

Operation Ichi-Go

Addenda as of Oct. 1, 2020

The Counters:

The 0-4-0 static Japanese 2nd Armored Division is erroneously shown with a corps-sized symbol (XXX).

The Two-Player Game Rules:

5.1 Turn & Phase Sequence

(correction): The entries II. and III. on the Sequence of Play should each have two asterisks at the end, not just one, indicating that the Allied player determines the US move – fight order.

5.3 Operation Causeway Launched: Effects

Case 1 (correction): The cross reference at the end of this case should say, “Also see Section 5.5.” and not 5.9.

Case 2 (correction): The cross reference in the second sentence should say, “(Section 10.14)” and not “(Section 5.8)”.

The Solitaire Game Rules:

11.0 Determination Phase:

(clarification): When the Japanese player loses an airbase from a Chinese attack and later retakes it, it only counts as a "capture" again if the Chinese occupied the airbase in the interval, otherwise not.

12.1 Tank Blitz Stratagem

(clarification): Note that spending a SP for the Tank Blitz Stratagem will indeed double a stack's operational movement from 3 MPs to 6 MPs, so it is technically possible to capture an unoccupied airbase (costs 3 MPs to enter) even after spending 3 MPs or less in movement.