

CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

29 (USN)

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

GAME MAP

For purpose of land movement the hexside between hexes 692 and 693 is a mountain hexside. For air movement it is a clear hexside.

UNIT BREAKDOWN

Allied

One 30-50 division = three 8-15 regiments
One 50-60 Marine division = three 10-15 Marine regiments
Units may not break down to battalions.

AMPHIBIOUS ASSAULT

When landing units on Enemy occupied hexes a number of factors should be considered. Units may never be landed onto a hex occupied by an Enemy Coastal Defense Unit. Units may not be landed onto an Enemy occupied Class 1 land hex unless the Enemy unit is destroyed by the landing unit in combat. If not, the landing unit is immediately re-embarked. Units may land on Enemy occupied Class 2 land hexes without having to destroy the defending units). In any landing onto an Enemy occupied hex only Japanese Transports and Allied Assault Transports may be used.

AIR AND NAVAL BASES, CASE I

(I) Bases are considered captured in an enemy land unit enters the Base hex. If the Base hex is occupied by an inverted or Entrenched Friendly unit, such units must be dislodged by combat before the Base can be captured. Friendly units not inverted or Entrenched are no obstacle to capturing a Base.

REPAIRING OR BUILDING BASES

The procedure calling for an Allied Assault Transport to assist the repair or construction of a Base is correct. Only the Allied Assault Transport may perform these functions in the company of an Engineer Unit.

SITUATIONS AND ORDERS OF BATTLE

Campaign Game 1, Allied Order of Battle There should only be one (1) 2-6 Defense Battalion on the U.S. West Coast.

REINFORCEMENT TABLE

Allied

Game-Turn #5 - Change DD-10 to DD-11.
Game-Turn #31 - Change CVE-3 to CVE-1;
Change 3 NAC to 2 NAC.
Game-Turn #48 - Enter BB-6.

MINI-GAME

The Battle of the Coral Sea

Victory Conditions:

(leave as is to Port Moresby - 100 points)

In addition, the Japanese Player receives 10

points if the Engineer regiment is on Guadalcanal with supply from base at the completion of the second Game-Turn.

VICTORY POINTS

The Japanese Player does not receive. victory points for the elimination of Chinese Army units. The Allied Player receives no Victory Points for Bases built in Australia.

COMBAT RESULTS

ON CRT # 2, if not enough aircraft engage to suffer both aborted mission and destruction results, destruction results are applied first to defending aircraft.

GAME-SCALE

Hex = 50 miles; Game-Turn = 1 week.