



ASIA ENGLUFED FAQ

Version 5 – April 15, 2008

Official Errata

4.11

Append with: "WERPS and Oil Points sent by sea may not pass through sea-zones where the enemy has Dominant Influence and must be sent out of and received into undamaged ports."

5.22

Change "may strat-move to a CV fleet with room on their decks" to read "may strat-move to a CV fleet that is both in port and has room on its decks"

7.2

Change "which must be enemy-controlled" to read "which must have been both enemy-controlled and uncontested at the start of the current Movement Phase"

9.16 – New Rule

Sea-supply Limits to India – Japan can only supply two units through Indian ports, regardless of the number of Indian ports controlled.

9.31

Change "(not Ceylon)" to read "(including Ceylon)"

9.47

Append with: "It may not project influence or conduct Port Attacks"

Scenario – Tipping the Balance

Victory Conditions for the Japanese Oil Level at the end of the game should be "24 or more: +1, 8 or less: -1"

Official Clarifications

Blocks Colors – Marine Blocks

Actual blocks colors for the Marine units are as follows:
Japanese Marines – brown stain (wood grain visible)
US Marines – light green

8.7 Orphaned CBA in Port Attacks

Defending CBA units that survive a Port attack but do not have sufficient CV deck space to land on afterwards are placed in the Orphan CBA Box if the port was supplied, otherwise they are destroyed.

9.32 CW Units Cannot Operate in Shanghai

Since no Allied units can enter the East China Sea, CW units may not operate in Shanghai (despite the wording of the rule).

Official Non-Game Rules Errata

14.13

Replace "5" with "6" to read "rate of 6 oil points per turn".

14.13

Only two new units may be placed in the Japanese home area per 4.41 – the example is incorrect.

14.14

The 2-step US CA was inadvertently omitted from the example (it would have participated in the AA attack).

14.16 & 14.17H

The strategic movements from Honshu to Thailand and Hanoi are not allowed in the example since the effects of 9.11d stop after the Air & Naval Combat Phase. This section is incorrect. The example in 14.17H is technically correct - however the Japanese LBA in the example could not have come from Honshu (and should not have been in the example).

14.17D

Delete "and shore bombardment". Change the sentence starting with "The 4-step Japanese" to read: "The 4-step Japanese infantry unit receives a hit bonus for each step due to surprise attack." Delete the next sentence starting "Two of the steps hit". Change "two dice needing 4's and two dice needing 5's" to read "four dice needing 5's."

14.18

Append "The 3-step CA fleet in the East Carolines rebases to Truk."

14.27c

Two steps of Japanese infantry would receive the ground-support hit bonus from the 2-step LBA unit.

14.33

There is no additional 2-step Indian unit in the Force Pool. The Commonwealth WERPs are used to build up already existing 3-step Indian units.

14.34 – End of Round

Delete "another CV damage result".

Area Name - Kansu

The area "Kansu Yenau" should be "Kansu".

Scenario – Jan/Feb 1942 Campaign

The area "Sniyuan" should be "Suiyuan". The area "British Boreno" should be "British Borneo".

All Scenarios

Commonwealth garrison depictions show regiment size but the counters themselves correctly show brigade size.

Map – Turn Record Track

Ignore any references to victory conditions on the Turn Record Track.

FAQ: Rules

Most Frequently Asked Questions

Q: What key rules provide the answers to the most frequently asked questions?

A: See **5.46** (LBA caught alone in an area with an enemy ground unit & fleets caught alone in an enemy controlled port) and **7.2** (amphibious invasion must be launched from a sea-zone already containing at least one uncontested friendly-controlled area).

3.35 & 3.6 Bonuses and Supply Status

Q: 3.6 states out-of-supply ground units defend normally. However 3.35 states that units in partial supply never get any bonuses. Is this correct?

A: Yes. Consider OOS troop as fighting for their very lives, while limited supply troops are fighting only when they have to, conserving energy as much as possible.

4.41 Commonwealth Fleet & LBA Builds

Q: May the Commonwealth build LBA and fleets in Australia and India or are these units strictly British, appearing only in South Africa?

A: The latter.

5.22 & 5.32 Strat-Moves

Q: Can LBA strat-move from the USA to Hawaii or another port?

A: No. Sea transport must be used to move air units from the USA since there is no other area directly connected to the Western Seaboard sea-zone.

Q: Can LBA strat-move from Hawaii to eastern Australia, continue overland to western Australia and then onward to another Allied-controlled area, island or port box?

A: Yes, unless it used sea transport.

Q: Can LBA strat-move off-map, specifically south of Australia?

A: No.

7.2 Amphibious Invasions

Q: If a side starts the turn without a Special Action (SA), can it move a non-marine ground unit into a sea-zone, then purchase a SA, and then do an invasion?

A: Yes.

Q: Can an area bordering two sea zones be amphibiously invaded simultaneously from both zones? If so, how many SA does it cost?

A: Yes. One SA for each participating adjacent sea-zone that involves non-marine ground units.

Q: During the Operational Movement Phase, can a player satisfy a key condition for Amphibious Invasion by moving units by land into (and gaining control of) an uncontested area adjacent to the sea-zone from which the invasion is about to be conducted?

A: Yes.

Q: Can a unit leave a contested area using naval movement to move into an adjacent sea-zone into which enemy influence is exerted?

A: Yes. It must immediately stop and may be subjected to enemy reaction.

Q: Could that same unit then amphibiously invade the land area it just moved from?

A: No. You cannot amphibiously invade an already contested area.

Q: How does shore bombardment get resolved?

A: The CA/BB steps in each sea-zone can only support ground units originating in their sea-zone. This is not true of CBA, which can support any and all invaders, regardless of the sea-zone originated from.

Q: May amphibiously invading US units receive shore bombardment bonuses from Commonwealth fleets, and vice versa?

A: Yes.

8.11 Consolidation at Set up

Q: At set up time, do fleets have to be consolidated to the extent possible?

A: No. Consolidation only applies during the listed phases in the rule.

8.13 Projecting Influence into Prohibited Zones

Q: Can the Allied player project influence into sea-zones he cannot enter – specifically can a fleet in Formosa project influence into the East China Sea?

A: Yes.

8.31c Surprise Die Roll

Q: If both players choose the same option for naval combat, is the surprise die roll still performed?

A: Yes. The 8.31c step is performed in all cases unless either one or both players chose the Avoid option.

8.42g CBA and CV Step Losses

Q: Clarify how Japanese air steps are lost in situations where both Elite and regular CBA steps are present when a fleet has a CV step sunk.

A: The limiting factor is deck space for the planes. If you have 3 CV steps carrying 4 CBA steps and a CV step is lost, zero steps of CBA are lost with the CV. If there were 5 CBA steps, then one would have to be eliminated (owning player's choice).

8.7 Airbase Attacks

Q: Suppose a friendly moving fleet(s) must stop in a sea-zone because of enemy LBA in a land area adjacent to that sea-zone. How does the airbase attack work?

A: Although there is no port attack conducted, an air battle is conducted over the land area (called an airbase attack). The attacker assigns his attacking air units to Escort while the defender assigns his defending LBA to CAP.

Q: When LBA participate in an airbase attack, must they fly over a sea-zone?

A: Yes. Port and airbase attacks can only occur through a sea-zone.

8.8 Rebasing Overstacked Marines

Q: Since overstacked marines must start the rebase movement from a land area, does the first sea-zone moved into count for rebase movement?

A: Yes.

Q: Must the first sea-zone entered be the zone from which the marine invaded the target area?

A: No.

Q: May it move through that sea-zone if enemy influence is projected into it?

A: No, but it may still rebase to a Home Port regardless of distance and influence.

FAQ: Scenarios & Playbook

Scenario – Jul/Aug 1942

Q: Has the US met its naval obligation to receive 20 WERPs at scenario start?

A: Yes

Q: Does the US still have the US Code Breaking Special Action (7.6) still available at scenario start?

A: No – it was used at Midway.

FAQ: Player Aids & Maps & Counters

Marker: Port / At Sea

Q: What is the In Port/At Sea marker used for?

A: It is only used for the Nov/Dec 1941 Campaign to mark the US Carrier fleet at sea in the Hawaiian Islands sea-zone.

Markers: Bomb Site / Improved Interceptors

Q: What are the Bomb Site and Improved Interceptors markers used for?

A: Those are the only two markers of the 40 extras printed with 2nd edition EE that we thought everybody should have. So we printed them here so that 1st edition EE owners could stop using a dime and a quarter on the General Information Track when using optional rule 14.51.

Marker: Submarine Replacement

Q: How is the Submarine Replacement marker used?

A: It is used if you have a 1-step sub unit, and you want to build it back to 2-steps, but you deployed the 1-step sub in the naval movement phase. You build the replacement step and place the replacement marker in the sub holding box as a reminder that the sub will receive a replacement step when it returns to the holding box or the 1-step unit will return from the dead pile if it was destroyed during its deployment.