

CONQUEST & CONSEQUENCE – ERRATA LOG

	AS WRITTEN	CORRECTION	COMMENT
RULEBOOK			
3.243	FIREPOWER: A1/ N2 /G3/S0. VERSION: 27/05/2021	FIREPOWER: A1/ N1 /G3/S0. VERSION: 21/01/2022	In sidebar of rulebook, player aids, and map the Firepower is shown correctly.
16.31	Russian units can enter Manchuria freely . VERSION: 27/05/2021	Russian units can enter Manchuria without causing a Foster Faction Intrusion . VERSION: 21/01/2022	
19.5	Activism: UC draws Action cards equal to KMT, <i>placed face-up X</i> . VERSION: 27/05/2021	Activism: UC draws Action cards equal to KMT, <i>placed face-up</i> . VERSION: 21/01/2022	Delete “X”.
PLAYBOOK			
Page 32	Hainan cell for the applicable WildCards of USA is highlighted in beige . VERSION: 27/05/2021	Hainan cell for the applicable WildCards of USA should be highlighted in green .	
Page 32	Anywhere in SE Asia VERSION: 27/05/2021	Anywhere in IndoChina	
PLAYER AID			
SOVIET	<ul style="list-style-type: none"> Unit Entry: <ul style="list-style-type: none"> Manchuria: no restrictions. Other: only if at War with Japan; if so CCW VPs = lesser of CPC/RedMuster. VERSION: 27/05/2021	<ul style="list-style-type: none"> Unit Entry: only if at War with Japan. <ul style="list-style-type: none"> Manchuria: not Foster Faction Intrusion. Other: if so CCW VPs = lesser of CPC/RedMuster. VERSION: 21/02/2022	
ACTION CARDS			
#43	USA: Any Neutral in China (2 Influence) JPN: Any Neutral in SE Asia (including British Empire) SOV: Any Neutral in China VERSION: 1 st Edition	USA: Any Neutral in China (2 Influence) JPN: Any Neutral in IndoChina (including British Empire) SOV: Any Neutral in China	
#54	Partisans Sian or Muken VERSION: 1 st Edition	Partisans Sian or Mukden	

NOTE: small clarifications that do not really impact in the gameplay are not shown here. Example, the rulebook of 27/05/2021 was using the concept of “Foster Power” and “Foster Faction” equally. Now, the rulebook only uses “Foster Faction” but this does not change any mechanic.