

WAR ROOM: A Larry Harris Game

2nd Edition Official FAQ & Errata

Nightingale Games LLC

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A NOTE ON SOURCES: We collected these errata and clarifications from the *War Room* forum on [Boardgamegeek.com](https://boardgamegeek.com), our [Discord](#) channels, our [Facebook group](#), and our [Nightingale Games website](#), for **WAR ROOM: A Larry Harris Game**, direct emails, and personal interactions.

CONTACT: If you have any further additions or suggestions please contact warroombulletin@gmail.com.

2ND EDITION VS. 1ST EDITION: On the whole, changes are fairly minor between the 1st and 2nd Edition. This FAQ primarily covers the 2nd Edition. Updates from the 1st to 2nd edition have been already integrated into the 2nd edition Rulebook.

REMINDERS

Many of these reminders are in response to “wishful thinking” FAQ.

APPLYING LABELS:

- Apply Nation Flags (labels without numbers) to the black plastic tokens, not the colored plastic tokens! They are black so they can be randomized without needing a cup.
- Refer to the bottom of Nation Storage Boxes to track inventory of Commands for each type (Land, Naval, and Air).

SETUP:

- **Solomon Islands** starts Embattled. Place a Hotspot there.
- United States and British Commonwealth Commands can be confused, especially where they share regions.
- Each Command Token label has a reminder of its starting region and starting Units.
- White regions in scenario maps are out of play and may not be entered. For example, you can't fly over **Turkey** in the **North Africa** scenario.
- If a sea region is not included in a scenario, any Naval Commands which start there are likewise excluded from the scenario. If a territory is not included in a scenario, any starting Naval Commands (for example, the fleet starting in **I-2**) referenced by an out of play Territory Card are still included if both the sea region and the controlling Nation are part of the scenario. In short, the Command Tokens take precedence over the Territory Cards when referencing scenario setup inclusion or exclusion.
- In the non-Global scenarios, Commands with a Region ID that are NOT part of that specific scenario's setup must be removed from play ENTIRELY. They are considered to be in action elsewhere. However, the “spare” Commands without a Region ID may be used.

WORLD MAP ADJACENCY:

- Refer to this [graphic](#) for questions about region adjacency.

INCOME:

- Remember to check for Territory Cards that should be flipped when Embattled.
- The Resource icon in Neutrals is NOT Resource income and it is only in reference to trade.

STRATEGIC PLANNING AND MOVEMENT:

- If you “accidentally” write multiple orders for the same Command, only the first one is valid.
- Sometimes Naval Units and Troop Transports have multiple routes to choose from, as they can move up to 2 regions. “Self-pinning” can occur when a Naval Command intentionally enters a region with Enemy Units (which they could have avoided by going a different route), and is perfectly legal. Partial or full pinning may result. Note that pinning is NOT optional once an Enemy-occupied region is entered. There is a “patrol” technique of giving an order to a Naval Command to move to its current region so it can move into any adjacent region and then back to its original region with the hopes of self-pinning. This can be a useful method to hunt down evasive Submarines.

- There is no limit to the number of Command Stacks in a region.
- Air Units are NOT affected by control of straits and canals. Such connected sea regions are considered adjacent.
- Splits and mergers MUST be publicly announced. Splits/mergers may occur at any time during Phases 1, 5, 6, and 7. Splits/mergers MUST be finalized during *Phase 2: Strategic Planning*, by the end of Step 1 (BEFORE BIDDING IS REVEALED). No splits/mergers may occur during *Phase 3: Movement* except as required by pinning. During *Phase 4: Combat Operations*, splits/mergers may occur only immediately after battle in the Active region.
- There is no requirement to capture a territory before advancing deeper into Enemy territory, as long as pinning restrictions are met.
- **Gibraltar's** Port is NOT connected to **A-15**. The bubble is merely a "zoom in" graphic.

ESTABLISHING TURN ORDER:

- Remember that you can choose **any** available Turn Order slot.
- While China can't bid Oil for Turn Order, it does get shuffled into the random mix for 0 bidders.

BATTLE:

- If an Air Command faces Enemy Naval or Land Forces, then a battle will occur but the attacking Air Commands will not be able to capture a territory. If an Air Command without an accompanying Land force faces a Garrison Force, then no battle will occur.
- Commanders can set up Units and choose Stances on the Battle-Board simultaneously to save time, but the Commander who is first in Turn Order must finalize their Stances first. Once finalized, Stance choices are locked and may NOT change for the entire battle.
- Checking for Port Advantage is easily forgotten. Only Naval Units gain free repair if Port Advantage applies.
- Force Advantage (FA) means that for the side with fewer Land or Naval Unit Types, black and white results become misses and may not be used at all. FA does NOT apply when both sides have an equal count of surface Unit Types. FA does NOT apply during the Air Battle Stage or Raiding (however, FA can affect the results of Air Units' contributing Dice during the Surface Battle Stage). Force Advantage is NOT reassessed after each batch is resolved.
- Batches are important. Do NOT roll more than 10 Dice at once.
- Submarines CAN be attacked by Air Units.
- It is best to assign damage from the bottom up on the Battle-Board, to be consistent.
- Damaged Units must be eliminated before damaging another Unit in the same ROW, but not necessarily of the same TYPE. For example, it is possible to have damaged Armor Units in both the "OFFENSIVE" and "DEFENSIVE" rows simultaneously.
- The Commander rolling Dice makes ALL relevant decisions on how to assign damage, while the Commander receiving damage only decides whether or not to invoke Escort Stance.
- Carrier Fighters are heavily abstracted. Strictly, surviving Carrier Fighters should be removed from the World Map after battle, but some prefer to "return" each Carrier Fighter on top of the mother Carrier for convenience. This can lead to confusion if there is another battle in the Carrier's region, causing the Carrier Fighter to potentially battle twice in two different regions, so don't return a Carrier Fighter to its Carrier until all relevant battles are resolved. Eliminated Carrier Fighters are moved to the Casualty List (a new one will spawn if the Carrier itself survives). If a Carrier is sunk and its Carrier Fighter is not eliminated, only the Carrier is sent to the Casualty List.
- The Commander of a Garrison Force should roll the Dice and assign damage to the invading Enemy.
- Remember Loss Limits and Embattled status apply when raiding Coastal Convoys but not when raiding Trans-Ocean Convoys. Pay careful attention when raiding Convoy Clusters in terms of which territory is subject to each individual Resource loss. Convoys can still be raided if the targeted Nation is in the Red or Gray Zone. Despite Economic Collapse (and no new production), Loss Limits apply as normal, until the Nation has no Resources in its supply.
- If a Convoy "ring" extends beyond a sea region's border, it does NOT mean it can be raided from that adjacent sea region. For example, the Coastal Convoys linked to **Java** and **Sumatra** can only be raided from **P-16**.

MORALE:

- The Blue Zone penalty is recurring under the standard rules, and the Gray Zone penalty is always recurring.
- No more than 6 Stress Points may be gained from Casualty Points by a Nation in a single round (i.e., Casualty Points above 110 on the Morale Board are moot).
- When Units are lost due to the Grey Zone penalty, it does NOT reduce Stress. In the rare case that Units are still under construction during the Morale Phase (due to a lack of Commands), they can NOT be used to satisfy this penalty.
- Newly gained Stress is cumulative with existing Stress.

- NEW: Once a Nation Collapses, all its original territories (as indicated by the Territory Cards) permanently flip to Embattled, regardless of who controls them at the time of collapse. The thematic reasoning is that captured territories are still tied to the well-being of the original "homeland". Time erodes the capacity of territories with the duress of ongoing war. Mechanically speaking, this reduction of available Resources helps propel the game toward a conclusion.

PRODUCTION:

- Remember to check for Production 'smokestack' limits.
- Naval Units can be deployed to Embattled sea regions. You **can't** deploy to sea regions that aren't connected by a Port. For example, to **P-0** from **Japan**.
- China may normally deploy Infantry Units only in territories with a Mobilization Icon, but it may deploy *captured* Infantry Units in Industrial territories. Chinese Artillery are deployed only in Industrial territories, in the normal manner. China may end up with Armor Units only by capturing Units under construction.
- Units that could not be deployed in *Phase 5: Refit & Deploy* due to a shortage of Command Tokens, and thus remained under an Industry Token, do NOT count against "smokestack" limits in *Phase 7: Production*. If anyone insists, make multiple stacks of Units (each capped with an Industry Token) to distinguish 'old' versus 'new' construction for verification of Production limits.
- The presence of any Naval Command is irrelevant when trading by land.
- When determining if a trade route is blocked, only the trading Neutral needs a path out by land OR by sea. There is an abstracted assumption that the Nation initiating the trade can make use of the Resources in a variety of locations, so that end needn't be checked for blockades.
- When determining if trade is possible, both the Neutral and the adjacent sea OR land region used for access must NOT be Embattled.
- NEW: Even if successfully invaded, a Neutral remains a Neutral, rather than becoming a controlled territory. Only the Neutral's alignment changes to be pro-Allied or pro-Axis. If there was a benefit (beyond trade access) to capturing Neutrals, then the Allied Forces would feel compelled to capture Neutrals which are already pro-Allied.

MINOR RULEBOOK EDITS

These proposed Rulebook edits are primarily intended for emphasis or clarification, rather than prompting any actual gameplay changes. **Note:** Changes to a future version of the Rulebook will likely include these changes **highlighted in red**.

: OBJECTIVE :

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This change has been added to streamline endgame situations. It allows a side to achieve victory without technically having to occupy an Enemy's Capital if that Enemy Nation has Collapsed.

Page 2, OBJECTIVE: STANDARD

Unless otherwise stated in the chosen game scenario, The Allied Forces must control both **Greater Germany** and **Japan** to win. The Tripartite Pact Alliance (AKA, The Axis) must control two of the following to win: **Eastern United States, Great Britain, or Moscow**. **If a Nation is Collapsed (and its Capital is NOT currently occupied by any Units of an ally of the Collapsed Nation), then that is equivalent to its Capital being captured for determining victory.**

: SETUP :

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Here are a couple of tweaks to acknowledge the Embattled state of *Solomon Islands* when organizing Territory Cards at the beginning of the game:

Page 7, NATION COMPONENTS:

Insert Territory Cards with Resource icons into the slotted Card Holder (**appropriate** side up, **see page 3**) for convenience in adding up income during *Phase 1: Direct National Economy*.

Page 7, PLACE UNITS:

The Solomon Islands is the only region to start the game **Embattled**, with opposing Alliances both present.

: STRATEGIC PLANNING AND MOVEMENT :

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Here is a tweak to clarify that *Aleutian Islands* is not adjacent to *Alaska*.

Page 5, WORLD MAP FEATURES: ADJACENCY:

Note: **As Sicily's circle overlaps Italy, the two territories are adjacent to each other; In contrast, Aleutian Islands and Alaska are not adjacent to each other.**

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Here is a tweak to clarify that no movement history is relevant when assessing pinning and that all Friendly Commands present in the region are evaluated (not just the ones with movement orders).

Page 10, PINNING:

A Land or Naval Command **s** trying to exit a region containing Enemy Land or Naval Units must leave behind an equal number of Units as the Enemy Units present within that Category. Within the region, Units **stacked under other Commands (including ones that moved into the region previously in the current round and ones** belonging to an ally) are always used to satisfy this requirement first.

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This clarification relates to the pinning of Troop Transports by Naval Commands. Troop Transports may only escape pinning if they have orders to move to a Friendly-controlled territory at the time of movement (regardless of Embattled state), or they may avoid pinning altogether by having at least as many Naval Units in the region as the Enemy has.

Page 10, TRANSPORTING LAND UNITS BY SEA: PINNING:

Troop Transports (regardless of their number **or destination**) are pinned by Enemy Naval Units that are unmatched by Friendly Naval Units (with the exception below).

Here is a tweak to clarify that Air Commands may be assigned orders to end movement in Impassable Regions with the intent to pass beyond and land during *Phase 5: Refit & Deploy*. For World Map ID codes, abbreviate the impassable region.

Page 10, PLOTTING AIR COMMANDS:

Air Commands may initially move 1 or 2 land/sea regions (including Enemy territory **or impassable regions**).

Here is a tweak to clarify that Air Commands may not move by Rail.

Page 10, PLOTTING AIR COMMANDS:

[Add to end] Air Commands may not move by Rail.

Here are a few tweaks to clarify Rail movement. There is the distinction of moving *through* an Embattled territory via Rail, not just *entering* or *exiting*. There is a reminder that moving to an adjacent territory doesn't require Rail (Rail is only relevant for Land Units when traveling more than 1 region). There is also an added example demonstrating that pinning still applies to Rail movement at the point of origin.

Page 12, ROW 1, BOX 1:

China's **Command (101st)** moved previously, causing **Peiping (J4)** to become Embattled. This prevents all Rail movement **into or through Peiping** (it is **not** a matter of pinning). The **65th** Command's order must be canceled. Imperial Japan draws a diagonal line through the box to show this. (If the written destination was **Peiping (J4)**, movement would still have been possible, **as moving to an adjacent territory does not require Rail.**) If the **24th** Command had orders to move to **Korea (J2)** by Rail out of **Peiping (J4)**, it would still be able to do so (as **J4** is still controlled by Imperial Japan), but with only 1 of its Units, due to 1 being pinned by China's **101st** Command.

: BATTLE :

Here, we clarify some rules on how to apply damage to Units on the Battle-Board. Note: White results only count against Units that are in a space with a white triangle, otherwise white results are misses.

Page 16, BATTLE RESOLUTION: STEP C. ASSIGN DAMAGE:

A damaged (including lightly damaged) Unit must be eliminated before another in the same row can be assigned a hit. (Units of the same Type but in different Stances are in different rows.)

This edit makes it clear that you can only bomb Enemy targets.

Page 17, STRATEGIC BOMBING RAIDS:

Strategic Bombing Raids can occur in any territory with a potential **Enemy** target: i.e., Resources, Units under construction (including Naval Units), and/or Infrastructure.

This edit clarifies that Strategic Bombing is consistent with other Combat, in that Black Die results can be used as any other color (even if it results in no damage).

Page 17, STRATEGIC BOMBING RAIDS:

Black: Choose any 1 of the above results (even if it results in no damage).

Here is a tweak to clarify that Trans-Ocean Convoys are not affected by territory Loss Limits. We've also removed the word 'linked' to emphasize this point.

Page 17, CONVOY RAIDS: TRANS-OCEAN CONVOYS:

These each bear a National Flag and labels for its ~~linked~~ territories of origin and destination. If both territories are controlled by Nations of the same Alliance, the Convoy is active and may be raided by the opposing Alliance. If two Axis Nations control the territories, they must decide amongst themselves which Nation places its National Flag to denote control and suffer the liability. If the ~~linked~~ territories are controlled by opposing Nations, the Convoy is inactive and may not be raided. Raids on Trans-Ocean Convoys are unaffected by Loss Limits (see below), except that a Nation's Resources can't drop below 0.

Page 17, CONVOY RAIDS: RESOLVING CONVOY RAIDS:

For Coastal Convoys, keep in mind LOSS LIMITS (see below).

Here is a clarification to emphasize that any Stress is gained in all territory exchanges (regardless of its original controller).

Page 19, STEP F. ASSIGN MEDALS AND STRESS: LOSS OF THE TERRITORY:

A territory's former controller gains Stress equal to the SV of the lost territory, regardless of whether or not it was the original controller as indicated on the World Map.

: REFIT & DEPLOY :

Here are some tweaks to clarify that Enemy Air Commands alone can never cause an Embattled state. A Hotspot would still be required for any conflict involving Air Units, but Resource income is not affected. This is mostly moot, as Air Commands must land in a Friendly territory, but it could affect the available Resources in raids before landing happens in Phase 5: Refit & Deploy.

Page 8, EMBATTLED REGION:

After a battle, if opposing Land or Naval Commands still share a territory or sea region ~~or territory~~, it becomes "Embattled".

Page 19, STEP E. UPDATE TERRITORY STATUS: EXCHANGE THE TERRITORY CARD (OR UPDATE ITS EMBATTLED STATUS):

If control doesn't change and Enemy Land Units remain in the territory, be sure that the Embattled side of the Territory Card is face up.

Here is a tweak to clarify that Air Commands can land in a newly-captured territory.

Page 20, STEP 1. LAND AIR COMMANDS:

They may now move up to 2 regions and must land in a Friendly territory (allowable even if it is still Embattled or has been captured in the current round).

: MORALE :

Here we emphasize that Peiping and Italy act just the same as other capitals in terms of awarding Medals.

Page 19, STEP F. ASSIGN STRESS AND MEDALS: CAPTURE OF A CAPITAL TERRITORY:

3 Medals (regardless of its SV or whether its capture is a victory requirement) (Medals can be awarded unevenly among Friendly participating Nations.)

This tweak clarifies that Units under construction (a situation which is only possible if no Command Tokens were available during Phase 5: Refit & Deploy) and Carrier Fighters may not be used as desertions when suffering the Gray Zone penalty.

Page 21, STRESS ZONE PENALTIES

• **Gray Zone:** "Mass Desertion" – The Nation's player must now transfer to the Casualty List a number of its Units (of any Type, excluding Units under construction and Carrier Fighters) from the World Map equal to its current Stress Points.

: PRODUCTION :

These edits concern trade routes. We correct an oversight in an example, as *Egypt* is also connected to *Arabia*. We also clarify that you can only trade via sea through one of its Port-connected sea regions (as opposed to ANY adjacent sea region). Also, we adjust a phrase to make it clear that Troop Transports are NOT Naval Commands.

Page 22, TRADE ACCESS BY SEA:

A Nation may trade if the sea region connected to **at least one of the trading Neutral's Ports** has no Enemy **Naval Commands** (~~except Troop Transports~~). The Axis, additionally, must have a Friendly Naval Command in that sea region (for intimidation).

Page 22, TRADE WITH NEUTRALS: EXAMPLE:

Imperial Japan may trade with **Arabia** if the Axis control **either Egypt or Middle East**. Imperial Japan may trade with **Arabia** by sea if its Port-connected sea region, **I-1**, contains an Axis Naval Command and no Allied Naval Commands.

This change clarifies that when a Neutral becomes Pro-Axis it no longer requires a Naval Command (for intimidation) in the adjacent sea region when trading by sea route.

Page 22, TRADE ACCESS BY SEA:

The Axis, additionally, must have a Friendly Naval Command in that sea region (for intimidation), **unless the Neutral is Pro-Axis**.

: PACTS AND DOCTRINES :

These changes clarify the exact timing of when the 2 Pacts and the Stalin Doctrine dissolve (i.e., at the end of *Phase 6: Morale*).

Page 24, SOVIET-JAPANESE NON-AGGRESSION PACT, DISSOLVING THE PACT, [bullet point 1]:

either party **is in** the Red Zone on the Homeland Status Track **at the end of Phase 6: Morale**, or

Page 24, SINO-SOVIET NON-AGGRESSION PACT:

This Pact permanently dissolves if either China or the Soviet Union **is in** the Red Zone of the Homeland Status Track **at the end of Phase 6: Morale**.

Page 24, THE STALIN DOCTRINE:

Until the Soviet Union **is in** the Red Zone on the Homeland Status Chart **at the end of Phase 6: Morale** for the first time, ...

This clarification involves the Soviet-Japanese Non-Aggression Pact. The change is made to make it clear that the act of pinning (which is optional only for Pact members) takes precedence when determining which party is at fault. Also, an invasion is not required for either party to break the Pact, but rather, simply opting to pin the other's Units would be a violation (even if the movement's destination was NOT an invasion). It also clarifies that canceling a Pact-breaking movement order will make the violation moot for either party (be it pinning or invasion).

Page 24, SOVIET-JAPANESE NON-AGGRESSION PACT, MOVEMENT RESTRICTIONS, [bullet point 2]:

Neither party's Units may contribute to the pinning of the other party's Units. (For example, if The Soviet Union announces its order to invade **Burma** from **India**, this invasion would normally break the Pact. However, if Imperial Japan's Units in **India** pin the invaders, Imperial Japan will have broken the Pact first. **The Soviet Union would only be at fault if Imperial Japan chose to not pin ANY of the Soviet Union's Units AND the movement order to Burma was not canceled.**)

This tweak clarifies that the offending party's Units will NOT be sent to the Casualty List if the other party prevents them from leaving by pinning.

Page 24, SOVIET-JAPANESE NON-AGGRESSION PACT, COMBAT RESTRICTIONS, [bullet point 4]:

If either party ends up with Land Units in a territory controlled by the other party, then the offending party must carry out orders to leave in the next round (or be sent to the Casualty List), *unless pinned*.

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: NEUTRALS :

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Here is a tweak to clarify what happens to Units when a Nation doesn't have enough Command Tokens after winning a battle in a Neutral territory.

Page 25, ATTACKING STANDARD NEUTRALS: PHASE 4: COMBAT OPERATIONS:

IF ANY DEFENSE FORCE UNITS SURVIVE, the defending Commander should replace the Arrow Tag with his Flag and take the Neutral Territory Card. Now the territory may only change hands if the Enemy wins control in another battle. The defending Commander caps the stack(s) of surviving Neutral Units with his own Command Token(s). *Any such Units for which a Command Token is not available are returned to storage*. These new Commands may even move out of the Neutral in a later round, but may not be transferred to an ally.

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: SCENARIOS :

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This tweak is to clarify that, during setup, certain Naval Commands (such as those in I-2 in the *War in Europe scenario*) **ARE** to be included, even if the referenced Territory Card (*India*) is not part of the scenario.

Page 26, CHOOSE A SCENARIO TO PLAY:

Only use the Territory Cards as prescribed in the scenario when placing Units and collecting Resources; *however, Command Tokens take precedence over the Territory Cards when referencing scenario setup inclusion or exclusion in sea regions*.

: OPTIONAL RULES :

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Here is a tweak to emphasize that optional rules can be used in any combination.

Page 31, ADVANCED RULES:

The following optional rules may be used *in any combination* if all players agree.

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: QUICKPLAY :

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Here is a tweak to the Quick Play Red Zone penalty on the Homeland Status Track, which reduces the Nation's PV to 0 and also removes the option of spending Medals for Production (this is relevant because one could possibly continue to accrue new Medals in future rounds, essentially bypassing the Production penalty.)

Page 35, PHASE 6. MORALE:

Penalties are unchanged, except no Resources are paid for the Blue Zone, *and a Nation's PV is reduced to 0 (and no Medals may be returned for a Production Bonus) in the Red Zone*. Also, a Nation loses 1 PV (moves its blue peg down) upon entering the Blue Zone and again upon entering the Yellow Zone (if reversing on the Homeland Status Track, this is undone).

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