

### **IBS III Errata Mk 1.6**

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KAKO in the 12<sup>th</sup> scenario has 7.9-in guns and NOT 14-in guns!?!

Rule VI D 5, yes the -1 is incorporated on the Collision Modifications Table.

The JP 4.7 & German & JP 5" should not be listed on the armor penetration table, a legacy of the old game.

A new generic destroyer ship log sheet is available at

<http://talk.consimworld.com/WebX?233@@.1ddb7b80/73!enclosure=.1ddbaa18>.

The destroyer La Vallette is missing a letter on the game counter.

My opps on gun flashes. They should be in the game, but it was a last minute addition and I did not think it out all the way. If this rule is USED the fired marker from the previous turn for a ship that is out of visible range allows you to fire on it THIS turn. So if you are using this rule, LEAVE the "guns fired" on a ship.

Scenario 07, the Americans should be going in direction 5.

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1) When torpedoes are launched do they start movement at the ship's hex, or do they start at the adjacent hex? - ADJACENT

2) When launched, do torpedoes travel their full allotment of movement factors regardless of when the ship launched them? I would assume that if the ship launched them near the end of the ship's movement the torpedoes would not travel as far. - YES, I did this for ease of play BUT YOU CAN use the chart in the upper right on page 17. I have struggled with this in the upcoming DESTROYER CAPTAIN 1891-1945 as well.

3) Do I roll for raging fire on a ship even if the fire was started at the same turn? - YES - Follow Sequence of play

4) Gun fire at 0 hex: How do I determine the firing direction / target aspect of a ship firing at another in the same hex? - DIRECTION SHOWN OF SHIP IN HEX. It is pointing to a hex.