

WAR IN THE PACIFIC ERRATA

(As of December 1978)

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct various errors and ambiguities in the game. The errata follow the sequence of the game rules.

[5.31] (correction) Secondary Headquarters may be deployed by both Players during the Joint Supply Segment of each Supply Phase.

[5.33] (correction) The Maximum number of Air Points listed for Division and Force HQ is in error. The correct limits are as follows: *Division* — 100 Air Points; *Force* — 300 Air Points.

[5.37] (addition) No more than one HQ of the same size (Group, Wing, etc.) may be operational in the same hex during a given Cycle.

[5.38] (omission) Headquarters may use ground movement in the same manner as normal ground units. The Supply Multiple for HQ are as follows: Group — 1; Wing — 2; Division — 3; Force — 4.

[5.8] (clarification) Any Air Point allocated to a Strategic Role is considered to be performing a Strategic Air Mission.

[6.13] (clarification) Air Points may not perform Strikes in two successive Phases of any kind. That is, a given Air Point could perform Strikes in each Air Phase, because there is a Naval Phase in between.

[7.4] (clarification) The Air Point Availability Table is used only when the Air Points in question are performing Cover CAP, Naval Cover, or a Joint Strike. In all other types of Strikes all (100%) of the allocated Air Points are able to perform the Strike.

[7.55] (addition) When defending against Air Bombardment, Supply Points are considered to have the same Anti-Aircraft Strength as any Friendly port in the hex. If no Friendly port is present, the Supply Points have no Anti-Aircraft Strength.

[7.66] (clarification) For purposes of this rule, Air Points "taking off" are those initiating any Air Strike or Transfer from the (damaged) airbase; those "landing" are those returning to the (damaged) airbase after completing a Strike or Transfer.

[8.4] (clarification) Players should note that they may attempt to improve Air Search information by conducting actual Naval Strikes against contacted Task Forces. (For example, a single Air Point could be sent out on a Naval Strike for this purpose). If such Air Points survive Enemy CAP attacks they automatically receive a True Report on the Enemy Task Force. The Air Points must then complete the Strike in the normal manner by

choosing a Target Ring and defending against Enemy anti-aircraft fire as in a normal Strike. Note that Reconnaissance Air Points may conduct such Strikes, even though they have no Anti-Ship Strengths.

[9.0] (clarification) Naval units have their Speed Class assigned to them either:

A. at the beginning of the First Naval Phase (during the Plot Segment); or

B. during the Plot Segment of the first Naval Phase following a Phase in which the naval units fueled.

Ships using option (B) may change their Speed Class freely. Ships using option (A) may only change Speed Class under the following restrictions:

1. Speed Class 3 units may convert to Speed Class 2 at the rate of three Active Phases at that Speed for every two (Speed Class 3) Active Phases remaining to the unit. They may convert to Speed Class 1 at the rate of three Active Phases at that Speed for each (Speed Class 3) Active Phase remaining to that unit.

2. Speed Class 2 ships may not convert to Speed Class 3. However, they may convert to Speed Class 1 at the rate of three Active Phases at that Speed for every two (Speed Class 2) Active Phases remaining to the unit.

3. Speed Class 1 ships may not convert to Speed Class 3. However, they may convert to Speed Class 2 at the rate of three Active Phases, at that Speed for every two (Speed Class 1) Active Phases remaining to that unit.

[10.0] (clarification) Players may have some confusion over exactly which Naval Missions may be used to unload Friendly cargo onto various "types" of hexes on the map. Players should therefore refer to the following matrix.

* Mission would require a certain amount of planning time, as given in Case 10.1. The presence of Friendly ground units in a hex does not negate the presence of Enemy ground units in the hex for these purposes. Note that this is just a matrix of Naval Missions, not types. Amphibious units could perform Transport Missions (and vice versa), depending on the circumstances.

[11.27] (omission) Headquarters units that unsuccessfully Force March are automatically reduced one step in size (e.g., from Wing to Group, etc.). Group HQs that unsuccessfully Force March are completely eliminated.

[11.36] (correction) The Japanese infantry regiment is a 2-1 (not a 7-3).

[13.6] (addition) Defending ships should be deployed secretly and face down by the owning Player, under the same conditions as given in Case 31.3.

[13.8] (correction) Subrons must be allocated to and from Submarine Transport during the Mode

Segment of the Merchant Shipping Phase of the Strategic Game-Turn; and have their cargo allocated in the following Cargo Allocation Segment. Sub Points allocated to Strategic Transport may not move, and Coastal Sub Points may not perform Submarine Transport.

[13.92] (correction) The reference to the ASW Counterattack Table should be to Case 13.72.

[13.93] (correction) The diagram is partially in error. Hex 1614 should also be included in Subron 10's Zone of Control.

[14.21] (omission) Support Forces are always considered to be in supply and are never required to Fuel.

[14.6] (correction) The reference in (D) should be to Case 5.36.

[15.6] (clarification) Air Points may only conduct Air Searches for Strategic MS pipelines during the Air Search Segment of Air Phases.

[18.19] (omission) Joint Shipping units (MS, APB and SF) may not be repaired.

[18.35] (omission) A ship may not be repaired by the maximum effort procedure more than once for the "same" damage. That is, a ship that used maximum effort would have to be completely repaired before it was eligible to again use maximum effort.

[20.5] (clarification) Once Fully or Partially Deployed, BaseForces may be captured in the same manner as ports. Undeployed BaseForces are considered to be captured (in their Undeployed state) if the hex they are in is controlled by an Enemy ground unit.

[21.25] (addition) More than one airbase may be constructed in a hex. However, such construction may not be begun until the "original" airbase in the hex has reached Level 10. Multiple airbases in the same hex are treated as a single airbase for all purposes.

[21.54] (omission) When constructing Fortifications in a hex containing an Entrenchment the cost in Supply Points to construct the Fortification is reduced to 80.

[24.43] (correction) The rule should read: "Beginning 3/42, 3 × 11-3 infantry divisions, in either or both of the Indian rail centers."

[24.0] (omission) HONG KONG (B1240). Hong Kong is part of the Commonwealth. It has a Seacap of 10, no Railcap, and does not provide supply of any kind.

[25.2] (clarification) The Hawaiian Islands are composed of all of the islands that can be reached by Seacap from Pearl Harbor (F3342).

[27.8] (clarification) CCP partisans may continue to be placed and function normally even if no Provinces of China are under CCP control and/or all "regular" CCP units have been eliminated.

[28.5] (correction) The Railcap of all Manchurian Provinces is equal to twice their Provincial Value.

[30.5] (correction) There is no example of movement on the Tactical Display; the reference should be deleted.

[30.9] (addition) In addition, all Japanese DD units have their range (on the Tactical Display) doubled to two hexes for the first complete Tactical Sequence. Such units would not be spotted (due to their fire) when conducting attacks at two hex range.

[31.75] (addition) A Player may not voluntarily choose a Target Ring which contains no Enemy naval units.

[34.19] (omission) An additional Japanese Northern Resource Center is located in hex B3028.

Type of Hex	Type of Mission			
	Amph	Trans	Etran	Strategic MS pipeline
Friendly port hex	No	Yes	Yes	Yes
Hex containing any Friendly ground unit	No	Yes	Yes	Yes
Hex containing no ground units of either Player (regardless of whether the hex belongs to a territory which is Friendly or Enemy)	Yes*	Yes*	Yes*	Yes
Hex occupied by any Enemy ground unit	Yes*	No	No	No

[35.22] (clarification) The "Doolittle Raid" is any airstrike against a Japanese Industrial Center by land-based aircraft flying off carriers (see Case 39.76). Note that such a strike would force an increase in the Japanese Air Garrison as given in Case 28.14.

[38.5] (clarification) Joint shipping units may not be repaired (although they may be recom-bined).

[39.3] (clarification) Air Points are not subject to attrition only if they have been crated for the entire preceding Cycle (i.e., the preceding four Game-Turns).

[39.71] (clarification) Seaplanes may be attacked by normal bombardment and strafing procedures, even though they are not allocated to any HQ.

SCENARIO RULES BOOKLET

[40.0] (general clarification) When shipping cargo in a pre-game Starting Sequence, (e.g., see Case 41.53) Players may move *only Supply Points* (i.e., not air or ground units). The only exception to this would be in the Pearl Harbor and Campaign Game Scenarios, where the Japanese Player could ship both ground units and Supply Points, at his option.

[41.2] (correction)

A. The Air Points allocated to the Japanese Striking Force should be as follows:

- 12 x Zero
- 14 x Kate
- 14 x Val

B. CVL 3 should also begin the game deployed in the Inland Sea (B3328). 2 x Kate and 3 x Claude Air Points may be allocated to any carrier in the Inland Sea. In addition, APB 10 (D1) should also begin the game in hex B3328.

C. 2 x BaseForce — fully deployed — should be deployed at Palau (C3502).

D. The Air Points listed for Anhwei Province should be deployed in Kiangs Province instead.

E. 3 x Terri should be added to the air units in Japan.

[41.33] (correction) 20 x Supply Points should also be deployed in hex B0639.

[42.68] (correction) 5 x BaseForce — Fully Deployed — should be placed at Truk (E1602).

[43.3] (correction) The Allied Player should begin the game with 15 x MS.

[44.22] (correction) There is no Japanese minor road in hex 2912.

[45.21] (correction) XCV4 and XCV5 should also begin the game at the Inland Sea B3328.

[45.31] (correction) The U.S. deployment should include: 8 DE: 1-8 (not DD 1-8).

[46.34] (correction) Allied CLs (with a Speed Class of 3) may also fulfill these garrison requirements.

[46.37] (addition) At the end of any Game-Turn in which the Japanese Player is able to conduct an Air Search and/or Air Strike on the Pearl Harbor hex (F3342) with non-seaplane land-based Air Points, the war is automatically shortened by two Game-Turns.

[46.62] (correction) CVE 23 was initiated into U.S. (not Japanese) production in 12/42.

[49.7] (omission) Beginning 1/43, at the start of any Cycle in which the Japanese Inner Defense Perimeter is breached (see Case 46.22) the Japanese Player may attempt to reduce the Japanese garrison in Manchuria. He should roll one die. On a result of 1, any one Japanese ground unit may be chosen to leave Manchuria. Any other result has no effect.

COUNTER MIX

A. Japanese DD11 should have an Anti-Aircraft strength of "0/3.

B. Japanese CL6 and CL7 are correct as printed (they *do* have a Surface Attack Strength of 15).

C. A few of the Japanese Zeke Air Point counters are partially misprinted. All Zeke Air Points should have Ranges of 35/70 (not 35/90).

D. British Wellington Air Points are sometimes referred to as *Wimpys* in the rules.

E. Players are not actually limited by the counter mix regarding the number of markers (TF, Supply Depot, etc.) that may be in play at any one time. It is suggested for the sake of playability that these be kept to some reasonable limit, however.

F. Pennant numbers are assigned to U.S. CVEs on an arbitrary basis. They bear little relation to the actual (historical) Pennant numbers of these ships.

ALLIED OFF-MAP MOVEMENT DISPLAY (correction)

The Global Sea Lane connecting the African Coast Phase Holding Area to the England Global Holding area (by way of Northwest India) is superfluous. Players should use the Global Sea Lane through the "Atlantic" instead (the one that branches off from the Global Sea Lane leading to the East Coast U.S.A. Holding Area).

JAPANESE GAME-TURN CYCLE RECORD TRACK

CVL4 should arrive in 4/42 (not 7/42).

ALLIED GAME-TURN/CYCLE RECORD TRACK

(corrections and additions)

A. The following Air Points are allocated to the indicated U.S. carriers when they arrive:

- CV5 (1/42): 2 x F4F, 4 x SBD, 2 x TBD
- CV8 (2/42): 2 x F4F, 4 x SBd, 2 x TBD
- CV7 (7/42): 3 x F4F, 4 x SBD, 1 x TBD
- CVE1 (3/42): 1 x F4F, 2 x SBD

B. The following U.S. ground units should be added:

Cycle	Units
2/42	2 x 11-3
3/42	1 x 11-3
4/42	2 x 11-3
9/42	1 x 11-3
10/42	1 x 11-3

C. CW CV92 (2 x Seafire, 1 x SBD) should arrive in 2/42 (not 11/42).

D. U.S. CA69 should arrive in 8/43 (not 8/42).

E. U.S. CA70 should arrive in 13/43.

F. U.S. CA71 should arrive in 1/45.

G. CW BB03 should arrive in 2/42 at the U.S. West Coast. CW BB06 does *not* arrive in 2/42; instead it begins the game at Ceylon. CW CV38 should arrive in 4/43 at the U.S. West Coast.

ALTERNATE NAVAL MOVEMENT SYSTEM (Optional)

For a number of design reasons, the naval movement system is rather abstract. Players wishing to use a more "naturalistic" system may do so by having naval units of all Speed Classes automatically Active for all three Naval Phases. The Movement Allowance and Fueling Period of ships would be adjusted as follows:

Speed Class	Movement Points per Phase	Fueling Period
1	28	12 Phases
2	84	7 Phases
3	126	3 Phases

The Night Movement Allowance for each Speed Class would remain unchanged, and units could alter their Speed Classes in the same manner given in Case 9.0.

Handwritten notes:

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