



# ADVANCED PACIFIC THEATER OF OPERATIONS

## [ xi ] Clarifications and Errata

- [vi] The city in hex W 5325 is "Harbin".
- [vi] The city in hex W 3307 is "Prome"
- [vi] Manila (W 3021) is a resource hex (a resource symbol chit is provided to place into the Manila hex).
- [vi] Hex W 4327 (Nagasaki) is a peninsula; naval units on the south side of the land depiction *cannot* move via the coastal water depiction to the northwest side of the land depiction, and vice versa.
- [vi] Malaya and Sumatra are not considered connected at W 2210. Any unit(s) in hex W 2210 must be designated to be occupying either Malaya or Sumatra. Any such unit(s) may not cross the coastal water depiction via any land movement to the opposite land mass.
- [vi] Hexes W 1912 (Palembang) and W 1615 (Tjepoe) are *not* considered cities.
- [vi] Hex E 5634 is considered a desert hex.
- [vi] Hex E 4220 and E 4321 are considered coastal hexes, and are accessible by sea from hex E 4221. Land movement is permissible betwixt E 4220 and E 4321, unless any enemy combat naval unit is currently occupying the coastal depiction in hex E 4321.
- [vi] Dili (W 1524) and all islands between Java and New Guinea are considered Dutch (Ne) colonies.
- [vi] Any unit occupying hex W 1713 is not considered to be occupying both Java and Sumatra. No land unit may move across the coastal hex depiction from Java to Sumatra, or vice versa.
- [1.5] Air superiority is imparted ([5.16]) during W or M conditions if there is **no** air effect per [1.3] or [1.4].
- [2.3] The Indonesian "oil" hexes should list the first hex as "W 1615", not W 1614.
- [2.9] The Indonesian "oil" hexes should list the first hex as "W 1615", not W 1614.
- [2.13] Delete the sentence "although this limit does not apply to eliminated EPs inflicted by other agents, such as Japanese surface naval units" from the "NOTE". Such a limit *does* apply to surface naval units.
- [2.22] The Japanese Auxiliary Cruiser unit inflicts 1 EP, despite its gunnery value of "0".
- [2.23] Add "**NOTE:** The printed MP # in a convoy route is the maximum EP loss that can ever be inflicted upon that convoy route during each Strategic Warfare Phase."
- [2.26] The effect of "1942 (or prior)" is identical to the effect of "1943 (up to June)".
- [3.3] Crossing Arrows not listed are **not** considered Straits.
- [3.15] Delete the asterisk after the words "Coastal City Ports" in the first paragraph.
- [3.16] The Corregidor Coastal Battery is also applicable to any Amphibious Assault conducted from the eastern coastal depiction of hex W 3021.
- [3.17] (**Torpedo Sub-Round**) Any CAs and CLs with a parenthetical torpedo rating also attack during the Torpedo Sub-Round.
- [3.19] If more than one Admiral is present with a Task Force or flotilla, only one (the owning player's choice) may be utilized to modify any die/dice roll pertaining to that Task Force or flotilla.
- [3.25] (**Amphibious Assault Procedure**) Delete the word "jungle". Amphibious Assaults may be conducted into any jungle hex normally, but not any jungle-mountain hex *unless* any airbase is present there.
- [3.29] The tactical submarine stacking restriction does not apply during set-up, though a tactical submarine may not remain stacked with any other friendly naval unit beyond the initial Naval and Air Phase.
- [4.22] When adding bomber combat strength, any present General is included as part of a stack's strength.
- [5.3] The Chinese player may indeed conduct Combined Offensives with Nationalist and Communist units.
- [5.9] Chinese land units printed with an inverted triangle cannot be stacked with any other land unit(s).
- [5.14] (**Fortification Chits**) All Chinese units (i.e., including all Chinese unit chits with a blank reverse side) are assumed to be two-step units when applying +1 combat strength point per each land unit step.



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- [5.14] **(General Chits)** Any General's combat strength that is added to a stack with a Marine or SNLF unit is counted as "Marine" or "SNLF" combat strength when applying the Amphibious Assault Penalty.
- [5.19] Delete the sentence beginning with the word "However" in the NOTE paragraph. Paratroopers are *not* depleted mandatorily after a paratroop in APTO (though they are in AETO).
- [7.0] Australian units may draw supply from any Australian home city hex.
- [7.0] Dutch units in Australia may also draw supply from any Australian supply source(s) normally.
- [7.0] Singapore will become a Japanese supply source for Japanese units in Malaya (only).
- [7.0] Manila will become a Japanese supply source for Japanese units in the Philippines (only).
- [7.12] Saigon will become a Japanese supply source for Japanese units in Indochina (only).
- [8.1] The first paragraph should refer to "Table X", not Table I.
- [8.6] **(Constructing Units)** A player is not required to purchase the slowest STPs before faster STPs.
- [8.6] **(Constructing Units)** Any city within India, the India Map (if in play) and/or the India Box are eligible placement locations for UK unit construction.
- [8.13] **(Purchasing Offensives)** No nation may receive any free Offensives until allotted an EP income.
- [8.13] **(Purchasing Offensives)** If no Chinese Offensives are purchased, the Chinese player is eligible to receive 1 free Chinese Nationalist **or** Communist Offensive during that Seasonal Turn, not both.
- [8.13] **(Determining Initiative)** During July to September 1937, Japan automatically controls the Initiative.
- [9.0] China is **not** considered to be a minor nation.
- [9.1] When beginning a game, Japan is considered to be at war with China (only) as of July 1937, although the game begins as of the immediately-preceding Summer Seasonal Turn in 1937. Japan receives 2 EPs; no scenario set-up information is applicable to a standard non-scenario game start.
- [9.1] US, UK, Australian, Dutch and French units in the Pacific Theater may not move until at war with Japan. If playing a Combined Game, any UK units in the Pacific Theater may exit the Pacific Theater, but are hence ineligible to reenter the Pacific Theater until the UK is at war with Japan. Any UK units in the European or East African Theater may enter the Pacific Theater, but are hence ineligible to exit the Pacific Theater until the UK is at war with Japan.
- [9.2] An invasion of Thailand is considered an invasion of the UK (and Australia) and the US.
- [9.2] The New Hebrides Islands never become a Vichy State, and are considered to be a US colony when the US is at war with Japan.
- [9.10] ★China is considered immediately conquered when every Chinese city and city/resource hex (including Samah and the supply source hex in 5109) within China has been captured by enemy combat land units.
- [9.26] Chinese Nationalist and Communist units may not be Activated via the same Offensive, but no other International Cooperation restrictions apply among Chinese Nationalist and Communist units.
- [10.37] Defective Torpedoes do not apply per [2.26].
- [10.39] As of the beginning of the game, any Soviet and any Japanese units may enter Mongolia without any political consequences, until September 1939, per [10.39].
- [10.42] The Pescadores (E 3620) is considered part of Formosa for purposes of tracing supply.
- [11.25] Amori should be spelled "Aomori", and Samah should be hex "(W 3315)".
- [11.44] Any Naval Mines placed onto any peninsula hex are considered to be present on **both** sides of that peninsula.
- [11.46] An Elite Pilot chit does **not** add to any Naval-Air unit's strength when determining capacity per [4.4].



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## [ xii ] Player Air Card Corrections

[I] (CONVOY RAIDERS) The Japanese Auxiliary Cruiser unit inflicts 1 EP, despite its gunnery value of "0".

[III] (PARADROP TABLE) A paradrop into a jungle-mountain hex incurs a -1 paradrop die roll penalty.

[III] (STRENGTH POINT VARIATIONS) All Chinese units (i.e., including all Chinese units with a blank reverse side) are considered two-step units when applying any fort's +1 combat strength per each land unit step.

[IV] (EP COST TABLES) The following EP costs (Axis and Allied, respectively) is amended as follows:

Installation Repair	1
Combined Offensive (per add'l HQ)	2
Impromptu Offensive	2
Offensive (Italy = 3)	2

Installation Repair	1
Combined Offensive (per add'l HQ)	2
Impromptu Offensive (Soviet = 4)	6
Offensive (Soviet = 2) (China CCP = 1)	3

### A.P.T.O. ORDER OF BATTLE ERRATA (TABLE Z)

Note: An updated A.P.T.O. Order of Battle can be downloaded at: <http://www.decisiongames.com/html/e-rules.html>

#### DUTCH

Add "(9)" to the 0-3-33 CL, 0(2)-6-44 DD, STPs and Admirals rows.

#### CHINESE

Add "©" to the 2-1 Infantry, 4-1 Infantry and 5-2 Infantry rows. Accordingly, add note reference "©" below the CHINESE ORDER OF BATTLE header, which is to read: "*Chinese units printed with a triangle cannot stack together while in China.*"

#### UNITED KINGDOM

Add note reference "Any unit designated to arrive in India may *not* arrive on the India expansion map (if in play)." below the UNITED KINGDOM ORDER OF BATTLE header.

Delete "1(17)" from under the 1942 column of the 4-2/3 F row, and add it under the 1943 column of that row.

Add "1(31)" under the 1942 column of the 2-2/2 Naval row.

Add "1(20)" under the 1945 column of the 2-5/4 Naval (Hellcat) row.

Add "1(20)" under the 1945 column of the 2-5/4 Naval (Corsair) row.

Replace Indefatigable (note "(38)") and Implacable (note "(39)") with the errata Indefatigable and Implacable chit.

Delete "1(45)" from under the 1941 column of the Battleships row, and replace it with "3(45)". Accordingly, UK note "(45)" is to read: "Revenge; Arrives (Autumn) in any Indian Ocean sea area, if **not** playing a combined game; Repulse; Prince of Wales; both arrive (December) in hex (W 2411)."

Delete "7/-1(46)" from under the 1942 column of the Battleships row, and replace it with "5(46)". Accordingly, the reference to the "Repulse" and "Price of Wales" is to be deleted from note reference "(46)".

Delete "-3(50)" from under the 1945 column of the Battleships row, and replace it with "2/-1(50)". Accordingly, UK note "(50)" is to read: "Anson; Arrives (Summer) in Sydney (E 6129); Duke of York; Arrives (Summer) in Columbo (W 2400); Remove Queen Elizabeth in Spring, if **not** playing a combined game." Furthermore, the reference to the "Howe" and "King George V" is to be deleted from note reference "(50)".

Delete "4(51)" from under the 1939 column of the Heavy Cruisers row.

Add "3(51)" under the 1942 column of the Heavy Cruisers row.

UK note "(51)" is to read: Cornwall; Dorsetshire; (if a combined game); all arrive (December); in any sea hex within 10 hexes of both Columbo (W 2400) and Teloekbetoeng (W 1712); Exeter; Arrives (Autumn) in any Andaman Sea hex, if not playing a combined game.

Delete the "1(55)" from the Start column of the 1-3-41 DD row, and add it under the 1939 column of that row.

Delete the "1(60)" from the 1942 column of the 0(2)-6-46 row, and add it under the 1941 column of that row.

Add "-1" under the 1940 column of the 2-6-27 SS row.

Add "1(20)" under the 1942 column of the 2-6-27 SS row.

UK note "(55)" is to read: "Set-up in Hong Kong (W 3518) (the chit with the blank reverse side), in port."

Delete the word "February" from UK note "(60)", and replace it with the word "December".

UK note "(68)" is to read: Somerville; Arrives (Spring) aboard any UK battleship. If playing a combined game, Somerville arrives (Spring, 1940) aboard "Hood".

## **JAPANESE ORDER OF BATTLE**

The "2-17/1 B" is to read "1-27/1 B".

Add note reference "(5)" to the 1938 column of the 0(1)-10-43 CL row.

Add note reference "(5)" to the 1942 column of the 0(3)-9-45 DD row.

Delete the "1" from under the 1941 column of the Midget Sub row. Accordingly, add "1" to the Start column of the Midget Sub row.

**Optional:** Add "Yamamoto" (+1) to Japanese note "(60)". This Yamamoto chit functions according to the same premise of rule [10.14] per Japanese units.

Add "Yamashita" to Japanese note "(63)".

Delete the "1(64)" from the 1945 column of the Generals row.

Delete "6/-1(63)" from the 1944 column of the Generals column. Accordingly, add "7/-1(63)" under the 1944 column of the Generals row.

Add "1(64)" to the Start column of the Admirals row.

Japanese note "(64)" is to read: "Yamamoto. Remove Yamamoto per [11.22] ("Yamamoto Shot Down" Magic)."

Add "1(65)" to the 1937 column of the Admirals row.

## **ANNUAL PER SEASON ECONOMIC POINT (EP) INCOME**

### **AUSTRALIA**

Add "Note: Australia does not receive any EPs per liberated resource hex (except within Australia); The UK receives all EPs for liberated resource hexes not within Australia."

### **CHINA**

Add "+2 per the colony resource hex on Hainan Island."

### **DUTCH**

Add "Note: The Dutch do not receive EPs for colony resource hexes; The UK cannot receive EPs for Dutch colony resource hexes, except if liberated per [8.2]."

### **SOVIET UNION**

Add "+2 if Nomonhan (W 5420) is not captured by the enemy (whether the USSR is at war or not in the Pacific)."

### **UNITED KINGDOM**

Add "Burma (not N. Borneo or New Guinea)" to the "+2 per UK colony resource hex" paragraph.

Add "Note: The UK does not receive any EPs for any colony resource hexes (even from the India map) in the Pacific Theater until the UK is at war with Japan."



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GAMES**

(861) 587-9633 | (861) 587-5031 fax | P.O. Box 21588 | Bakersfield CA 93390 | www.decisiongames.com