

PACIFIC WAR: The Struggle Against Japan 1941-1945

Errata as of 1 March 2022

DESIGNER NOTE: There are literally several million pieces of distinct information within the components, rules, and scenarios in this 'monster' game. While a host of people proofread and worked to make this game error free that is ultimately an unobtainable goal. I apologize for any mistakes, and I will continue to update this file as necessary.

Core Rules Manual Errata and FAQ

Red type is the alteration.

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

2.5.12 Task Force Markers

DESIGN NOTE: Unlike the earlier edition, the TF rules are now meant to be very restrictive when it comes to reorganizing active forces. This is causing some confusion so in the interests of not answering rules questions interminably, I am amending the rules by removing one phrase.

- **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...

28.11 Strike Procedure (reprinted in the Battle Example Booklet)

Example: Air Strike vs. Naval Task Force without CAP (third paragraph)

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...

Scenario Booklet Errata

SET UP HISTORICAL DESIGNATION NOTE: First if you have not read my long notes on pages 3 and 4 of the Scenario Booklet, I would ask that you do so before you post that you cannot find a certain unit in the counter mix or in a Strategic Scenario insufficient bases or garrisons for all the set-up locations.

In short, the unit designations for air units and some ground units are there for your historical enrichment, a decision that I am quickly coming to regret. As I wrote in the aforementioned notes there are many instances where the historical designation of a unit in the scenario booklet there is no corresponding counter with that exact designation, as the knowledge of the real unit's historical designation, is the value-added information. The counter mix is limited so players do not over build certain units especially Bombers, L0, and

L2 air units. This is intentional and therefore there are far more historical designations listed than units of that type in the counter mix.

Also note that 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. This is not a mistake as the historical units are larger than a squadron and usually contained a mix of aircraft types or unit might have its assets located at multiple airbases. This was also true for Japanese SNLF units that were usually spread across multiple locations. Just be sure that you set up the Type, Level, and number of steps as indicated in the set up and all will be well.

You may also find a reference, usually a Destroyer unit or Amphibious Transport that has the same designation as another in the set up. Remember, that there are multiple non-capital ship units of the same class. 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.

My thanks to Steve Petras and Jim Anderson who built the Vassal module and discovered these setup errors, so I could put this in your hands before you likely even got your copy.

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

- Allied Setup: All air units are US not Australian (US 508th FG and 380th BG)

HISTORICAL NOTE: These US air units were unlucky enough to be enroute to the Dutch East Indies when the attack occurred.

Engagement Scenario 8: Battle of Java Sea

- Allied Setup: CA9 Houston with 1 not 3 Hits
- Allied Set up: CA1 DeRuyter (Dutch) should be the CL2 DeRuyter

Battle Scenarios

Battle Scenario 3: Midway

- Japanese Setup: Hexes 3031 and 4635 both list the 2Kure SNLF, per notes, just use another SNLF ground unit for the second location.
- Japanese Setup: Hexes 4530 and Hex 4635 both list CVS1 *Noto* and CV3 *Chiyodoa*; set up two K-Marus CVS naval units for hex 4635.

Battle Scenario 4: Battle of the Eastern Solomons

- Japanese Setup: Hex 1630 4th Kokutai (3)T-L1 (historical designation) use any (3)T-L1 air unit.
- 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:

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

Battle Scenario 7: Battle of the Philippine Sea:

- Japanese Setup: Hexes 2924 and 2926 both list: 251st Kokutai (4)F-L0, 9th Kokutai (3)T-L0 in two different locations as the unit was subdivided into both locations, place (4)F-L0 and (3) T-L0 in both hexes.
- Allied Setup: Hexes 2860 lists CA5 *Portland*, CL6 *Atlanta* (remove)
- Allied Setup: Hex 2043 correctly lists CA5 *Portland with 3 hits* and CL6 *Atlanta*

Battle Scenario 8: Battle of Leyte Gulf:

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

Battle Scenario 9: Indian Ocean Adventure:

- Japanese Setup: Hex 3908, add Small Base
- Allied Setup Hex 5705, add Small Base

Battle Scenario 12: Operation Landcrab, May 1943:

- Allied Setup: Hex 5161 9 Inf Reg (historical designation) substitute any American Army Infantry Regiment.
- 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

- 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.
- Allied Set-Up: Hex 3908 Singapore (Sng) Bde is a division (XX) counter.
- Allied Replacement Schedule: 488th Sq (3)F-CV-L0 (historical designation) use British (3)F-CV-L0.

Campaign Scenario 2: Philippines, December 1941

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

Campaign Scenario 3: Southern Conquests

- Japanese Setup: Hexes 4211 and Hex 4516 list the 55th Division. Hex 4516 should be the 18th Division.
- Japanese Setup: Hex 4226 and Jan 1942 both lists DD11 *Kagero*, one DD *Kagero* sets up at start and another DD *Kagero* comes in as a reinforcement (e.g., DD 9, DD 10 or DD 11).

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

- Allied Setup: Hex 2860, remove the US Army 27th Div from this location, it is correctly shown setup on Saipan.
- Allied Reinforcement Schedule: 6th, 27th, 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:

- 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.
- Allied Setup: China, 1st Front remove 66th Army Grp.
- Allied Setup: China, 2nd Front, remove 1st Chinese Army it correctly sets up in hex 5614.

Set Up Special Rule for ALL Strategic Scenarios:

The counter mix is an absolute limit. The Strategic Scenarios show the history of where small forces were located that in many cases are below the granularity of the units in the design (e.g., company level garrisons). The post December 1941 Strategic Scenarios have set up locations for bases and garrisons that are greater than the counter mix. It is up to the owning player to decide during set up which locations to put bases and garrisons on and forgo the others.

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 do not let this confound you on how to set up and proceed.

PLAYER NOTE: If you are setting up one of the Strategic Scenarios without a strong grasp of why you would pick one location over another then I would suggest you instead set up one of the Campaign scenarios before you embark on such an undertaking.

Strategic Scenario 1: The Pacific War

- 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.
- US Setup. Hex 3351: 3rdPW1xLRA should be any LRA.
- British Reinforcements May'42: remove 51Div and 251 Inf Bde should be 25 Ind Bde.

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

DESIGN NOTE: The Japanese captured many locations that had sparse infrastructure that does not always rise to the level of a base. Many garrisons were 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 most locations.

For historical purposes we show all the locations with some installations, but my design intent in the strategic scenarios is to put pressure on the Japanese player to be incapable of operating air power more effectively than was the case during the war. To implement this concept, I reduced the number of Japanese bases in the counter mix but leaves you 9 or so short, so you will have to choose which locations in Strategic Scenarios 3 (April 1942) and 4 (May 1942) not to place a base (large or small).

Add: Special Rule for Strategic Scenarios 3 and 4: You will have insufficient bases and generic regimental garrisons (e.g., 3-0-3) for all locations listed in the set up, so it is your choice on which ones to resource with a base or a base and garrison. 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:

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

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

- Hex 2860 (Oahu): Remove CA2 and CA4 *Northampton*.
- Hex 3292: DD *Benham* in TF, is hex 3262.
- Hex 0238 (Efate): Remove CA10 *Wichita*
- British April '42 Reinforcement: Remove 20 Ind Div.
- Hex 5705 (Madras): Add small base.

Nationalist Chinese Setup: Air unit list, remove AVG (4)F-L1, this air unit is located at Hex 5316 (Myitkyina).

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 is correct.

Allied setup:

- Allied setup: Hex 4912, 1B Division is Burma Division.

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.

Counters Errata:

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



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.

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.