

The most recent update to this file starts below, after the date 12-2-06. That new material is shown in blue.

WiTP ERRATA 9-19-06

Scenarios & Campaign Reinforcements Booklet, pg. 3:

[64.3] Japanese OOB

- Change 3rd line to read:
7x DD's: 21,36-8, 41, 46, 47.

[64.4] Allied OOB

- Change 2nd line to read:
3x CL: 1,2 (RNN); 29 (RAN).
- Change 3rd line to read:
6x DD's: 7 (D2), 3 (RN); 52 & 54 (both D2, RNN); 8, 9 (USN).

WiTP ERRATA 9-20-06

Scenarios & Campaign Reinforcements Booklet, pg. 2:

[63.4] 1.

- Change 2nd line to read:
6x SBD "medium"

[63.4] 2.

- Change 2nd line to read:
"Medium:" 1x A6M ("elite") + 2x D3A1 (1x "elite")

Chartbook II, pg. 42:

[52.5] U.S. Production Cost Chart:

- "NAVAL UNITS," 11th line: Change to read:
DE/DET

WiTP ERRATA 9-29-06

Scenarios & Campaign Reinforcements Booklet, pg. 5:

[66.4] Truk (E1602), Naval:

- Change 6th line to read:
3x DD: 21, 33, 36.

[66.4] Rabaul (E1613), Naval:

- Change 4th line to read:
4x DD: 8, 15, 16, 22 (D2).
- Add new 5th line below 4th line (above):
1x APD: 17

[66.5] Noumea (E3231), Naval:

- Change 4th line to read:
7x DD: 17 (D2), 18, 19, 21 (D2), 41 (D2), 42, 43.
- Change 5th line to read:
2x AO: 21, 23.

[66.5] Port Moresby (E1119), Ground:

- Change 1st line to read:
3x Australian Inf. Bn's: 1 @ TQ "6" + 2 @ TQ "5."

[66.5] Brisbane (E1737), Naval:

- Change 3rd line to read:
2x DD (USN): 25 (D2), 44 (D2).

Designer's Note: the (main) reason these scenario errata are surfacing is that I constructed the small scenarios prior to the destroyer counter re-numbering, & missed the changes.

**WiTP ERRATA
10-05-06**

Game Turn Record Track Table-top Display:

Strategic Initiative Adjustment Summary:

- Left column, 9th event. Change to read:
"Liberating" Co-Prosperity Sphere Resource Hex (current value ≥ 2)

[33.0] Activation Costs: Ships Summary:

- 8th line; change to read:
DD/APD, DE/DET
- 2nd line ("CVL, CVE"): Add footnote 7 following "CVL:"
7) CVL's with air capacities of ≤ 4 . 5+ air capacity CVL's use "CV" cost of "2."
- Change footnote 5) to read:
"D2" units cost $\frac{1}{2}$ CP for each such 2 units activated. If single "D2" unit only activated, no CP cost accrues.

10/11/06 Clarification: Amphibious Assault Naval MP expenditure [17.1.9]

Naval MP debarkation costs are born on an individual TF basis. The total Naval MP debarkation cost equals the total number of ground steps (including equivalent ground steps, in the case of Mech. / ENGR units – see Table 17.1) to be debarked by that TF in a single *main map* hex. *Example:*

(Note: only the transport ships involved are included for purposes of this example)

It is G/T 1/4/45. The US player has 2 amphibious TF's formed for the invasion of Okinawa. They are:

- TF "A" (Leyte): 3x APA's (full). Embarked: 7th & 96th Inf. Divs (total ground steps = 32).
- TF "B" (Ulithi): 3x APA's (full). Embarked: 1st & 6th Mar. Divs (total ground steps = 28).

TF “A” sorties (at speed class “2”) from Leyte during the 2nd Naval Phase of G/T 1/4/45. It expends a total of 100 Naval MP’s, from Leyte (B2451) to Okinawa (B2736). With 26 MP’s remaining, it begins off-loading its two divisions. At 4 Naval MP’s per step (see Table, 17.1), 6 steps (only) are debarked during that 2nd Naval Phase – leaving 26 steps still embarked at the end of that phase. During the 3rd Naval Phase of that same G/T, TF “A” continues debarkation, spending a total of 104 Naval MP’s of its allotted 126 – debarking the remainder of its landing force, and leaving 22 Naval MP’s potentially remaining during that 3rd Naval Phase.

TF “B” (same speed class) sorties from Ulithi, also during the 2nd Naval Phase of G/T 1/4/45. It expends a total of 122 Naval MP’s during that phase, steaming to B2837, enroute to Okinawa (same landing hex; B2736). During the 3rd Naval Phase of the same G/T, it expends 10 additional Naval MP’s to reach B2736, leaving 116 available. It debarks its landing force of two Mar. Div’s, totaling 28 steps. At 3 Naval MP’s per step (see Table, 17.1), a total of 84 Naval MP’s are expended to debark the landing force in whole – leaving 32 Naval MP’s potentially remaining during that 3rd Naval Phase.

Note: Had the US player formed a total of four amphibious TF’s, instead of two (each carrying one division, and assuming he had sufficient APA’s to allow the different Load Capacity combinations), the movement costs would be as follows:

TF “C” (Leyte): 2x APA’s (each @ “D2”). Embarked: 7th Inf. Div. (16 steps). This TF’s movement parallels TF “A’s” in the preceding example, through the end of the 2nd Naval Phase. To that point, TF “C” has debarked a total of 6 of the 7th Inf. Div’s steps – leaving 10. During the 3rd Naval Phase of that same G/T, it debarks the remainder of the division – expending a total of 40 Naval MP’s (4 x 10), leaving 86 Naval MP’s potentially remaining during that 3rd Naval Phase.

TF “D” (Leyte): Same composition as above. Embarked: 96th Inf. Div (16 steps). The same mechanics as above apply, except note that, in lieu of sailing separately, these two TF’s could proceed in tandem, via a LINK [17.10] mission – thereby utilizing the most efficient method of moving/debarking (in terms of Naval MP expenditure), but at the increased risk of these TF’s potentially having to defend themselves individually (e.g., from air attack) rather than collectively.

A similar procedure would then govern TF’s “E” & “F” (with their cargoes of the 1st & 6th Mar. Div’s, respectively).

WiTP ERRATA

10-12-06

Scenarios & Campaign Reinforcement Booklet, pg. 4:

[65.4] 1.

- Change 17th line (IJN Carrier TF DD screen) to read:
6x DD’s: 41, 46-49, 62 (D2).

[65.4] 2.

- Change 7th line to read:
2x DD’s: 21, 22.

[65.5] (Force “A”):

- Add new 5th line (below CV 67):
1x BB: 03.
- Change 7th line to read:

4x DD's: 8, 40 (D2), 42 (D2), 48 (RAN, D2).

[65.5] (Force "B"):

- Change 3rd line to read:
3x CL: 46, 53, Dutch CL 5.
- Change 4th line to read:
7x DD's: 2 (RAN, D2), 3, 41 (D2), 43 (D2), 44 (D2), 49 (RAN, D2), 56 (Dutch, D2).
- Add to "Admirals," last line:
Boyd (* *).

Scenarios & Campaign Reinforcements Booklet:

[68.0] CAMPAIGN SCENARIO DEPLOYMENT & NOTES

Pg. 8:

Center column, *Pearl Harbor Striking Force (F3338)*:

- Change DD line to read "5x DD's:"
- Delete DD 30 (D2)

Right column, *Pescadores (B1839)*, Naval:*

- Change 4th line to read "10 x DD's:"
- Add DD 11

Pg. 9:

Left column, *At sea, Bonin Islands (D0536)*:*

- Change 2nd line to read:
2x DD's: 16, 30 (D2)

Left column, *Formosa (any port), Naval:*

- Change 4th line to read:
2x DD's: 1* (D2), 2*

Right column, *Palau (C3502), Naval:*

- Add new 5th line (below "DD" line):
APD-7

Pg. 10:

Center column, *Hainan (B0745)*, Naval:*

- Change 3rd line to read:
7x DD's: 22-28

Right column, *Kure (B3328), Naval:*

- Delete DD 6 (D2)

Pg. 11:

Left column, *Any port(s) in Japan, Naval:*

- Change 1st line to read:
12x DD's: 3-6, 12-14, 29 (D2), 33-36.

Pg. 13:

[68.3.12] IJN Ships: Production Pipeline Table:

- “DD” Row: Delete DD 24 under “Production Pipeline”
- “APD” Row: Delete APD-7 under “Production Pipeline”

Campaign Reinforcements Section (Japanese):

Pg. 45:

13/41, NAVAL:

- Delete DD 24 & APD 7@ Sasebo.

Pg. 46:

8/42, NAVAL:

- Add at end of entries:

Remove “D2” status from DD 30, if DD 30 currently possesses < “D3” damage status.

WiTP ERRATA

12-2-06

Game Turn Record Track Table-top Display:

[33.0] Activation Costs: Ships Summary:

- 6th line (AO), change to read:
1-4³
 - Change footnote 3) to read:
See footnote 6 [33.0], Activation Costs Summary – *Chartbook I*, pg. 26

MS Damage / Load Capacity Summary:

- Change “ADA’s” to read “APA’s”

Examples of Play Booklet, pg. 12:

[35.5.1] Rail Movement

- Change 3rd paragraph to read:
“...and there is detained – costing an additional total of:
 - (1st bullet: no change)
 - 9 *Railcap* for detaining the division

(thus totaling 30)

- 4th paragraph, 2nd line: Change “51” to read “44”
- 4th paragraph, 3rd line: Change “4” to read “11.”

Chartbook I pg. 7:

[12.1] Strike Sequence Table:

DRM’s:

- Delete the –1 “Coastwatcher-observed” DRM

Scenarios & Campaign Reinforcements Booklet

Pg. 4:

[65.5] CW Deployment, 2nd column, (*Either Colombo or Trincomalee, Naval:*

- Delete DD2 (D2)

Pg. 7:

[67.4] Japanese Deployment. Immediately preceding **[67.4.1]**, add:

Note: For this scenario, Bangkok is linked (both by sea and overland) to an assumed Japanese Supply Base at Saigon (Map “B,” not used in this scenario).

[67.5] CW Deployment, Rangoon (A3019), Ground: Change 3rd line to read:
Fortification Level 2/2

Pg. 14:

[68.4.1] British Deployment

MALAYA

Singapore: Hex reference should read B0109.

Pg. 16:

BURMA

Rangoon (A3019), Ground: Add new line:

OSB: E. Fleet HQ

Pg. 37:

[73.6] Allied Deployment

- *Noumea (E3221).* Add:

Ground:

Supply Base

- Add:

Brisbane (E1737):

Ground:

Supply Base

Rule Book I

Pg. 7:

[3.1] Sequence Outline, 3rd column, 1st paragraph. Change last sentence to read:

Using the same sequence and procedure as outlined above, and the initial “initiative” DR, each side sequentially resolves *day* air strikes (but not transfers).

Pg. 18:

[5.9] Rail Movement Interdiction, 2nd paragraph. Change to read:

The cost to entrain/detrain in an interdicted rail hex is the normal *Railcap* cost to entrain/detrain [35.1.1], plus the *total* bombardment value of the AP’s interdicting.

[5.11.1], 3rd column. Change 3rd sentence to read:

Exception: US C-46 & C-54 AP’s each have a Load Capacity of 1 ground step.

Pg. 19:

[5.12.1] Change 1st sentence to read:

For air assault purposes, all transport (“C”) AP’s have Load Capacities of ½ step of airborne units.

Pg. 29:

[8.1.3] Reaction Rating, 3rd column, “**Note:**” Add 2nd sentence:

Moreover, bonus or penalty hexes are treated as eligible hexes, regardless of any differences in Naval MP costs of hexes entered by the triggering & reacting TF’s.

Pg. 40:

[13.3.2] Carrier TF Air Search. Change 2nd bullet to read:

- Enemy TF’s: One search on one hex (maximum) containing an enemy TF marker.

Pg. 44:

[13.8.5] Coastwatcher Air Strike Warning. Replace 3rd sentence with:

If a Japanese air strike overflies a CW-occupied hex, treat any *Strike Sequence Table* [12.1] result generated by that strike which indicates that Japanese strike as occurring first (i.e., a “Before Enemy Strike” result if the Japanese strike is announced first; an “After Enemy Strike” result if announced second) instead as a “At Same Time (simultaneous)” result.

Pg. 48:

[16.0] NAVAL OPERATIONS. Clarification: Add to end of this section:

Player’s Note: The above cases (A, B) govern speed classes initially assigned (i.e., when ships sortie) or assigned immediately following at-sea refueling. Speed classes may subsequently be changed during 1st Naval Phases of Game-Turns. See [18.2.1].

Pg. 56:

[17.5] Reaction Mission. 3rd column, 1st paragraph, 3rd sentence; change to read:

“Thereafter, the two opposing TF’s move simultaneously (see “**Procedure**,” below) until a....”

“**Procedure:**” paragraph. Delete the last sentence (“The two opposing TF’s move...”). Add the following clarification in its stead:

The reacting side moves one hex after being “triggered.” Thereafter, each side (the triggering & reacting TF’s) alternates moving one hex, until all REAC movement is concluded, so long as the hexes moved into have the same Naval MP cost.

If these hexes possess different Naval MP costs, then movement is expended on a MP basis,* rather than on a hex-by-hex basis. *Possible exceptions:* See 8.1.3 (“Carrier Admiral REAC bonus”) & 20.1 (“Surface Admiral REAC bonus”).

- See *Examples of Play Booklet* addenda (FAQ’s)

Pg. 62:

[18.4] Active Phase Duration, Table:

- In Speed Class 1 row, TOTAL # of Active Naval Phases column, change entry to read 4*

- Add at bottom of page:

* May, in rare instances, be increased to 6 via speed class reduction. See [18.2.1] (1) & (2).

Pg. 67:

[20.1] REACTION RATING, 2nd column, next-to-last paragraph (“Reaction bonus movement hexes...”).

Add:

Moreover, bonus or penalty hexes are treated as eligible hexes, regardless of any differences in Naval MP costs of hexes entered by the triggering & reacting TF's.

Pg. 68:

SURFACE COMBAT VALUE, 1st column. Add the following section below the **Note:** paragraph (immediately above "***BREAKOFF LEVEL VALUE***"):

Procedure: Admirals with Negative Ratings: Admirals commanding surface TF's whose rolled-for combat ratings indicate "S-__" (e.g., a net DR of ≤ 1 " for USN Adm'l Glassford in 1942 – in this case resulting in an "S-4" rating) have these negative surface combat value ratings applied in sequence in the following order:

1. Remove a number of *positive* surface combat ("1") counters from that TF's rolled-for subordinate admiral (if any) up to the negative total possessed by the TF's commander.
2. Add any remainder negative "S" ratings, in an alternating fashion (starting with the TF commander) to the opposing surface admirals (commander + one subordinate designated by the opposing player). If no subordinate enemy admiral is present, the opposing TF commander receives all the remainder.

These allocations are then added to any (positive) "S" chits already possessed by these admirals.

In the event that no opposing enemy admiral is present, add half (rounded *up*) of the total negative "S" ratings to the enemy TF – to be used as if there were a TF commander present during the succeeding battle.

Pg. 87:

[25.3.2] CW Units.

- Delete the 3rd bullet (53rd Bde)

Rule Book II

Pg. 111:

[32.1] Tracing Supply

- Delete the "**Note:**" sentence below "(B) A friendly Supply Base"

Miscellaneous Clarifications:

1. Admiral's combat ratings: application and duration of. [See FAQ's.](#)
2. Naval Reaction Movement (*Examples of Play* addenda). [See FAQ's.](#)
3. Air searches: moving carrier TF's. [See FAQ's.](#)
