

CONQUEST AND CONSEQUENCE

ERRATA & CLARIFICATIONS July 2022

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RULEBOOK

1. **1.41 ISLETS** / table [clarification]: **ISLET / Base / Building: Unit Promotion & Forts/SNLFs** (not “Unrestricted”).
 2. **2.6 COLONIES** / sidebar p5 [addition]. **Kuriles** are also a Japanese Colony. Panama was also added.
 3. **3.243 INFANTRY** [errata]: fires **N1** not N2.
 4. **3.244: MARINES** [errata]: Limit of one SNLF per **Island/Straits** (not “per Islet”).
 5. **7.14 PEACE DIVIDENDS** [clarification]: Each Faction that is at Peace (15.1) and has not **Violated a Neutral (15.3) nor was involved in a Battle** during the previous Year . . .
 6. **7.35 RED IRREGULARS** [redefinition]
7.351 RED PARTISANS (1 card) [addition]
The Soviet player **only** can play and discard one Chinese Province Diplomacy card to place a Partisan in that Province (see 17.1).
7.352 (not “7.35”) **RED INSURGENTS (2 cards)** [numbering change only, text OK].
 7. **8.4 BRITISH EMPIRE DIPLOMACY** [redefinition]: The British Empire (BritEmp) is **an initially** Neutral Great Power that can actively join the USA Faction (only) via Diplomacy or **a Violation of the British Empire (15.4)**.
 8. **10.42 WINTER REDEPLOYMENT TURNS** [clarification]: “These allow Strategic Movement (11.4) by Great Power units into Bases or **into/within** Home Territory”.
 9. **15.1 STATE OF AT PEACE** [clarification]: Draw a Peace Dividend chit (4.4) each New Year, **unless they Violated a Neutral or were involved in a Battle** during the previous Year.
 10. **15.22 DoW EFFECTS** [redefinition]: **delete last bullet** (there are no longer DoWs on BritEmp, see 15.4).
 11. **15.35 THE GATHERING STORM** [clarification]: Japanese VoNs on the DEI or Vietnam **each** trigger the addition of one USA Influence on the BritEmp (**takes effect next Diplomacy Resolution**).
 12. **15.4 (moved from 15.25) VIOLATION OF THE BRITISH EMPIRE** [redefinition]: If Japanese or Soviet units **enter BritEmp Home/Colonial Territory or its Home Seas (2.41)**, it is a Violation of the British Empire (VoBE): the BritEmp **immediately** joins the USA Faction as an Ally (8.43), and this triggers a DoW upon the USA if the two Factions are at Peace (no VoN effects).
 13. **16.1 THE PROXY POWERS** [addition; append to para1]: **The two Proxy Powers are Enemies**.
 14. **16.31 FOSTER POWER INTRUSION** [clarification]: **Except for Russian units entering Manchuria**, any entry into China by US, BritEmp, or Russian units is Foster **Faction** Intrusion.
 15. **16.33 VIOLATION OF A PROXY POWER** [clarification]: “**Foreign Aggression (11.54) upon a Proxy Power or its Protectorates is a Violation of that Proxy Power (VoPP), and converts them into Enemies. The first time a Proxy Power is Violated by each Faction (no VoN effects), it receives...**”
 16. **17.2 MILITARIZING PARTISANS** [clarification]: Newly Militarized Partisans (**CV or Cadre**)...
 17. **19.4 RISING SUN SETUP** [addition]: **USA POP starts at 12 (+1 for Sian)**.
 18. **19.5 UC PROXY PRODUCTION**: [clarification] “...(if impossible the CV is lost) and discard **the card**.”
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ACTION CARDS

19. **#43** [errata]: replace “**SE Asia**” with “**IndoChina**”.
 20. **#54** [typo]: Partisan Options: Sian or ~~Muken~~ **Mukden**.
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PLAYBOOK

21. **Cover** [errata]: Hainan/WildCards Applicable/USA box should also be colored **olive green** to indicate USA double Influence.
 22. **1936 Government** [typo]: “... play two matched Diplomacy cards face-down in their Secret Vault as Insurgents (see 7.352).”
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NOTES:

- The type of change is indicated inside brackets.
- All the points regarding the rulebook are corrected in version 1.1 of the rulebook.