

Defeat into Victory

Addenda as of July 24, 2013

The Rules:

4.0 Sequence of Play, OOS Unit Disruption Determination Segment (correction): The reference should be to Section 7.10.

5.7.6 Example of play (correction): The Japanese player would need to roll a 5 or 6 (not 3) to get an Abort result.

7.2 (corrections): Rule cases 7.2.5 through 7.2.7 should instead be numbered 7.2.3 through 7.2.5.

9.1.3 (clarification): Either player may draw the chit, alternating from that point on.

9.2.2 (clarification): If the "Turn Ends" counter that states "No More Activations" is drawn first, immediately exchange it with the other End Turn marker in the container and perform the action as detailed on this counter.

12.5.4 (clarification): It is assumed that every coastal hex has an adjacent sea hex even if one is not printed on the map.

13.3.1 (correction): Jungle should say "-1 to each attackers AF" and Rough/Jungle should have the same added to its entry. The TEC is correct.

13.3.5 & 18.1.1 (correction): A Japanese unit that Banzai attacks has its strength doubled (x2), not +1 CF. The CRT Note is correct.

21.2.2 Allied Set Up (correction): It should show only two units of the 17th Indian Division (not three).

21.3.3 (addition): The Indian 17th Division is available as a reinforcement any turn after September 1944 at Argatala (first bullet).

The Charts:

Random Events Table (back Page) 7 or 11 Result (correction): "Severe" should be "Monsoon-like."

Supply Table (correction): Delete the "Argatala Interdicted". portion of that DRM's statement.

The Map:

Amphibious movement is possible in any coastal hex. All of the hexes, despite the extension of the green graphic beyond the map-edge hexsides for hexes 4714 to 4711, as well as hexes 4611, 4610 and 4709 (that are shaded correctly), are considered coastal hexes.