in September, then October would have a "P" written in it (as the boat is still on patrol) and November would have an "R" for refit. The boat would then go back out in December, assuming it suffered no damage.

11.2.3 Getting Promoted (correction)

The base promotion success chance is 1-3, not 1-4. The [C3] Chart is correct.

11.3.8 Awards (clarification)

The SCPI is an insignia, not an award, and therefore does not fall under the restriction of 11.3.8.

11.5 Reassignment to a Newer Submarine (clarification)

If a new class is available, you get the new class. If you get the latest model of the same class, it means it has upgraded AA and guns.

11.6.2 AA and Gun Upgrades (omission)

The Salmon class upgrades its deck gun and AA just like the Tambor/Gato/Balao classes.

14.8.1 Circular Torpedo Run (correction)

Replace "Roll to hit your sub on 2d6; it hits on a roll of 5 or less" with this sentence:
"Roll to hit your sub with 1d6, it hits on a 6."

14.9 Limited Escorts (clarification)

If you sink the lone escort, you would have the option to end the encounter or go after the merchants, depending on your situation. There is no counterattack as no escorts now exist. Any torpedoes still loaded and/or deck gun may be used at this time. It is not considered an "additional round of combat" unless you reload torpedoes and/or decide to fire the deck gun again.

If you used a Cutie on the lone escort, again, you have the option to end the encounter or go after the merchants. However, this DOES require an additional round of combat roll, as you have essentially been in combat for some time at this point (You fired at the escorts/ships, you were detected, you then used a cutie on the escort.)

Patrol Log example, page 25 (correction)

The Patrol Log example should show the "P" month for the second month of each patrol before the first "R" month (see 10.14.4 above)

Skipper Card (correction)

Cdr. Underwood's first name is Gordon, not George.

Submarine Display Mats

The Torpedo Load section in the header of each Submarine Display Mat may be difficult to read (the cards printed out much darker than anticipated). We are making available for download a separate Torpedo Load Sheet from our web site to address this.

Sub Display Mats (correction)

- The Gar class submarine is available starting in December 1941, from Pearl Harbor. It starts with a 3" gun and 2 x .50 caliber AA guns, and upgrades via the same procedure as is used for the Gato Class (rule 11.6.2).'
- Narwhal, Porpoise, Tambor, and Salmon mats incorrectly list 7/42 or 4/42 as the starting available dates for SD radar.
- SD radar is available for all boats from the start of the war (12/41) so no date should be listed in SD boxes.

Historical Note (correction)

Both the Tambor and Gar class submarine mats list that there were 10 built. There were only 6 built of each type.

Note: We will make available corrected display mats for download.

Chart [A1] (correction)

Note states Air Attacks get a +2 modifier on chart [E3]. This should be +1 modifier. Chart [E3] lists it correctly.

Chart [E1] (clarification)

Switching to night is successful on a 1-5 with SJ radar, and 1-4 without. Rule 8.3.2 is correct.

Chart [S1] (change)

Modifier for FF, DD, and escorts is +2. Other warships and capital ships are still +1.

Combat Mat

Steps 3) and 9) ,c), (1) (clarification)

Switching day/night and following are successful on a 1-5 with SJ radar, and 1-4 without.

Step 8), c) (correction)

"if never detected go to Step 9" *should read* "if not detected go to step 9"

Elite Crew counter (correction)

There's also a missing mnemonic from the Elite crew counter. It gets a -1A (attack modifier) as pictured below.

