

The Hunted

Official Errata/Clarifications as of 6 March 2020

[8.1.2] (correction) – When surface running the NAXOS gives a +1 drm benefit, not a -1.

[8.1.3] (correction) – When running with a Schnorchel, the U-boat gets a +2 drm benefit, not a -2.

[8.3.1] (addition) – Tanker targets are also possible in the Spanish Coast and Brazilian Coast patrol zones.

[8.3.3] (correction) – There is not a North American Target List in “The Hunted.” Disregard this entire rule. Rule [8.3.2] is correct.

[9.2.9] (correction) – The Historical Note was accidentally included from “The Hunters” rulebook. It should be disregarded.

[9.6.9] (correction) – The sentences that read “On a modified roll of 8 or less...” and “On a modified roll of 9-11” should read “On a modified roll of 5 or less...” and “On a modified roll of 6-11...” respectively. **The [E2] Detection Chart is correct.** The difference is that the +3 for the year modifier no longer exists in the Hunted and is “built into” Chart [E2] now.

[11.2.2] (correction) – The year 1043 on the chart should read “1943” instead.

[11.4.10.5] (clarification) – This rule covers "notional tonnages" for VP and awards for Replenishment missions. The values in this section each represent 1,000 tons.

[14.3.2] (clarification) – It was my intention to allow players to re-roll previously sunk targets optionally as some players may not wish to bother with keeping track; hence this optional rule. The note on the target charts implies you should always re-roll a previously sunk target. Feel free to choose either way.

[14.3.3] (correction) – There are no optional target lists in “The Hunted.” Disregard this entire rule.

Chart [E2] (correction) – The +1 DRM for "Previously undetected" should read “Previously detected.”

Chart [M4] (correction) – The -1 DRM for promotion should be 6 ships sunk, not 10. The rulebook is correct.

Chart [U2] (correction) – The title for Chart [U2] was accidentally left off. The one line of text in the white box below Chart [U1] is in fact Chart [U2] and references the dud rate of 1 for all torpedoes.

Chart [U3] (correction) – This says to roll 2D6. It should read roll 1d6.

Chart [U3] (correction) - The subsidiary chart to [U3] shows the damage points to sink different ship types. Capital ships should be listed as taking 5 -or- 6 points to sink, depending on which one it is.

Chart [U4] (correction) - step (4)(a) has "10+ = detected" for close range attacks, which should read 7+.

U-boat Mats (correction) – The mats for U-boats capable of going to the Indian Ocean have a very small reminder to roll to stay in the Indian Ocean. This should read 1-2, not 1-3. Rules [4.7.5] and [7.3.7] are correct.

U-boat Mats (correction) – The availability date for the Type VIIB should read “September 1939.”

Special Credits (addition) – Alexey Borodkin was critical in the creation of the Print N Play version of “The Hunted” and the game really could not have happened without his help along the way.