

# Invasion America Derived Errata and Clarifications

by Donald Johnson on 11/22/2020

## Map

There are several blocked hexsides that were considered obvious and therefore not marked. For example, there is no land movement possible between N1148 and either N1247 or N1248 and between N1051 and N1152.

[3.3] Counters: One counter of the SAU infantry units is misprinted on the back. Ways to address this are as follows:

- 1) Just ignore it and try to hide the back when stacking.
- 2) Get 2 games and replace the bad counter.
- 3) Obtain a new set of counters, for example, from Kerry Anderson.

[3.7] (A) Half of any number (e. g., combat strength, movement allowance, range) is always rounded up to the nearest integer.

(B) To occupy a city or port, a land or air unit must be in the hex, a naval unit may be in the hex but the city or port is not occupied just by a naval unit. This matters for loading and unloading units in ports (7.0), placing replacements (8.2), tracing supply (9.0, 9.1, 9.4, 9.6), and ZOCs (11.18, 11.19),

[4.1] Of the 5 national forces, only the USA and Canada are allied and friendly to each other. Specifically, each invader nation is an enemy of the other two invader nations, besides being an enemy of the USA/Canada alliance. This means that another invader nation's units and ZOCs must be respected (including when tracing supply), only one invader nation's units can occupy a specific port, and that one invader nation may choose to attack another invader nation's units if the player deems it advantageous.

[6.0] & [12.0] Stacking: Stacking of naval units is 3 units per hex after initial setup and at the end of the naval movement phase. Stacking of land and air units is 3 land and/or air units per hex or 3 land and/or air units carried by an am/tr; rr do not count for stacking. Land stacking is ONLY enforced after initial setup and at the end of the land movement phase, the end of the combat phase, and the end of the mech movement phase. This means replacement units can overstack.

Suggested stacking order:

For Aggressor: cv, lrb, cas, a, mi, i, si, h, s, am (a, mi, i, h, s), tr (lrb, cas, a, mi, i, si, h);

For US: lrb, cas, a, mi, i, m with rr on top of any unit moving by rail.

This will show (in order) air superiority hexes, hexes that can be hit by air, mech units, units with ZOC, units with no ZOC, units that cannot move, am with loaded units and tr with loaded units.

[7.0] am can carry 3 units of types a, mi, i, h, s. am carrying s cannot make an amphibious assault. s can load or unload during a naval movement phase on any coastal hex, not just a beach hex. tr can carry 3 units of types lrb, cas, a, mi, i, si, h.

[7.14] When a hex has a coast hex or hexes on both oceans (e.g. Panama), naval units need to note which coast (E/W) they are on, as a naval unit cannot cross land.

[8.0] Replacements: (A) Replacement units are not required to meet stacking requirements, as stacking is specifically enforced at other times in the turn.

(B) USA replacements are placed at a friendly supply center in the USA. Canadian replacements are placed at a friendly supply center in Canada. If no such national supply center exists, then those country's replacements are lost until one is recaptured.

(C) For Aggressor replacements, a port in a friendly country still must be occupied by a friendly land or air unit (not naval) in order to place replacements. If SAU or ESV have no supply unit or occupied port on the map, then they cannot place replacement units; PAL can always place replacements in the PAL Holding Box.

[9.6] Ports: For Aggressor supply, a port in a friendly country still must be occupied by a friendly land or air unit (not naval) in order function for supply.

[11.0] Land Unit Zone of Control: Only a, mi, i, and si units have a ZOC. Such a unit does not have a ZOC when being transported by am, tr, or rr, nor across a major river, blocked hexside or sea hexside, nor on a player turn when doing an amphibious invasion.

[13.8] TEC: (A) A shorter term for an amphibious hex is a beach hex.

(B) The MP cost to enter a hex with a port by land movement is determined by the other terrain in the hex. To load or unload from an am or tr on a port costs 2 MPs.

[13.9] CRT: (A) On a DX result the attacker must first lose si units if possible and the attacker doing an amphibious invasion must first lose invading i, then invading a, mi or h, then invading am, then units on other hexes; if both cases apply, si units are lost first.

(B) A defending supply unit (that is, one not on an am) is destroyed on a retreat result of D1, D2, or D3, as it cannot move except by using an am.

(C) On any retreat result (A1, A2, A3, D1, D2, or D3) am, tr, cv, or h units may retreat across a sea and/or blocked hexside as long as the retreating stack ends up in a hex it can be on.

(D) In any retreat result, the affected stack **must** retreat as a stack per the rules; when a stack contains both land or air units and naval units, this may mean that all land and air units not on a ship are lost if the stack retreats to an all sea hex or all naval units are lost if the stack retreats to a non-coastal land hex.

[15.0] Amphibious Assault: There are 2 types of amphibious assault (AA), uncontested and contested.

In an uncontested AA, no enemy units occupy the beach hex and the invading units pay the MP cost associated with the beach hex to land on that hex during the land movement phase (and if they do not have enough MPs they may **not** land on that beach hex); units that land may continue moving normally if they have MPs remaining and are not in an enemy ZOC.

In a contested AA, enemy units do occupy the beach hex and they are **always** either doubled or tripled in strength, depending only on the type of beach hex; that is, aggressor air units do **not** negate the beach defense effects. A contested AA is a special case in that enemy land

units and aggressor am unit (and its cargo) occupy the same hex until the combat is resolved. Land units making a contested AA remain on the am for game purposes until the combat is resolved. On an attacker retreat result all the aggressor land units remain on the am and the am retreats to a coastal hex not occupied by an enemy unit or to a sea hex. (See rules 6.25 and 15.16.)

[15.13] The invasion multiple is not considered terrain for air attack purposes.

[16.2] Hovercraft: ESC h may exit Cuba by using their special movement ability but PAL h must be carried by am or tr to exit the PAL Holding Box.

[19.16] Per Chris Fawcett's VP analysis, ... at least 282 VPs ....

[19.26] Per Chris Fawcett's VP analysis, ... at least 339 VPs ....

[19.31] USA gets 4 rr and Canada gets 2 rr (as the USA does not have 6 rr in counter mix, so make this the same as the other 2 invasion scenarios).

[19.36] Per Chris Fawcett's VP analysis, ... at least 339 VPs ....

[19.46] Per Chris Fawcett's VP analysis, ... at least 207 VPs ....

[19.56] Per Chris Fawcett's VP analysis, ... at least 76 VPs ....

[19.66] Per Chris Fawcett's VP analysis, ... at least 38 VPs ....