

INVASION: AMERICA ADDENDA as of March 1980

Map (clarification) The deep green river, lake and ocean hexes and hexsides have the same effect on play as deep-blue river, lake and ocean hexes/hexsides. **(correction)** The Terrain Key's Supply symbol should show a half-filled circle; *not* a half-filled circle within an urban symbol (see Case 18.4 below).

RULES

[5.21] **(addition)** Naval units may not be moved along river or great river hexsides.

[5.23] **(addition)** Exception: Naval units may be moved into Hudson's Bay (during any time of the year).

[5.25] **(addition)** Naval units may not move through the Panama Canal. Naval units may not be moved (off-map) from the west map-edge to the east map-edge or vice versa.

[7.0, Procedure] **(clarification)** Units may be loaded at any friendly port. However, an unloaded unit may not end a Movement Phase stacked with a unit of a different nationality.

[7.4 and 14.11] **(clarification)** Air units must attack naval and non-transported land units stacked in the same hex as a single target.

[8.22 and 16.43] **(addenda)** A destroyed railroad unit may be brought back into play as a replacement on any succeeding Game-Turn. This does not affect, nor is it affected by other replacements. However, no more than one railroad unit may be brought back on any Game-Turn.

[10.13] **(clarification)** If a unit does not possess enough Movement Points to move one hex, it may not be moved.

[14.1 and 16.4] **(clarification)** Rail transport of an air unit does *not* affect its combat abilities.

[14.5] **(clarification)** The air superiority attack occurs in the hex the land combat units occupy, *not*

the hex the Enemy CV and LRB units occupy (i.e., the Friendly unit must be able to reach the enemy units' hex).

[14.53] **(addition)** The U.S. Player is only required to attack CV and LRB units of the same nationality as the land combat units. At the opposing Players' option, all of either or both of the other nationalities' CV and LRB units within range must also be attacked.

[16.27] **(addition) Optional Rule: Additional hovercraft capabilities:**

A. A hovercraft may be moved into and along river, great river, lake, coastal and other water hex and hexsides regardless of the restrictions listed in 16.22.

B. A hovercraft may enter a coastal or lake hex from an adjacent hex at a cost of one Movement Point. This cost applies only if it moves from a coastal, all-sea or lake hex and does not cross an "all-land" hexside or water hexside (but see "C", below). A hovercraft *may* enter an Enemy-occupied hex, but only if it began the Movement Phase adjacent to that hex (i.e., opposing units may co-exist in the same hex). A hovercraft may exit such a mutually-controlled hex, ignoring the ZOC of the opposing co-existing unit only in the exit hex, after which Case 11.13 applies. Conversely, an opposing unit may enter a hex occupied by a hovercraft unit using this lake/coastal option.

C. A hovercraft may enter and exit water hexsides. The unit must expend $\frac{1}{2}$ a movement point to enter or exit (not *cross*) a water hexside. A hovercraft may only enter/exit a water hexside into from one of the two adjacent hexes (terrain, and Case 16.22, permitting) or of the four intersecting hexsides (if all-water). The Players will have to determine a method of representing a hexside location (e.g., having the counter "straddle" the hexside, "point" to the hexside). A hovercraft

must stop upon entering a water hexside comprising part of the hex occupied by an enemy unit (i.e., adjacent). A hovercraft may exit such a ZOC as per Case 11.13.

D. The ZOC of hovercrafts using water options is modified as follows. If it occupies a water hexside its ZOC only extends into the two adjacent hexes (and vice versa as in "C" above), regardless of terrain; and the four intersecting hexsides, if all-water. I.e., Case 11.13 applies and an opposing unit must cease movement if it enters, if being moved along water, one of the intersecting hexsides or may not cross, if being moved by land, one of the four intersecting water hexsides. The ZOC of a hovercraft using the coastal/lake option only extends into land hexes (not hexsides) the unit could enter directly from the hex it occupies. E.g., a hovercraft in hex 3739 of the southern map-section (part of Lake Erie) has a ZOC extending into all adjacent hexes except 3838.

E. A hovercraft using one of the two water options has a defense strength of one. Its attack strength is unaffected. However, it may only attack a unit in a hex into which it currently exerts a ZOC. A hovercraft using one of the water options does *not* block retreats into/through an adjacent hex (i.e., only the hex/hexside it occupies). If a hovercraft using one of the two water options is forced to retreat from combat, it must perform the retreat via the option it is using (i.e., coastal/lake or water hexsides).

F. Hovercraft ZOC's do not affect air units.

[18.4] **(correction)** The "Supply" symbol shown on the Terrain Key is worth 8 Victory Points (as it is a combination of the Urban and Supply symbols). There are no hexes occupied solely by a Supply symbol.