



Errata

Page 9, Setup - 1942 Scenario: Germany's starting IPCs should be 37.

Page 12, Breakthrough Chart 1 - Rockets: The following sentence should be added: "In each turn, only one AA gun per territory may launch rockets, and each industrial complex can be attacked by only one rocket launcher."

Page 19, Defenseless Transports sidebar: "This also occurs if the defender has only transports and submerged submarines remaining, and the attacker has only air units remaining." The word "submerged" should be removed from this sentence, as air units cannot hit subs without a friendly destroyer in the battle, even if they are not submerged.

Page 29, Destroyers - Special Abilities - Anti-Sub Vessel: This should read, "If a destroyer is on the battle board with one or more enemy submarines, it cancels the *Submersible* and *Surprise Strike* special abilities of those submarines. If one or more submarines move into the same space as an enemy destroyer, the destroyer cancels the *Sub Movement* special power of those submarines. However, destroyers never cancel any powers gained by submarines through research and development. Additionally, your aircraft may hit enemy submarines if you have a destroyer on the battle board."

China

Q. New Chinese units may not be placed in a territory that already contains three or more units. Does this mean three or more Chinese units, or do allied units also count?

A. Allied units do not count, so only territories that already contain three or more Chinese units (including the Flying Tigers fighter) may not have new units placed in them.

Q. New Chinese units may not be placed in a territory that already contains three or more units. Does the "three or more units" refer to the number that were there before I started placing units, or does it include any units I place this turn? In other words, if I already had two units in a territory, can I only place one more there, or can I place as many as I want to?

A. The "three or more units" refers to the number of Chinese units that were in the territory before you started placing units. If there are less than three to start with, you may place any number of your new units there.

Q. Can the Chinese fighter (the Flying Tigers) attack units in territories or sea zones outside China if it returns to China in the same turn?

A. No, it can't leave China, even temporarily.

Weapons Development

Q. Can a bomber pick up a paratrooper en route to combat, or must both units start their movement in the same territory?

A. Both units must start their movement in the same territory.

Q. Bombers carrying Paratroopers must stop moving in the first hostile territory they enter. If a tank is blitzing through an unoccupied hostile territory, does a bomber entering that territory during the same Combat Movement phase have to stop there, or can it keep moving?

A. Since the territory is captured as soon as the blitzing tank enters it, the territory is considered friendly at that point, and the bomber may continue its movement.

Q. Can paratroopers retreat if they attack without other land units or with an amphibious assault?

A. No. Since land units can only retreat to a territory from which at least one of them came, no retreat is possible if no land units attacked from an adjacent territory.

Q. Can I use bombers to move infantry in Noncombat Movement if I have the Paratroopers development?

A. No.

Submarines

Q. Does a destroyer have to stop moving when it enters a sea zone containing an enemy sub?

A. No. Like any other sea unit, a destroyer can move through a sea zone containing an enemy sub.

Q. On page 29 it says that your aircraft may hit enemy submarines if you have a destroyer in the sea zone, but it doesn't say anywhere in the rules that aircraft can't hit submarines without a destroyer present. Do you always need a destroyer in a battle in order for your air units to hit enemy subs?

A. Yes. Air units can only hit subs if there is a friendly destroyer on the battle board, otherwise hits made by air units must be applied to units other than submarines. If you're the attacker, destroyers in the same sea zone belonging to your ally don't count, since they're not involved in the battle.

Q. If a US fleet attacks a German sub, and a UK destroyer is in the same sea zone, will it cancel the special powers of the German sub, even though the UK destroyer doesn't participate in the battle?

No. Units in the same sea zone belonging to a power allied to the attacker never participate in a battle in any way. Only a destroyer belonging to the attacking power will cancel the *Submersible* and *Surprise Strike* abilities of defending submarines and allow attacking air units to hit them. Since all defending units in the sea zone participate in the battle, *any* defending destroyer will cancel these abilities of attacking subs and allow defending fighters to hit them, even if the destroyer and fighter belong to different powers.

Q. Exactly when is the decision made whether or not to submerge submarines?

A. The decision whether to submerge submarines is made before any dice are rolled by either side in an exchange of fire. The attacker decides before the defender does.

Q. The rules refer to the *Surprise Strike* as an "attack". Do defending submarines get a *Surprise Strike*?

A. Yes, defending subs get a *Surprise Strike* if there are no attacking destroyers.

Q. Does a submarine's *Surprise Strike* occur in every round of combat if there are no enemy destroyers, or only the first round?

A. Submarines get a *Surprise Strike* in every round of combat in which no enemy destroyers are present.

Miscellaneous

Q. When the rules refer to the original controller of a territory, do they mean the controller at the start of the scenario or the controller printed on the map?

A. The controller printed on the map. The original controller of a territory is the same whether you're playing the 1941 or 1942 scenario. China is considered to be the original controller of Manchuria and Kiangsu.

Q. How do canals affect the movement of air units?

A. When moving across a canal by land, air units move like land units do. When moving across a canal by sea, air units move like sea units do. In either case, they may move across a canal regardless of who controls it.

Q. On page 22 it says that any new units that you don't place in the Mobilize Units phase aren't lost, but can be placed on a future turn. Does this mean that I don't have to mobilize my units if I don't want to?

You must mobilize all of your purchased units that you are able to. You may only hold back units that you can't mobilize because you don't have sufficient production capacity. These units remain in the mobilization zone until they can be mobilized by you.

Q. If my capital is captured and I have unplaced units in the mobilization zone and/or technology researchers, what happens to them?

A. You lose them. Return any unmobilized units to your storage tray and discard any researcher tokens that you may have.