

## **Official Errata**

4.3 End of Game Victory (addition). The Grand Alliance player scores one VP if the game ends without the Japanese having made at least three prepared assaults against town/city hexes in India. These PAs need not have been made by the same units; nor during the same game turn, nor against the same town or city.

10.8 Japanese Western Strategic Movement (change). There is no strategic movement on turn 1. Change the first sentence to read: "Starting Game Turn 2,...".

11.7 Movement & Enemy Units (change). Chinese untried units may move into a Japanese-controlled but currently unoccupied city without a Chinese veteran or US trained division if the city started the game under Chinese control. They are still prohibited from entering a city alone if the city started the game under Japanese control.

## **Derived additional errata clarifications** by Donald Johnson

3.6 Japanese Garrison Requirements: Haiphong does not need to be garrisoned (even though it is marked with a circled 1) as it is not a Chinese city and is West of the weather line.

6.2 #2 The Monsoon: All normal hex and hexside operational movement costs are doubled in the West map section during Monsoon turns 3-7. But this does not include Infiltration Attacks, as that is rule 12.0 and Operational Movement is rule 11.0. Therefore, even in Monsoon, an IA costs 4 MPs plus any hexside costs.

6.4 Tropical Disease: Rule 13.23 Imperial Loss Precedence should extend to rule 6.4 Tropical Disease. If there are no Japanese units to take losses, then puppet losses are taken to fulfill the disease result.

9.6 Chinese Reinforcements: Chinese reinforcements of untried divisions are limited by the force pool of Chinese untried units. If there are no units in the Chinese untried force pool, then no more reinforcements can arrive until there are some. Any units unable to be taken that turn are lost, but this should almost never happen.

10.1 Strategic Movement (important): Discussion and Rationale: The game map shows the area where the campaigns were fought, but the way a mapedge works for Strategic Movement needs clarification to prevent the use of a mapedge as a barrier to Strategic Movement where in the real world it was not. In looking at maps of the campaigns to see the larger picture, one sees that the front line in China extended North off the map towards Manchuria. Furthermore, it seems that a portion of inland China was overlaid by charts and tracks. Note that reinforcements often arrive on map edges from places outside the map and can use strategic movement to enter the map, so this clarification helps ensure strategic movement in general is consistent with reinforcement entry from off the map. Because of the lack of Zones of Control in this game, the usual ways to prevent a unit from using Strategic movement is to either destroy it or surround it; however without this clarification, the map edge might be used artificially to help in surrounding units to thwart Strategic Movement.

Clarifications:

(A) Anglo-Allied units may strategically move off the West map section from a West mapedge hex (1014 to 1022) and re-enter on a similar hex not occupied by an enemy unit.

(B) Japanese units may strategically move off the West map section from a South mapedge non-jungle hex (1727, 1827, 1927, 3527, or 3628) and re-enter on a similar hex not occupied by an enemy unit.

(C) Chinese units may strategically move off the East map section from any North mapedge hex from 2509 to 4700 (this includes inland China) and re-enter on a similar hex not occupied by an enemy unit.

(D) Japanese units may strategically move off the East map section from a North mapedge hex from 4800 to 5700 and re-enter on a similar hex not occupied by an enemy unit.

10.3 The East map contains Burma and portions of India, China, and Indochina. As AA can only SM in India and Burma and IJ can only SM in Burma and Indochina means that neither side may do Strategic Movement (SM) either to or from the Chinese town of Baoshan (2320).

11.0 Operational Movement: See the discussion on Strategic Movement. It also appears that the map unnecessarily truncates some hexes that could be available for movement. For example, hexes 2310 and 2410 can be considered to exist with mountain terrain, although it is not likely they would be used. But the row of 4 hexes 3904 to 4203 might be used and specified as rough terrain, and similarly for the row of 5 hexes in 3804 to 4202, and the row of 6 hexes in 3703 to 4201. This is minor, but I see no good reason not to allow these changes.

12.9 Resolution of MAs (typo): Title should be "Resolution of IAs".

13.3 Combat Procedure Item 3: There is no modification of odds for air units, rather the enemy ground units suffer additional loss points (up to L2) for each un-negated air unit committed, unless the attack was at 7:1 odds, then (defensive) air units have no effect (14.6).