

# Rules Typhon sur le Pacifique

## Stacking.

The table is misformatted for the Allies :

Atoll=1CA

Archipel=2CA

Coastal=3CA

Asian Mainland=5CA

Full Sea=nothing

The US row is used for all Allies : US, UK, AUS, NL, NK and Chinese.

## Air Combat Support

For simpler and more coherent rules, you can assume that all Air Armies for both camps give their bonus to all all naval or land combats around. This bonus is indicated on the counter for the own area, and the area around. All Air Armies in range give their bonus. The player calculates a global amount - positive or negative, according to the side - that is used by both sides, for all attacks and counter-attacks in the area.

## Japanese Army Pool

All Japanese Armies and detachments not on the map, unless the three Japanese Homeland Garrisons, are placed in the pool. When the player spend one PL (Logistical Point), or if the current Plan asks for a garrison for an area, one or more units are randomly drawn for the pool. The drawn can given an Army or a Detachment without choice from the player.

## Japanese Actions after the switch

After the switch, the Japanese side doesn't use the Logistical Points anymore, no more Ressources Points, no more Shipping Points (Navires Marchands), but a simplified Actions Points (AP) system. The number of AP available is given by the current Plan, plus stored points from previous turns (if available). The number of AP from the Plan gives also the length of the Japanese Ligne of Communication (LoC). The spending of the AP is mechanical and must follow the logic below.

First the Japanese fills the friendly areas on the external perimeter that are empty and in the LoC. He puts the maximum stacking for the area, from the pool, plus one Air Army and one fortress if the area is a base. Atolls are a specific case where a fortress is placed instead of a detachment, but a detachments is added for the bases (Carolines and Palau). Each area costs one AP to fill (no related to the size of the area). Next, he can reinforce the areas not fully stacked on the external perimeter. He puts the maximum land stacking, plus one Air Army for the base if one is available somewhere else than on the external perimeter, but no more fortress. Again each area costs one AP. Next, he can rebuild the reduced Land and Air Armies, two units in the LoC anywhere on the map costs one AP. Next, he can fill one area adjacent to the external perimeter that is not fully stacked, maximum one area per turn for one AP. Finally, during the Japanese Action Phase if some AP are remaining, he can launch an attack in a contested area in Asia, for one AP per area attacked (not per army). Each army attacking from the area, attacks one enemy unit beginning with the weakest. If there are no constested area in Asia, the Japanese can launch one attack in an enemy area containing an enemy Air Army, or randomly. If some AP are remaining, they are stored for later.

## Errata

Rule 0.3 and map - what does mean NM in the Reinforcement Chart ?

*NM means Navires Marchands (Shipping). If the player is still Japanese, one shipping point is added to the table, if the player is Allied, the NM point is ignored.*

Rule 3.2 - In the chapter 3 concerning reinforcements and rebuilding, one word is missing shown by [ ].

« ...The Japanese player can rebuild reduced armies by spending PL as indicated in chapter 5, but [Air] armies destroyed can never return to play. »

Rule 4.1.1 - The rule says that one Chinese Army can enter Burma when the Japanese invades it. Is it a Land offensive or is it automatic ? In this case, if the army is destroyed, is the event triggered again ?

*The move is automatic at the next Allied Action Phase, but only the first time the japanese enters.*

Rule 4.1.1 - When the Allied is the inactive player, the Chinese armies are rebuilt in friendly area, but can move in contested areas the next Allied Action Phase.

Rule 5.2 - The transportation of a Japanese army or detachment by a Japanese fleet doesn't cost any PL, the PL are spent by the activation of the fleet.

Rule 7.1 - When the Japanese is the inactive side, its Replacement Naval Points are used only to rebuilt the first naval fleet and the first carrier fleet units.

Rule 7.1 - To change the Japanese Plan, the range with Japan Homeland follows the same rule as LoC, ie, Wake is 3 areas from Japan, not 2.

Rule 7.1.2 - Clarification : To base Japanese fleets for the A Plan, the choice is random but all fleets go to the same base.

Rule 7.11 - Are the three Japanese Homeland Garrison Armies available at the beginning of the game ?  
*No, they are placed in the homeland during the switch.*

Rule 9.2 - Can a Land unit cross a contested area, I mean, arriving from one side (friendly area) and leaving by the other side (again friendly area) ?  
*Yes, in 2 turns. The first turn, the unit stops in the contested area, and the second turn, it can leave the contested area to reach a friendly or contested area adjacent.*

Rule 9.2 - If a unit is adjacent to a land area linked by an archipel link and this land area is empty but enemy, must the unit use a fleet transportation ?  
*Yes, because empty doesn't mean uncontrolled.*

Rule 10.1 - The initial set up indicates a Japanese fleet in an area without base (in Indochina), is it an error ?  
*Yes, it is an error ; initially there was a base, but it has been forgotten, you can place the fleet in Formosa if you want or, exceptionally let it in Inodchina.*

Rule 10.1 - Is surprise applied before rough terrain or after ? Is the first loss remove before or after the doubling for the surprise ?  
*Surprise is applied first. You double the losses and after, ignore the first loss.*

Rule 10.3.3 - There is a mistake in the naval combat conclusion. The fleets losing a battle are not automatically desorganized.

Rule 12.4 - The table gives a -2 for the Japanese reaction for the Z Plan, is it the same for other plans ?  
*No, the Z Plan represents the reorganization of the Japanese fleet after the loss of the initiative.*

Rule 12.4.1 - To count the area for a reaction, the range is the shortest, even through full sea areas.

Rule 15 - UK Units can trace supply from Pakistan.

Rule 17 - What are the Chinese areas ?  
*There are four : Chine du Nord, Chine du Sud, Chine Centrale and Bassin du Tarim.*

Rule 19 - Sometimes, the Japanese capitulation arrives too fast, you can change the capitulation number from 6 to 7 if you want.

Rule 20.1 - There are 16 initial Japanese areas not 12 as indicated.

Voila...

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