

# 2012 Annual

Combined Addenda as of February 24, 2014

## FORLORN HOPES

### The Article:

The following information regarding the CW-21 Fighter was left out of the article:

*Curtiss-Wright 21* (Demon): First designed and built for the Chinese Air Force, 24 of these aircraft were sold to the Dutch. Deployed to Java, these aircraft were quite capable and performed well against their Japanese adversaries. Superior numbers and the bombing of the Dutch airbases led to these fighters being overwhelmed and destroyed. Maximum speed 315 mph, service ceiling 34,300 feet, range 630 miles, armament of 2x .50 caliber and 2x .30 caliber MGs.

### The Rules:

**9.10.2 Strafing (addition):** Strafing has a BF of "0" and cannot reduce or eliminate naval units (Exception Case 13.2.2). Strafing units do not receive the Bombing at Low altitude modifier.

**10.1 Attack Mission (clarification):** Add "(Contested Amphibious Landings)" after "ground unit".

**10.5.3 (addition):** Naval Bombardment can be performed against a Port, City or an Airbase (that is in a Port/City) in a Coastal hex. This is performed in the same manner as an Air Bombardment attack (Case 9.10.9) except substituting the naval unit's CF as the Bombardment Factor for the attack.

**17.0 Scenarios (correction):** All "RNS" references should be "RNN". All "RN" references should be "Commonwealth".

**17.2.2 (clarification):** Royal Navy naval units are noted as 'Far East Fleet' while their aerial units have the 'RN' designation.

**17.2.3 (deletion):** Delete the setup reference to the 48th Artillery Regiment.

**17.2.5 Special Rules (addition):** The Japanese player has initiative on turn one. Also, while the wording about the "Singapore Surrenders" marker was supposed to be edited out, on second thought it's a nice touch to have one. Use the counter image supplied below.



**Unit Mix (change):** The Fokker T-VIII and D-XXI air units were not deployed to the Far East. Treat these units as variant "what ifs". For those who are sticklers for historical accuracy, leave these out of the air units to be drawn from the opaque container during the Dutch set up of the game. Instead, also add in and use the T-4 air unit counter below.



### The Charts:

**Air Combat Movement Chart (deletion):** Please delete the text, "and if using Optional Rule 9.7.9a (D3a and F1m bombers)" from Note 1.

**Bombing Table (clarification):** Add "Attacking" before "Bomber/naval" units for the -2 DRM.

**Naval Combat DRMs (correction):** The reference in the second line of the table should be to CA (not CR).

**The PAC Regroup Table (correction):** References to the rules section for Airbase or Unit DR and Ground DR are incorrect. The correct references should be for the former "(14.1.1 or 14.1.2)" and for the latter "(14.1.3)".

**Spotting Table (correction):** The modifier for Foul Weather should be -1 (not +1).

**Contested Amphibious Landing Table (correction):** The modifiers for Japanese parachute units should be negative (not positive).

## HUNT FOR THE GRAF SPEE

**Objective of the game, 2nd Paragraph (addition):** Add ""unless no searches have occurred. Reshuffle" after "immediately" in the brackets.

**Game Play, 13th line (correction):** "black" should be "red."

**Shadowing, 4th line (correction):** "≥" symbol should be "≤"

**VP Awards Table, German, +4 entry (addition):** Add "successfully" before "searches".