

## **Errata/Changes for *Nights of Fury* © Version 3-27-2010**

*(Some of the below items have been updated in the latest rules printings)*

### **Below are more detailed explanations for the 'AI side' movement roll for the *Solitaire Game Play Chart*:**

Close Range= Move towards the enemy side (towards the enemy flag).

Hold Range= Do not move.

Increase Range= Move away from the enemy side (away from enemy flag).

Evade: Use evasive maneuver.

Disengage: Division will move away from the enemy until either no enemy ships are sighted or it reaches its disengagement band (range band 1 or 10). After reaching safety roll again for the division to determine its new action.

### ***Solitaire Game Play Chart (Movement Table)***

Ignore the section that reads “To attempt to change range, roll 1d6...”

The AI movement mechanic uses the exact same mechanism as the normal game movement (i.e. you use the speed of the slowest ship in the AI division and consult the 'Movement Table' to see if the AI can move a range band that turn).

### ***Solitaire Game Play Chart (Modifiers to Movement Table die roll)***

The modifier under the “Damage” subsection should be a +4 for Heavy Damage, not a +5.

The section under this will now read:

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\*Note: Each ship with Heavy Damage, roll 1d6+4 and add nationality modifiers -- if the result is 9+, the ship will Detach and attempt to move to Disengage:  
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### ***Combat Reference Chart (Page 1, Gunnery Combat Table)***

The following rule for stern/bow-on firing at a target has also been added:

(Attackers die roll modifier section)

*Bow-Stern-on to target*= -1 / -2

(-1 if units base firepower value is 5 or less, -2 if it is > 5)

### ***Combat Reference Chart (Page 1, Damage Effects Table)***

Ignore the listed *FirePower* and *Speed* reduction values for Light, Medium, and Heavy damage on this chart; the values listed in the damage section on each ship card (values shown on the L, M & H lines) are always the correct values to use.

### ***Campaign Chart (Page 2, IJN Bombardment Mission Table )***

Change the “Point Value Bonuses” line to read as follows:

“IJN side gets 5 Bonus VP per BB/BC,CA, or CL that disengages at Range Band 1”

***Campaign Chart (Page 2, IJN Transport Mission Table )***

Change the “Point Value Bonuses” line to read as follows:

“IJN side gets 5 Bonus VP per transport and 3 VP per Loaded DD that disengages at Range Band 1”

***Campaign Chart (Page 2, USN Transport Mission Table )***

Change the “Point Value Bonuses” line to read as follows:

“USN side gets 5 Bonus VP per transport that disengages at Range Band 10”

***Unit Cards (USN DD Fletcher)***

The printed “Radar” value for all Fletcher DD cards should be “F3”, not “F1”.

***Night Combat Gunnery Penalty (Main Rules & Reference Sheet)***

Unless a target is either illuminated by searchlight, is on fire, or is using searchlights there is a -1 modifier to the attackers gunnery roll against that ship at night.

***Optional Damage Control Rule (Main Rules)***

When making the damage control roll for a ship, if the die roll is a “6”, roll the die again: if this second roll is a 1 2, or 3 then there is no effect; if this roll is a 4 or 5 then increase the ships structural damage level by 1 **only** if the ship is currently on fire, if this roll is a 6 then increase the floatation damage level by 1 **only** if the ship currently has 1 or more levels of floatation damage.

***Determination of Victory Points for Each Ship/Unit***

The "PV" listed for each ship is the "Point Value" of that unit, and is used to determine the Victory/Loss ratio (and to help balance scenarios). (Please note that some scenarios also give specific conditions in which additional VP may be awarded/deducted from to/from each side based on certain conditions)

Victory Points (VP) are determined for each side by totaling the PV for each sunk or damaged enemy ship:

- 1) An enemy ship that is SUNK is worth its full Point Value (PV) in Victory Points (VP).
- 2) An enemy ship that is OUT OF ACTION is worth 3/4 of its PV in VP.
- 3) If the greatest damage the enemy ship has sustained is HEAVY (either via structure or floatation loss) then it is worth 1/2 of its PV in VP.
- 4) If the greatest damage the enemy ship has sustained is MODERATE (either via structure or floatation loss) then it is worth 1/4 of its PV in VP.
- 5) If the greatest damage the enemy ship has sustained is LIGHT (either via structure or floatation loss) then it is worth only 1/8 of its PV in VP.

For a Land Unit (Gun Battery or Henderson Field) the unit is worth its full PV if it is OUT OF ACTION (i.e. takes 4 levels of damage), 1/2 if it took HEAVY damage, 1/4 if MODERATE damage, and 1/8 if LIGHT damage.

Round all fractions to the nearest whole number to determine the VP value for a damaged ship/unit.

### ***Determination of Island inclusion for Campaign-generated Battles***

An Island is never used with an “Interception” or “Meeting Engagement/Patrol” type of Battle. For other types of generated Battles roll 1d6: if the roll is 1-5 for an “IJN Bombardment” or 1-4 for a “USN (or IJN) Transport” Battle, then an Island is included in the Battle. Roll 1d6 to determine which in Range Band the Island is placed: a result of 1= *Range Band 4*, 2= *Range Band 5*, 3-4= *Range Band 6*, 5-6= *Range Band 7*. If no island is included in the Battle then the two sides are assumed to have met some distance away from the target island itself.

A Land Target is used in the campaign only for the "IJN Bombardment" battle: This represents Henderson Field and its support areas. A "Henderson Field" card is provided with the game for use with this type of Battle, and is placed on the Island if one is generated for a Battle.

### ***Starting Positions for Battles in the Campaign Game***

The national flags on the Range Band Chart shows where each side starts: IJN starts at Range Band 10 and the US Forces starts at Range Band 1 - unless it is an IJN bombardment mission and you rolled the "1-5" for an Island, in which case you would place the USN at Range Band 2 and the 'Guadalcanal Island' marker on Range Band 1. Henderson Field would then be located on Guadalcanal at the same Band 1, of course.

### ***Islands and Line-of-Sight (LOS)***

As a general rule, using radar to spot targets past the Range Band either *Salvo* or *Florida Island* occupies does not block LOS but does affect the targeting radar as per the rules in Section "F". As an optional rule, a target may specify that it is using the Island to block LOS for all units past the Range Band occupied by the Island, but then its own LOS checks to all targets past the Range Band occupied by the Island are also considered blocked. Note that the "Guadalcanal Island" marker is really intended to be used to block the map at one end for battles that are confined against the main island itself.

### ***Formation Effects on Gunnery***

If the firing ship stays in the same Range Band during a Turn (i.e. it does not move into another Band) and is in any formation except Line Ahead then it does **not** suffer the “Bow/Stern” gunnery penalty. If the firing ship moves and changes Range Band then it does suffer the penalty unless its target stays in the same Range Band as the target (*i.e. if the target starts in the same Range Band and then moves into the same Range Band that the firer moves into that turn then the penalty is not applied*). Ships in Line Ahead formation always suffer the “Bow-on/Stern-on” gunnery penalty when they attack (*this formation minimized the danger of torpedo attack but restricted the ships gunnery arcs*).