



### ***Errare humanum est (to err is human)***

— Seneca

When creating tabletop wargames with a vast number of variables, ambiguities and even mistakes are unavoidable. One can only strive to keep them to a minimum. Hence the need to publish an errata that corrects some of these mistakes. To make it easy to print and as clear as possible, we have placed it on a plain white background — without any stylisation resembling old paper, etc. We hope it will prove clear and helpful.

If you have any comments regarding the game rules, it is best to submit them in the discussion group on Facebook: <https://www.facebook.com/groups/615266705289069>

## Errata v1.2 (Winter/Spring 2026)

For clarity, the new errata combines the contents of Errata 1.1 with the new changes introduced in version 1.2. To make it easier to identify the modified sections of text, the following marking system has been adopted:

Passages originating from Errata 1.1 are **highlighted in purple**.

Removed fragments in Errata 1.2 **are marked in red**.

Newly added fragments in Errata 1.2 **are marked in blue**.

Text fragments that have not been changed are marked in **black**.

*Italic text* is used for notes and comments that are not part of the rules text itself.

If the fragment being changed is short (for example, a single sentence), it is usually shown first in its entirety in the old version (**in red**), and then repeated in full in the new version (**in blue**).

If a longer section of text is being modified, the entire previous text is shown first, with removed fragments marked in **red and struck through**, while newly added fragments are **highlighted in blue**.

Afterwards, the complete new text is presented again (**entirely in blue**), without the removed fragments.

This way, it is easy both to see what has been changed and – once this is no longer necessary after some time – to read only the corrected version.

We hope this system will prove to be clear and easy to use.

## 1.5 MEASURING DISTANCES

*The change in this section clarifies and modifies certain rules regarding when players may and may not check the course of their ship, when they may measure whether an enemy vessel is within a field of fire, and similar situations.*

*The relevant rule from section 1.5 of the rulebook reads as follows:*

**“All measurements may only be made after declaring the action being performed.**

***It is not permitted to measure beforehand, for example the distance a ship will travel or the range of artillery fire. The exception is checking the zone in which a given ship is located (for example while making a turn, before it has been completed, or before declaring fire), as well as **line of sight**”.***

### **Why are the measurement rules written this way?**

*Togo attempts to simulate certain aspects of naval warfare and seafaring at the turn of the 19th and 20th centuries, using the game mechanics to reflect some of the dilemmas faced by naval commanders of the era.*

*They did not have access to GPS or artillery radar, so both navigation and gunnery involved a considerable margin of error. Distances had to be estimated using simple rangefinders or even ordinary binoculars, speed was communicated through engine telegraphs, and turns relied on compasses or simply the commander’s own judgement.*

*That is why experience played such an enormous role.*

*This is also why players may not measure the distance to the enemy before declaring fire – they must estimate whether the target can be hit or is still too far away. And often, mistakes will be made – which is excellent (perhaps not for us, but certainly for the opponent and for the atmosphere of the game)!*

*The same principle applies to ship movement. Over recent months, many informal practices concerning movement measurement have emerged. We would therefore like to clarify them so that everyone understands how this should function.*

*The overall intention of this clarification is that players may not use lasers or similar tools to check the future course of their ship (for example, whether it will pass one millimetre from an island three turns later). However, they may estimate such things “by eye” (thus allowing room for error). Lasers and similar tools may only be used during gunnery checks to determine field of fire. Details are given below.*

**To standardise and clarify the rules, the following changes are introduced:**

### **What players may NOT do:**

- At any point during the game (including deployment), use any tool (laser, measuring tape, etc.), other than the dedicated movement and turning templates, to check the course their ship will follow (for example whether it will collide with land, other ships, a minefield, etc.).  
Movement and turning templates (rulers) may only be used in the manner described in section **5.2** of the rulebook.
- At any point during an activation before movement is completed, or after firing has been resolved (for example during another ship’s activation or during the repair phase), use any tool other than the field of fire template (and the player’s own judgement) to determine whether an enemy unit is within field of fire (see below).

### **What players MAY do:**

- Place the field of fire template while making a turn and check “by eye” whether an enemy ship is within the field of fire. The turn may then be finalised after such a check.

- As an exception to the general wording of section 1.5, after placing the turning template, players may position their ship at different points along the template (within the limits allowed by manoeuvrability and damage) and check “by eye” how many degrees they wish to turn.
- **Using only the turning template** (“by eye”), check whether they wish to perform a turn resulting from the *High Manoeuvrability* ability or a manoeuvre specialist captain, and decide whether to execute that turn after such a check.
- After definitively completing movement and turning, but before declaring fire, place the field of fire template in accordance with section **6.3**:  
 “Before declaring fire, the player must check whether the enemy ship is within line of sight and within the field of fire of the ship’s guns. Distance may not be measured at this point.”  
 At that stage, players may (and often must) use tools that help determine the field of fire (for example a laser pointer).
- The opposing player may place the field of fire template or a measuring tool showing 3.5 inches next to a minefield marker when a player declares movement with a ship that is near it and may enter its area of effect.

## 1.6 MARKERS

Various types of markers are required for the game:

- order markers,
- a wind rose (only for games involving sailing ships and, additionally, for marking weather conditions in later eras),
- captain, ship upgrade, critical damage, fire, flooding, and similar markers,
- markers that grant victory points (buoys, ports, etc.).

## 5.2 MOVING AND TURNING

### ANCHORING

#### Old wording.

~~If the player issued the “Stop” order to their ship, then at the end of that activation they may declare that the ship becomes anchored.~~

#### New wording.

If, at the moment of a ship’s activation, it had the “Stop” order assigned to it, then at the end of that activation the controlling player may declare that the ship becomes anchored.

## 5.6 SAILING OUT OF THE BATTLE AREA AND ESCAPE

**A ship that has left the battle area, failed to perform a successful escape**, and has any damage marked in the ship surrender zone (**see 7.2**), is treated as sunk.

**This does not apply** to ships that left the battle area through an edge designated for that purpose by the scenario rules.

Previous wording together with the new changes.

**If the player decides to return the ship, it re-enters at the point where it left the battlefield or within no more than 3.5 inches from that point.** ~~within a distance no greater than the maximum value of its speed from that point (it is recommended to mark this point with a token or die), taking into account damage, weather, and~~

~~their effect on the ship's movement.~~ The distance to the return point is measured along the edge of the table.

When activating a ship that has decided to return to the battle area, the player places it fully on the table so that any point of its stern edge is touching the table edge. The ship may not perform movement (it is assumed to have entered the battle area using its movement), but it may fire normally. It must be assigned any revealed active order and one concealed passive order.

A ship returning to the battle area may not have any part of its base within 3.5 inches or less of any marker granting victory points (cable, buoy, port, etc.).

~~At the beginning of the command phase, the player places the ship fully on the table so that any point of its stern edge is touching the table edge, with newly assigned Orders A and B (while maintaining the same order sequence as the other ships on the table).~~

New wording.

**If the player decides to return the ship, it re-enters at the point where it left the battlefield or within no more than 3.5 inches from that point.** The distance to the return point is measured along the edge of the table.

When activating a ship that has decided to return to the battle area, the player places it fully on the table so that any point of its stern edge is touching the table edge. The ship may not perform movement (it is assumed to have entered the battle area using its movement), but it may fire normally. It must be assigned any revealed active order and one concealed passive order.

A ship returning to the battle area may not have any part of its base within 3.5 inches or less of any marker granting victory points (cable, buoy, port, etc.).

At the end of the same subsection, the following additional rule is added.

If a player's ship left the battlefield through an edge other than the one designated for that purpose in the scenario description before the beginning of Turn 5 **and declared escape, it is treated as sunk.**

## 9.1 GENERAL RULES FOR BUILDING A FLEET LIST

New wording (added to this section).

Some ships appear in more than one historical version, representing the vessel before and after various modernisations. Such ships have separate cards and differ in their statistics, although – for simplicity – they are represented by the same model. They have the same name, but with a different date next to it (for example Numancia (1885) and Numancia (1900)). A player may field only one such ship.

This does not apply to ships with the designation “class” (for example Eclipse), of which more than one may be fielded. In such cases, it is permitted to field ships from different time periods within the same fleet.

## 9.3 SHIP UPGRADES AND FLEET ADDITIONS

Old wording.

~~**Upgraded ammunition chambers.** Additional armour and protection of the ammunition chambers are to better protect the ship against their explosion. In the case of the “ammunition chamber hit” critical effect, if the player rolls a “6” (ship explosion), the result is automatically changed to a medium-sized explosion. The ship loses half of her original Hull Points and receives a fire marker.~~

New wording.

**Upgraded ammunition chambers.** Additional armour and protective measures for the ammunition chambers are intended to better protect the ship from explosions, or at least from one powerful enough to destroy the entire vessel.

Each level of this upgrade modifies the roll result on the Critical Hit Effects Table by -1, to a minimum of 1. A maximum of two such upgrades may be applied to a single vessel.

The final cost of each ship, after including all upgrades and captains, **may not be lower than 50% of its base cost** (understood as the cost without any upgrades or captains).

The “**Poor gunner**” captain may not be purchased for ships that do not possess artillery.

## 9.5 MINELAYER

A minelayer that has deployed all of its mine markers (both real and decoy) loses this trait. From that moment onward, the special rules concerning critical hits on minelayers no longer apply to it.

## 9.9 FLAGSHIP

Previous wording together with the new changes.

The presence of a flagship on the battlefield produces ~~three~~ **two** effects for the player’s fleet:

- the flagship and all ships ~~within 10 inches of it~~ receive **-1** to the result of surrender tests,
- if the flagship surrenders (raises the white flag), all ships of that fleet receive **+1** to the result of surrender tests,
- the loss of the flagship through sinking or surrender prevents the use of all types of battle cards (Battle Plan Deck) for the remainder of the game. Active missions are removed immediately.

New wording.

The presence of a flagship on the battlefield produces three effects for the player’s fleet:

- the flagship and all ships receive **-1** to the result of surrender tests,
- if the flagship surrenders (raises the white flag), all ships of that fleet receive **+1** to the result of surrender tests,
- the loss of the flagship through sinking or surrender prevents the use of all types of battle cards (*Battle Plan Deck*) for the remainder of the game. Active missions are removed immediately.

*We would also like to add that the flagship marker will be removed from the fleet builder during its update in summer 2026. This is in accordance with the second sentence of this section:*

*“Information regarding which ship has been designated as the flagship is secret from the opponent at the moment the fleet is deployed.”*

*Due to the current structure of the fleet builder, concealing the flagship was not possible — after the update, it will be.*

*Which vessel is the flagship should be marked on the player’s fleet list before the battle begins (the fleet list may be shown to the opponent BEFORE marking which vessel will be the flagship).*

*The number of victory points awarded for sinking the flagship will also be changed (see the Scenario Book).*

Unless the scenario rules state otherwise, the flagship in a player’s fleet must be either the highest-class ship included in the fleet list or a ship one class lower.

Thus, if a player's fleet contains 2nd class, 3rd class, and 4th class ships, the flagship may be one of the 2nd class or 3rd class ships. If the player possesses only 1st class and 4th class ships, then only a 1st class ship may serve as flagship (because it is the highest-class ship in the player's fleet list, and they do not possess any 2nd class ships).

## 11.1 TYPES OF SCENARIOS

Previous wording together with the new changes.

### Reserves

In many scenarios, players do not have to deploy all of their ships immediately. Some of them remain in reserve — outside the battle area.

**Beginning from Turn 3, when activating a ship in reserve, the player may attempt to bring it onto the battle area.** ~~At the beginning of their turn (starting from Turn 3), the player may attempt to bring a ship from reserve onto the battlefield.~~

New wording.

### Reserves

In many scenarios, players do not have to deploy all of their ships immediately. Some of them remain in reserve — outside the battle area.

**Beginning from Turn 3, when activating a ship in reserve, the player may attempt to bring it onto the battle area.**