

PACIFIC WAR: The Struggle Against Japan 1941-1945

Errata as of 1 June 2022 (Red type is the alteration)

Core Rules Manual Errata and FAQ

NOTE: All rules' changes in the Core Rules have identical changes in the other rules manuals and the example of play.

2.3.4 Fortifications

Add: The zero rating is the gunnery strength (all ranges). One or two hits reduces the rating to 0⁴. The 3 rating is the number of steps.

Change: Each Fortification takes 3 hits not 5 hits to eliminate the fortification (counter is correct).

2.5.12 Task Force Markers

- **Remove:** Units within a Task Force can be exchanged between the Screen and the Core at any time, **but the Core must always contain at least as many units as in the Screen.**
- Add for clarity: Capital Ships, AA naval units, or naval units transporting ground units may be placed in the Task Force Core **or Screen**. All other ships can only be placed in the Screen.
- Add: **non-CVE** Carriers can never be placed in the screen. **CVEs can only be placed in the screen.**

3.0 Exception

Add: All hits on unalerted air units **beyond the first** are allocated...

11.2.2.D - Add: Any submarine associated with the disbanded Submarine Command remain on patrol **or remain on the Submarine Command track** and can be reassigned...

23.1.1 - Add: G. A Mountain hex can be entered via a Transport Route, **from an adjacent hex that contains a Transport Route (6 MPs)**, or via Amphibious transport.

23.1.2 D - Change: **A ground unit in a contested hex, not subject to an Amphibious Assault, will have to expend one BCM to remain active (31.1.B).**

24.1 C – Add: A Naval unit that engages in any type of combat is detected.

24.1 D – Add: If any unit in a hex is detected then all are detected.

24.2 – Add: A ground, **air, or naval unit** entering a land hex with an enemy force present constitutes a Green Reconnaissance result.

25.2.H.b - Add...Submarine HQ as measured in 5-hex **water** increments...

28.11 Strike Procedure (reprinted in the Battle Example Booklet)

Example: Air Strike vs. Naval Task Force without CAP

Flak combat (due to the successful detection) occurs before the strike is adjudicated. The Japanese player places **APD5** and CVS 4 in the core with CL8 and **CL1** in the screen...yielding a Flak value of **2**. The die roll...

31.1.1 ...Each player chooses a **mobile** ground unit as the lead unit...

31.5 3rd case: ...the owning player assign losses to any friendly **mobile** ground unit...

Clarifications

Hits on air units are allocated by the attacker (person rolling the die) with two exceptions, as the first hit from Air Strike, not strafing, against unalerted air units is allocated by the attacker and thereafter by the defender. In CAP/Escort combat the first hit must be on the CAP/Escort, thereafter attacker decides what is hit to include eliminating a unit (essentially aborting it with one hit).

23.1.5: Overrun is a form of combat whether you use the ground combat results table or not as you are entering or disembarking in an enemy occupied/controlled hex and receiving a result. The reference to 17.12 should be **17.11**. Units on transports cannot overrun a hex, so an engineer on a transport cannot convert a base.

23.6.3 B: Activated air units can move (once, hence the singular) during a friendly Air Mission Phase to perform Air Strike, Air Supremacy, Paratroop, or Ferry missions.

23.8.3.A When a combat unit disembarks into a hex **solely** occupied by an enemy unit, then Amphibious Assault **MUST** occur, and it is deferred till the next Battle Cycle if the Disadvantage player initiated the Amphibious Assault. In this situation rule 31.1 A, B, C, D do not apply as they allow choices to avoid combat and deactivate and only case E applies to the Amphibious Assault that **MUST** be resolved. In addition, case E has no BCM cost as it was already expended when the Amphibious Assault was initiated.

23.8.3 A: This rule does not apply to a hex that is contested (enemy and friendly present) and 31.1.E therefore does not apply if all units deactivate under cases 31.1.B and D.

28.2.B: Air Supremacy missions may not strike; they can only conduct air combat and strafing. Note this mission uses the Air Supremacy vs CAP line on the Air-Naval CRT.

28.11 C: **Each** Mission air unit... this includes any Escort unit.

28.12: Strafing is available anytime its conditions are present and not limited to Strike missions.

31.1 B third bullet: The moving units does not expend a second BCM, just the active units that were already in the hex.

Engagement Rules Booklet

The introduction is obviously using the introduction from the Battle Rules Booklet. Change the reference to Battle Scenarios to the **Eight Engagement Scenarios**, all else is correct.

Scenario Booklet Errata

The historical unit designation often has no corresponding counter as there are far more historical designations listed than units of that type in the counter mix. You might find a unit with the designation that you are looking for, but it's the wrong type (e.g., F, T, B) or you see the same unit with the same designation in two locations. Just be sure that you set up the Type, Level, and number of steps as indicated in the set up.

You may also find a reference, usually a Cruiser, Destroyer, or Amphibious Transport that has the same designation as another in the set up. Per my notes, just use another non-capital ship (e.g., DD1 Fubuki, DD 2 Fubuki, DD 3 Fubuki; AA1 versus AA2) of the same class/type as they have the same exact ratings.

Engagement Scenarios

Engagement Scenario 4: Invasion of Burma, February 1942

- Japanese setup: Hex 4111 (Tavoy) is incorrect, Tavoy is in hex 4711.
- Allied setup: Hex 4912, 1B Division is Burma Division.

Engagement Scenario 7: Raid on Darwin

- Japanese CV Kaga sets up with (4)F-L2, the two was dropped.
- Japanese Group 2 (4)T air unit at Kendari is actually based on Amboino I. (hex 2517).
- Allied Setup: All air units are US not Australian (US 508th FG and 380th BG)

VICTORY CONDITION NOTE: It is basically impossible to score 25 hits, so just score as many as you can and higher is better.

Engagement Scenario 8: Battle of Java Sea

1. Allied Setup: CA9 Houston with 1 not 3 Hits
2. Allied Set up: CA1 DeRuyter (Dutch) should be the CL2 DeRuyter
3. Allied Set up: CL1 Tromp (Dutch) should have 1 not 3 hits
4. Battle takes place in Open Water.
5. Neither side has surprise.

Add: Battle Scenarios with Capital Ship loss Victory Conditions: **Every 10 Japanese or 15 Allied non-capital ship Hits equal one capital ship sunk for victory condition purposes.**

Battle Scenarios

Battle Scenario 3: Midway

1. Japanese Setup: Hexes 3031 and 4635 both list the 2 Kure SNLF, per notes, just use another SNLF ground unit for the second location.
2. Japanese Setup: Hexes 4530 and Hex 4635 both list CVS1 *Noto* and CV3 *Chiyoda*; set up two K-Maru CVS naval units in hex 4635.
3. Special Rule 2 does not apply if Japanese are in friendly port.

Battle Scenario 4: Battle of the Eastern Solomons

1. Japanese Setup: Hex 1630 4th Kokutai (3)T-L1 (historical designation) use any (3)T-L1 air unit.
2. Japanese Setup: Remove CV4 Soryu and its air group.
3. Allied Setup: Hex 1134 VMF223 is not CV capable use a (2) F-CV-L1 capable air unit

Battle Scenario 6: Naval Battle of Guadalcanal:

1. Allied Setup: Hex 0437 28thRS 1xLRA and 29thRS 1xLRA (historical designations) use any US LRA units.

Battle Scenario 7: Battle of the Philippine Sea:

1. Japanese Setup: Hexes 2924 and 2926 both list: 251st Kokutai (4)F-L0, 9th Kokutai (3)T-L0 place (4)F-L0 and T-L0 in each hex.

2. Allied Setup: Hexes 2860 lists CA5 *Portland*, CL6 *Atlanta* (remove)
3. Allied Setup: Hex 2043 correctly lists CA5 *Portland* with 3 hits and CL6 *Atlanta*

Battle Scenario 8: Battle of Leyte Gulf:

1. Japanese Setup: Hex 4530 Japanese air unit 251st Kokutai is listed, this is correct. 251st Kokutai is also listed to be placed in any Japanese airbase listing, substitute any (6)F-L0.
2. Allied Setup: Hex 2124 AA1 *Amphib* listed twice, there are 2 x AA units, substitute in another such as AA2 for the other.
3. Allied Set-Up: Hexes 2124 and 2927 both list the 4th and 5th RG LRA, place 2x LRA at each hex.

Battle Scenario 9: Indian Ocean Adventure:

1. Scenario is 21 not 14 days.
2. Japanese Setup: Hex 3908, add Small Base
3. Allied Setup Hex 5705, add Small Base

Battle Scenario 12: Operation Landcrab, May 1943:

1. Allied Setup: Hex 5161 9 Inf Reg (historical designation) substitute any American Army Infantry Regiment.
2. Allied Setup: Hexes 5361 and 4856 list CLA3 *Brooklyn* and CL3 *Brooklyn*, use CL3 and CL4 *Brooklyn*.

Campaign Scenarios

Campaign Scenario 1: Malaya, December 1941

1. Japanese Setup: Hexes 4716 and 4312 both list the 11th Sentai F-L1 (historical designation of same unit in both locations) place an F-L1 air unit in each location with the indicated number of steps.
2. Allied Set-Up: Hex 3908 Singapore (Sng) Bde is a division (XX) counter and has a large base.
3. Allied Replacement Schedule: 488th Sq (3)F-CV-L0 (historical designation) use any British (3)F-CV-L0.
4. Remove Command Note under Command Point Schedule.

Campaign Scenario 2: Philippines, December 1941

1. Japanese Setup: Hex 4226 AA1 *Amphib* choose any *Amphib* unit.
2. Allied Setup: Southwest Headquarters counter is the SW Pacific Headquarters.
3. Allied Setup: Hex 3319 Mindanao (M) Div counter is the (N Mind) division.

Campaign Scenario 3: Southern Conquests

1. Japanese Setup: Hexes 4211 and Hex 4516 list the 55th Division. Hex 4516 should be the 18th Division.
2. Japanese Jan 42 Reinforcements: Remove DD11 *Kagero*.
3. Japanese Setup Variant: Add to Any Japanese Port Hex 3xEng.

Campaign Scenario 4: Guadalcanal Campaign

1. Japanese Replacement Schedule:
 - a. November 1942 (3) L0
 - b. December 1942 (1) L0

Campaign Scenario 7: War in the Central Pacific

- Japanese Setup: Hex 2432 is a small not a large base.

Campaign Scenario 8: War in the Western Pacific

1. Allied Setup: Hex 2860, remove the US Army 27th Div from this location, it is correctly shown setup on Saipan (hex 3031).
2. Allied Reinforcement Schedule: 6th, 33rd, 40th Div, references should be ignored as they are set up at the beginning of the scenario.

Campaign Scenario 9: China/Burma, Spring 1944:

1. Japanese Setup: Remove from variable set up for the 34th and 66th Div. These units are set up in Hexes 4824 and Hex 4523 respectively.
2. Allied Setup: China, 1st Front remove 66th Army Grp.
3. Allied Setup: China, 2nd Front, remove 1st Chinese Army Group, 1st Army Group (not Army) correctly sets up in hex 5614.

Add: In all Campaign Scenarios a player with just one HQ (basically all of them), if the HQs base is interdicted it can be repaired if it can trace a Command link to a friendly map edge.

Set Up Special Rule for ALL Strategic Scenarios:

DESIGN NOTE: One of my goals for this edition is to share lots of historical information that is only valuable if you are interested in that kind of thing. If not, please ignore, but in all cases set up the air or ground unit of the correct type and steps at the location.

Strategic Scenario 1: The Pacific War

Special Rule 17 applies to a future variant yet to be published.

1. Japanese Setup: Hex 4516 (Taan, Hainan), remove 21 Reg (Historical 5th Div) and (9) 18th Div. from the reinforcements that arrive in January '42, they are set up at the beginning of the scenario.
2. US Setup. Add to Hex 3112 (Balikpapan): DD2 Paulding
3. British Set Up: Add to Hex 4912 Moulmein, Burma Div
4. British Reinforcements May '42: remove 51Div and 251 Inf Bde should be 5 Indian Division and 25 Ind Bde.
5. British Reinforcements Dec '41: 53 Bde comes in Jan '42.
6. New Zealand February '42 Reinforcement: Add 5th NZ Bde
7. Japanese Set Up: Add to Manchurian Garrison; Deploy within 2 hexes of Harbin or Mukden: 1 Div, 9 Div, 14 Div.
8. Japanese Set Up: Add, Deploy Anywhere in Japan: 2 Div, 7 Div, 52 Div, 53 Div, 54 Div, 56 Div with 3 hits.
9. Special Rule 18: This ceases to be in effect once Manila is under Allied control after August of 1942.
10. Special Rule 15: Allied air steps that are in training do not go to Europe, nor do any replacements given in the initial set up. The main point is you don't get to save replacements and must take reinforcements if possible.

Strategic Scenarios 3, 4, and 5 - The Barrier and the Javelin - April and May 1942 Start

DESIGN NOTE: The Japanese captured with garrisons below the granularity of this simulation (e.g., company of infantry) and why a base has one step. In the aggregate the number of soldiers is correct, but you cannot have a significant garrison (regiment) at all locations.

Add: Special Rule for Strategic Scenarios 3, 4 and 5: It is the Japanese player's choice which locations to resource with a base or a base and garrison (Independent Regiment 3-3 or SNLF). In all cases, you cannot place air or naval units at a location that does not have a base.

PLAYER NOTE: Generic Regiments can be raised with replacements as they become available due to enemy action.

Strategic Scenario 3 - The Barrier and the Javelin - April 1942 Start

- Control Marker Set Up: Resource Hex 2520 begins under Japanese Control.

Japanese Set Up:

1. Hexes 2714 (Kendari) and 4530 (Kure) show the 4 Yoko SNLF, use any SNLF for these locations.
2. Hex 2241 (Kwajalein) show Yokohama Kokutai (1)F-L0, use any F-L0 air unit.
3. Deploy anywhere in Japan: Remove (10) Gds Div
4. Hex 4433 (Tokyo): 244 Sentai (6)F-L1 use any F-L1 air unit.
5. Hex 4433 (Tokyo): Remove DD 1 *Fubuki* and DD4 *Akatsuki*
6. April '42 Reinforcements: Ignore 68 Div, it is already set up.
7. Hex 3416 (Jolo): Remove CL2 *Kuma*.
8. Hex 3305 (Batavia): Substitute any 6-0-3 numbered regiment for the 41st regiment.
9. Hex 3612 (Miri): Remove 2 Yoko SNLF
10. Hex 4725 (Soochow): Soochow is hex 5025 with a small base.
11. Hex 4021: should be hex 4820 (Changsha): Small Base, 3 Div.
12. Hex 4322 Pescadores: Remove 2x 17 LRA
13. Hex 2924 (Peleliu): Add Small Base.

Allied Set Up (all references are US unless specified otherwise):

1. Hex 2860 (Oahu): Remove CA2 and CA4 *Northampton*.
2. Hex 3292: DD *Benham* in TF, is hex 3262.
3. Hex 0238 (Efate): Remove CA10 *Wichita*
4. British April '42 Reinforcement: Ignore 20 Ind Div.
5. Hex 5705 (Madras): Add small base.
6. Nationalist Chinese Setup: Air unit list, remove AVG (4)F-L1, this air unit is located at Hex 5316 (Myitkyina).

PLAY NOTE: Players always enjoy pushing any system to its limits for perceived advantage. Removing the SW Pacific HQ and Submarine Command in the opening is allowed but note that Special Rule 9 refers to the base and not to the Submarine Command, so its removal does not avoid the rule. Both sides receive submarine points, not submarines, so push the Merchant Shipping Campaign and Submarine Patrols to the firewall but what I have heard doesn't work the way some think it does, so avoid theory and play.

Strategic Scenario 4 - The Barrier and the Javelin - May 1942 Start

Japanese setup:

Hex 2432 (Truk): CV6 Zuikaku with CAD6 is listed twice, the (5) F-L2 listing is correct.

Strategic Scenario 5 - The Barrier and the Javelin - June 1942 Start

Japanese Set-Up: hexes 4706 and 4806 place a Control marker.

Hex 5211 (Mandalay) is in hex 5213.

Hex 2039 (Kusaie) should be Hex 2038

Hex 43030 Guam should be Hex 3030

US Set-Up:

Hex 2860 Oahu: CV4 Yorktown counter is CV5.

Hex 4828 (Changsha), Chengsha is in hex 4820.

Map Errata.

- Hex 4736 is mismarked 3736.
- Due to a post-production error, the label Iwo Jima (hex 3732) was inadvertently removed from the mounted board. It is still on the paper map.

Counter Errata

DESIGN NOTE: There are deliberate differences between the ratings from the original VG edition (1985) and choices I made for the GMT edition (2022), so unless it's noted as an errata, it's just me changing my mind due to more information and perspective.

PLAY NOTE: Due to the large number of air units in the counter mix just set these air units aside as they will never get used in play.

1. US T-L2 bombers: Remove 5-9-8 (380 BG) and 5-6-8 (7 BG)
2. US B-L2: Remove 2-5-9 (30 BG)
3. RAF T-L0: Remove 221Gr that has an inactive side anti-air value of 0
4. Dutch T-L2: Remove 2AG that is rated 4-3-5.
5. IJN BB5 Nagato: Change: Nagato has gunnery ratings of 7-4-.2.



Should be L0, not L2



British L2 fighters with the incorrect anti-air values on the back sides, the fronts are correct.



The Japanese 13th Division should be XX not X.

PLAY NOTE: The only impact on play is when you are transporting it by sea it's a division, which the large step value should act as a reminder. From actual play I doubt anyone would waste transport on this unit.

There are three US LRA air units, designated 5RG, 6RG, 7RG that are missing on their unactivated side their '1' activation cost.

There are 12 Japanese T-L0 air units with the correct range of 16 hexes and there are 18 Japanese T-L0 air units with an incorrect 10 hex range. **This will have no impact on any scenario to include all the Strategic Scenarios, so set these aside.**

Naval and Air Counter Changes:

1. USN DD 4 should be Porter not Parker.
2. IJN CA 1 should be Furutaka, not Furutako
3. IJN CVL 9 Chiyada should be Chiyoda
4. Japanese STO Submarine should have a float plane icon
5. Japanese Kamikaze air units are misspelled Kamikazi
6. The two Australian CLs have their Bombardment and Torpedo ratings switched.
7. US Atlanta Class CL naval units do not have spotter planes.