

World War II

PACIFIC THEATER OF OPERATIONS

Errata (as of January 1994)

Map: Hong Kong should be separated from the Chinese mainland by a temporary border.

Counters: All Japanese STPs have a speed (movement rating) of 32. *Canberra* has a speed of 24 when damaged. *De Ruyter's* armor value is 8 when damaged. Australian 4*4/3 fighters still have range 4 when damaged. U.S. 4-3/1 air units are fighter/bombers and should have white silhouettes.

Scenario 4: Tsunami in the Pacific: The Japanese outpost is on Nauru, not Noumea. *Kongo* and *Haruna* are at Cam Ranh, not W3278.

Scenario 9: Thirteen Months of Hell: Alter the setup as follows:

Madras, Calcutta, Imphal: 6-3 Indian infantry (depleted) in each.

Kuala Lumpur: 6-3 Indian infantry (depleted).
W2516 (improperly listed as W2313): 6-3 Indian infantry (depleted).

Kure: replace *Shoho* with *Hosho*.

Rulebook:

[1.3] W Condition. The "temperate" and "land" weather zones are the same.

[3.2] Submarine Interdiction of Shipping, Procedure. U.S. subs with 0 gunnery rating have a -2 die roll penalty. Each individual die roll can be modified no lower than 0.

[4.5] Movement During the Naval and Air Phase, ¶1. A ship occupying a port (not just a port hex) cannot be marked standby.

[4.7] Movement During the End Phase, ¶9. Every three subs cost 1 EP, not 2 per 2.

[4.8] Ports and Port Hexes. A limited port serves as a port for supply purposes, End-phase return of naval units to port, and embarkation for transport (not amphibious assault).

[5.8] Evading Interception, ¶5. If the evading group contains any naval air units, they can attack the intercepting group before the interceptor's naval air units get to attack.

[7.6] Debarking Units for Amphibious Assault, ¶8. If step losses leave an amphibious attacker with no land units to occupy the combat hex, then the assault fails. The attacker does not take control of the hex, neither does the defender lose control of it. The status of any installations in the hex does not change.

[8.3] Interception by Submarines. Subs cannot be evaded.

[10.3] Basing on Aircraft Counters. The 1-9 bomber unit which comes on *Hornet* can take off from the carrier once, but cannot land on any carrier. Its first mission can combine rebasing with an attack.

[11.1] Air Interception Procedure, clarification. In all cases, even when optional rule 11.7 is in effect, the nonphasing player always has the first chance to announce an interception. This is followed by alternating counter-interceptions, which are resolved in reverse order. Only after the initial interception (by the nonphasing player) is resolved does the phasing player have the opportunity to declare an interception of his own.

[11.7] Optional Air-Naval Search Procedure. This rule as written does not address searches in ungridded areas. Here's how to use it in ungridded areas.

When enemy stacks are together in an ungridded area, they are automatically within each other's air interception range, by definition (10.1, ¶2). In hex terms, this equates to the smallest of the opposing air units' maximum ranges. (In most cases this will be three hexes, because most U.S. naval air units have range 3 and most Japanese naval air units have range 4. They must be within each other's range, so they are "3 hexes" apart.)

Searches can be conducted at this point. After all air interceptions and attacks are resolved, the moving player has two options. He can leave the area, which prevents any further searches by air units in that area. Or he can reduce the range, allowing more searches, this time at two-hex range. In the same manner he can approach to one hex, or even zero (same-hex) range. The approach is always one hex at a time, and searches are allowed at each new range.

If the moving group approached to less than three-hex range and decides to leave the area, it must follow the same procedure, but in reverse, to escape: increasing the range one hex at a time, allowing air searches after each incremental change, until it reaches range 3. After that it can leave the area, or stay put.

All of this movement is free, because the unit has already paid a movement cost to enter the area.

The procedure for conducting and resolving air searches is identical to that described in 11.7. The only modifiers which apply to the die roll are: +1 for having a friendly naval unit in the sea area; minus the interception modifier listed in that sea area (-3 everywhere but the Great Australian Bight, which is -2).

[18.1] Eligible Units. Friendly land-based and carrier-based air units that are uncommitted and are not

marked out of supply can be committed for an air offensive.

[18.5] Airstrikes, ¶1. There are no permanent fortifications in the PTO game.

[19.0] Command and Activation, ¶3. Australian units count as U.S. units when being activated. They are activated with U.S. offensives and built with U.S. EPs.

[19.1] Activation During Sea Offensives. Submarines cannot be activated as part of a naval offensive simply by being within interception range of the command stack. Subs can only be activated as part of a sub offensive. A naval offensive can be combined with a sub offensive, at the cost of two offensives and 2 EPs.

[19.6] Special Activation Considerations, Naval Air Units Aboard CVs. Committed air units which become uncommitted when their CV base moves as part of a naval offensive can participate in a joint sea/air offensive that same phase.

[21.4] Combat Die Roll Modifiers. The modifiers for attacking across rivers are:

river	-1
river, all defenders in monsoon	-2
river, all defenders and attackers in monsoon	-3

[25.7] Supplying Amphibious Assaults. A unit making an amphibious assault is in supply at the moment of combat if it was not marked "Out of Supply" at the start of the offensive.

[28.2] Japanese EP Income. Japan collects income according to this case whenever a fixed income is not specified by the scenario rules.

[29.2] Building Units, ¶2. Only those units built at half strength must enter play at half strength. Newly-built naval units always enter at full strength.

[29.5] Repairing Destroyed Installations. This repair fixes all installations in the hex.

[29.6] Placing Units On the Map. The Dutch can rebuild units from their force pool at Soerabaja. They can repair *de Ruyter* at Soerabaja, Singapore, Colombo, Bombay, or Pearl Harbor. They can build additional supply bases in suitable hexes on Sumatra, Java, Timor, or in Dutch-conquered territory.

¶2. A small airfield can be placed on Iwo Jimo.

¶3. An under-construction supply base is not affected by being placed out of supply.

¶4. Newly-built naval air units can be placed on existing or newly-built carriers in appropriate ports. Units can be placed on supply bases that are under "destroyed installation" markers.

[35.1] Conquering Nations. Japan is conquered economically if the sum of its seasonal income and EPs remaining in economic reserve at the end of step 1 of the seasonal turn is zero or less.

[37.3] Control of Hexes. The restrictions of this case apply only to hexes within the brown-bordered area labeled "China" (on both sides of the temporary borders and including Hainan), but not to Manchukuo.

[101.4] Converting Air Units Between Maps: There are more counters for certain types of Allied air units than called for in the OB. These extras can account for transfers from other theaters in the combined game.

Example of Play. The Task Force 1 diagram should include two U.S. 10-3 marine divisions. The marine divisions could not embark for invasion as stated because Kwajalein is a limited port.

Japanese Player Aid Card, Seasonal EP Income: Japan receives 8 EPs each for controlling all city hexes in Sumatra and Malaya, not 6 as stated.

Economic Point Costs table: The Japanese cannot build CVLs; no purchase price should be listed.

Both Player Aid Cards, Economic Point Costs table: Coastal forts cost 2 EPs and have a one-season delay. Fighter-bombers cost the same as fighters and have the same delay.

Allies Player Aid Card: Make the following changes.

	1942	1943	1944	1945
United States Order of Battle				
2-3/3 naval air		7		
United Kingdom Order of Battle				
6-3 Indian infantry	2	3	-	-
8-3 Indian infantry	-	-	2	-
Australia Order of Battle				
6-3 infantry		(delete entire line)		
8-3 infantry	2 ¹	1	-	-