

Operation Ichi-Go

Addenda as of Jan. 1, 2024

The Two-Player Game Rules:

5.1 Turn & Phase Sequence

(correction): The entries II. and III. on the Sequence of Play should each have 2 asterisks at the end, not just one indicating 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): Cross reference in the second sentence should say, “(Section 10.14)” and not “(Section 5.8)”.

7.1 Japanese Supply

(correction): Hex for Kaifeng should be 1901, not 1091.

The Map:

Turn Record Chart: The two end game entries on the Turn Record Chart are reversed. Turn 9 should say the game ends if Causeway is NOT launched (4.2). Turn 12 should say the game ends if Causeway IS launched (4.3).

The Counters:

The 0-4-0 static Japanese 2nd Armored Division is erroneously shown with a corps-sized symbol (XXX). A corrected counter was supplied in all copies of ATO #56 or you can use the images below to make your own corrected piece:

The Solitaire Game Rules:

5.1 Generate Strategic Points and 11.3 The US Invasion of Formosa

(discrepancy): There is a discrepancy between Section 5.1 and Section 11.3. Ignore the second paragraph of 11.3 and use the rules in 5.1.

9.7 Chinese Unit Movement

(change): During Chinese Movement, stacks move toward the nearest Japanese stack (or MC). Moving to retake an airbase hex, even if further away, will have priority above this.

10.1 Determine Combatants

(clarification): During combat, if a Chinese unit is adjacent to 2 or more Japanese stacks, randomly choose which one to attack except the Chinese must always try to retake a Japanese occupied airbase hex first. Note that each Japanese stack may attack only once per combat phase (Section 10.1, second paragraph). However, if a second (or additional) Japanese stack(s) is adjacent to that hex and Chinese units remain, the second (or additional) Japanese stack(s) may attack those remaining Chinese units.

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.

11.5 Chinese Army Recovery

(clarification): When a stack spawns a new unit that must go in an adjacent hex, it may be placed next to a Japanese unit, or even at an adjacent airbase hex previously captured by the Japanese that no longer has Japanese units on it.

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.

12.6 Emperor's Pride

(clarification): As the Japanese player you can choose the Japanese units to bring back.