

Operation Cartwheel

Addenda as of Oct. 17, 2014

The Map:

Random Event # 3 (correction): Ignore all the color references. The "Foul Weather Marker" was omitted from the counter sheet. Please use any convenient marker to indicate on the Turn Record Track when this event can occur again as described, The Turn marker indicates the weather for the current turn.

Port Diagram (clarification): A port (Town or City) has a circular or square outline line respectively. The internal diagonal hash lines just mean that it is a town or city depiction inside. Note: There is only one town which is not a port: Wau

Label (correction): Yep, "Rabaul" should be "Rebaul."

The Rules:

2.2.4 Cargo Capacity (addition): This should read "The numerical value to the right of the "T" on the naval counter is the number of supply and/or ."

9.4.1 Interception Procedure Example, 2nd sentence (correction): Hex number should be 1709 instead of 1609 and the range points for interception should be two instead of one.

9.7.9 Roll Movement, End of last sentence (correction): Change "G07" to "H07"

9.10.2 Strafing (addition) Strafing cannot reduce or eliminate naval units (Exception Case 13.2.2). Strafing units do not receive the Bombing at Low altitude modifier.

9.10.10 Bombing Result Effects, Bombing Effects on Targets, Cities/Towns, Results Table: The first results should read "1 (1-3) Hit No Effect"

17.3.3 Ground Units and 5th Fleet Naval Units: Where it states "South Atlantic off-board holding area", it should be "South Pacific Ports Box":

18.2 Aerial Battle Example,(revision):

Since there is a successful interception, this takes place on the TBB. The Japanese player secretly assigns movement sequence numbers to each of the units in his coordinated mission: J1 and J2 go to the two Ki-21 (Sally) bomber units that he will place in entry hexes F14 and H14 respectively. Sequence numbers J3 and J4 go to each of the Ki-43 (Oscar) escort fighters set up in J14 and E15 respectively. Unit J3 has an Ace marker with it. The Allied player assigns A3 to his P-39, and A4 to the P-40. All fighters start at high altitude. The loaded bombers start at medium altitude. Place the Air Battle marker in position 1 of the Air Battle Track. Place all mission units in their entry area hexes.

Round 1

Bomber J1 moves to hex F11, J2 to H11. Fighter J3 moves to G13, facing G14 ("backwards"). A3 (the P-39) enters on a DR of 5, flies to J06, facing I07. Japanese fighter J4 moves to D11, facing C11. The Allied player decides to withhold the P-40 entering this round. The Air Battle marker is moved to box 2 on the track.

Round 2

J1, diving to low altitude, goes to F07. J2 diving to low altitude, gets to H07. J3 goes to G11, facing H10. A3 dives to medium altitude, to I04 facing I03. J4 goes to F09, facing E09. A4 rolls a 7,

enters via M10, dives 2 levels (+2 MPs, no turning), and fires on J2 from I08. (The bomber's defensive fire at A4 was ineffective.) The final aerial combat DRM is 0; the DR is 8. J2 is reduced and disrupted (8 = DFx2). A4 rolls a 9 and is rewarded with an ace. A4 continues its movement and winds up in hex H07, facing G07. Defensive fire from J1 also proves to be ineffective.

Round 3

J1 gets to target zone hex F04 to unload its bombs on Port Moresby. The AA fire ((DR of 1) +3 = 4) misses. The bombing DR is a 7 with +1 DRM (Low Level) + 4 DRM (BF) = 12. The Ki-21, scores 4 hits on Port Moresby city. A DR of 2 -1 = 1 destroying the radar station. The crippled J2 aborts its mission, handing the Allied player a VP, and turns away from the target zone, and moves to hex J06, facing K06. The Japanese fighters at high altitude realize that they are out of the fight. J3 dives to medium altitude and leaves the battle board via hex H14. A3 dives to low altitude, flies to G03 facing G04. J1's defensive fire has no effect. A3 now fires on J1. The DR of 2 + 4 = 6 which does no damage to J1. J4 moves to B11, facing A12. A4 moves to H03 facing H02.

Round 4

J1 accelerates ("L" with no bomb load), and leaves via hex F11. J2 leaves via hex M05. A3 feeling lonely and neglected, sulks and flies on to... who cares? A4 leaves the battle board from H01. J4 leaves the battle board via hex A12. All planes return to their airbases. J2, being disrupted, rolls for a possible accident upon landing, but passes with DR of 6. The battle is over.

The Charts:

PAC and Back Page of Rules, Air Combat Results 2nd Line (correction): The symbol should be ">" and not "≥".

The Magazine:

1. Page 3, first column, 4th line: "do to" needs to be switched to "to do".
2. Page 4, first column, 6th line: should be "long and distinguished records".
3. Page 4, first column, 21st line: "as" should be "to be".
4. Page 5, first column, 8th line from the bottom: "was" should be "he was".
5. Page 5, first column, 5th line from the bottom: A comma should be after "New Guinea".
6. Page 8, right-most column, last line: "three" should be "four".
7. Page 9, first column, second paragraph, 5th line from the end: "scarcer" should be "growing scarcer".
8. Pg 13, second column, third paragraph, title: "Consolidated" should be "Douglas"
9. Endnote number 3 is missing (the one numbered 3 here is actually 4, and the one numbered 4 is actually 5). Endnote 3 should read:

The tactic of skip bombing came about as much from innovation as well as deprivation. Torpedoes were not "part of the deal" when it came to sharing with the army's bombers. Amazingly ineffective at the start of the war, with many reports of torpedoes running in circles or failing to explode, the process of fixing and improving these weapons was slow, laborious, and very embarrassing to the navy (full disclosure of the problem did not come out until the war was well over). It does not take much speculation as to why the Admirals were none too eager to share this weapon's deficiencies with "the General", or their unwillingness to part with them once they were fixed.

Gazala Line 1942

Addenda as of November 29, 2008

The Map

Hex 1101 should be named “Bir Timred,” not “Bir Termed.”

The Counters

The Italian 1-4 motorized regiment labeled “3B ARIET” should be “8B ARIET.” The set up reference in hex 1804 should read the same.

The Italian 3-3 tank regiment labeled “551 ARIE” should have the tank destroyer symbol. This unit was equipped with the excellent Semovente M.42M da 75/34 assault gun.

The Allied 1-4 infantry brigade labeled “IN 9 / 7A” should be “IN 9 / SA 2.” The set up reference in hex 1308 should read the same. (*This unit was actually part of the 5th Indian Division, but was assigned to the 2nd South Africa Division for the Gazala battle.*)

The Italian 1-2 tank regiment labeled “11 TRIES” should be a battalion, not a regiment.

Note: Replacement counters for these 4 units will be provided in a future issue of *Against the Odds*.

The Rules

1.0 Prepare for Play (clarification): The three free-setup Axis units (605, 1/8, and 1/33) must observe stacking limitations during setup.

Game Terms and Abbreviations (additions): The four Italian 1-4 motorized infantry regiments with a “B” in the unit ID are Bersaglieri regiments.

X = Brigade, III = Regiment, II = Battalion

2.0 Card Draws and Activation (correction): Delete the word “with” in the second sentence.

2.1 Terrain Costs (correction): Change the word “above” to “below.”

2.1 Terrain Costs (clarifications):

- Note that in order for tank, tank destroyer, and motorized infantry units to qualify for the 2-hex road movement bonus, they may not move from one hex containing a road to another hex containing a road unless the two hexes are connected by the road symbol.
- Note that the combat effect for escarpment hex sides only applies if a road or trail symbol crosses between the two hexes, otherwise no combat is allowed.

3.0 Combat (clarification): Both of the +2 card number modifiers apply to Axis attacks on Allied units in Allied minefield hexes, while only the second modifier applies to Allied attacks on Axis units in Axis minefield hexes. This represents the much more thorough extent of Allied defensive preparations prior to the battle.

3.1 Anti-Tank (AT) Screening (correction): Add the words “to attack” in the last sentence of the example in front of the word “from.”

4.0 Air and Artillery Units (clarification): Note that for both the Axis and Allied players, the air unit and the artillery unit are *each* available once per turn (not just the air/artillery counter). Both sides had extensive artillery and air assets available for the battle, and both sides made good use of both whenever possible.

5.0 Clearing Minefields (correction): Note that units attempting to clear a minefield hex through an escarpment hex side may only do so if a road or trail symbol crosses between the two hexes.

8.1 Fall Back! Variant Rule

For a bit more historical detail, the following can be used instead of the generic nationality DR ranges for successful retreats:

Axis Units	DR for Success	Allied Units	DR for Success
All German Units	1-4	201G / 1A 7M / 7A 4 / 7A FRENCH 1	1-4
132 ARIET 18 ARIET 551 ARIETE 9B	1-3	4 / SA2 6 / SA2 IN 9 / 7A (<i>sic</i>) IN 29 / 7A	1-2
19 BRESC 20 BRESC 27 PAVIA 28 PAVIA 133 LITT	1	All other Allied Units	1-3
All other Italian Units	1-2	Italian units stacked with a German unit, or Allied units defending in an Allied minefield hex or Tobruk may add +1 to their DR range.	

Note: This post-publication variant is un-official as it was not play tested during development.