Final Draft

CFF Rules Questions & Answers & Errata
Compiled from Consimworld discussion folder

by J.D. Webster

Chennault's First Fight is a very good game with, unfortunately, some less than perfectly clear rules that can lead to disagreements between players in regards to their interpretation. In an effort to clear those up, I've gone through 800 plus messages on the Consimworld discussion board and culled the frequently asked questions and answers from those posts and sorted them here in order of their relevance to the rules set.

Note to readers. The Answers to the questions given below are often, but not always, direct quotes from the game designers and developers. Some rules questions were discussed at length with some official answers vacillating or being changed based on revised interpretations of certain rules. In these cases the answers below paraphrase the final consensus. The posted clarifications in italics are my own additions to the quoted rule to help make the rule clearer for myself and are not from the designer. Comments in brackets are also my own based on the final answers and reasonable logic but were not actually stated officially by the designer or developer.

Map Errata: The symbol for mountains is missing on the map legend. It is below:
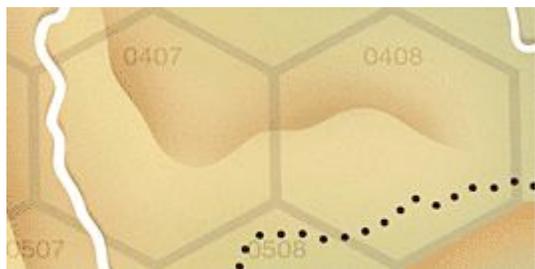
2.2.2 Aerial Unit Type Symbol, Strafing paragraph

1. Rule 2.2.2 Strafing says: "A fighter unit with an "S" next to its BF may make low-level strafing attacks against ground targets. This is a subset of bombing combat." This gives the impression that you can choose to use regular bombing with a fighter, rather than being limited to strafing. Yes?

Ans. — No! Fighters may only attack ground targets by strafing.

[The term "strafing" is merely used in the game to distinguish the low level style of attack fighters would use as opposed to bombers dropping bombs from level flight, and dive bombers using steep dive angles. The bombing factor on the fighter counter is really a strafing value but is termed a bombing factor to be consistent with other air units because strafing is done on the bombing combat table which requires a unit's BF be added to the die roll.]

[The "S" on a fighter counter also reminds the player that fighters can only attack ground targets from low altitude. Regular bombers and dive bombers can drop bombs from low or medium altitude in level flight using bombsights and dive bombers have the option, if attacking from low altitude, of doing precision dive bombing for additional bombing modifiers.]

3.0 Important Concepts, Bombing Paragraph

1. Rule 3.0, Bombing paragraph says: "An aerial combat unit may participate in one bombing mission per turn if it has a bombing or strafing factor of '1' or more (printed in the counter's upper right corner). This seems to imply that the fighter has to be assigned to a "bombing" mission, yes?

Ans. — No, fighters always have the opportunity to strafe anytime they are on an offensive air mission even if going alone or escorting bombers so long as they have not engaged in air-to-air combat prior to declaring a strafe attack.

2. Does this mean that there is no need to assign a fighter unit to a "bombing" mission, as opposed to an "escort" mission?

Ans. — Correct, if the fighter unit is a part of the mission and hasn't yet engaged in air-to-air combat, it can drop down and strafe. There is no fixed "bomber" or "escort" role.

4.1 Random Event Phase

1. Are random events rolled for on turn 1?

Ans. — Yes random events are rolled for on turn 1, but only those events whose markers start on turn 1 can occur (Which is why other markers start on turn 2).

2. Why is the regroup marker placed on turn two?

Ans. - The Regroup marker starts on turn 2 because that is the earliest the Japanese player can call for one (once in January and once in February).

3. Is "foul weather" automatic on turn 2?

Ans. - Only if you roll this as a random event.

4. Many random events say they only take place if the actual game turn and the marker placement match up. Considering that you place those markers on the turn track as part of the initial setup, does that mean those events can only fire off on those first turns?

Ans. - An event marker moves with the turn marker until the event marker is removed from the track (depending on the marker). 'Foul Weather' is not removed from the track - thus may occur more than once.

The key is provided by Rule 13.0 VICTORY POINTS PHASE which says, If the turn (initiative) marker is not on Turn 10, advance the turn (initiative) marker one space along the Turn Track, carrying with it all markers (includes random events) or units currently still with it on the track. Play the next turn.

5. The Spies marker is supposed to be placed on the 1st turn box, so does that mean Spies can only go off on the first turn, and all other turns it counts as a no event?

Ans. - It can occur once per game — remove the 'Spies' marker from the turn track and the game when it does occur. The key here is "once per game" - not "only on turn 1". Until used, the Spies marker advances with the turn marker.

5.0 Random Events Phase

Errata: The last sentence directs you to Module 17, but it should say Module 18 at the end of the rulebook.

6.1 Limited Intelligence

1. All bases are secret, correct?.

Ans. - Just what may or may not actually be based there. Opponents will obviously know who controls each airbase, but what (if anything) should be kept secret if at all possible.

[Please see my Secrecy suggestions at the end of this document, J.D.]

6.3 Airbase Hosting Capacity

1. Why can fighters and bombers not share an airfield?

Ans. – The reason F and B cannot perform missions from the same base is due to the remoteness of the Burmese/Siam theater, as well as this being a "sideshow." There just isn't the staff, logistical support or infrastructure to maintain the stocks for spare parts and ammunition, as well as having trained mechanics, for multiple types of aircraft at these sites. That capability would improve as time went on, but not in the period covered in the game. Note the exceptions that aircraft in violation/excess of an airbase can always stage move to another when they can, as well as all the CAF air units (6 in the game) being able to base at Kunming.

Suggested Clarification: If fighters and bombers are forced to end up landing at the same base due to an airbase evacuation or following a mission, the Over Capacity Penalty of Rule 6.3.4 is immediately invoked for that field even if the normal hosting limit in terms of total units is not exceeded.

[Late in the game the Allies may be limited in where their units can go and this is kinder than forcing a player to eliminate units cause they have no where to land.]

7.3 Commitment of the 7th Hikoshidan

1. Rule 7.3 says that the Allied player gets one VP simply for the 7th Hikoshidan being committed to the Burma front for a turn, but the examples of VP awards at the end of Rule 7.3 do not mention this VP award. Is this because:

a) it was simply forgotten, or b) it is awarded at the beginning of the turn and the VP award examples refer to end of turn awards?

Ans. – B in this case. As per the rule the Allied player does get VP if the Japanese player declares (activates) the 7th Hikoshidan for the turn (even if none are used).

7.5 Initiative Determination

1. The –1 initiative modifiers for recon units over Rangoon and Kunming only apply if they're under Allied control, correct?

Ans. — Correct.

7.6 Initiative Air Mission Determination

1. Is this right? If I roll on the mission table and get three missions, I play out all those missions before we go to alternating missions?

Ans. – Yes, see rules 7.6 and 8.1.1.

8.0 Air Missions

1. Do we resolve missions systematically one at a time until there are no more?

Ans. – Yes, see also, Section 4.4 of the Sequence of Play.

8.2 Air Mission Movement

1. When placing attacking units on the board (flying from their bases) can you count the hexes in your head and just put them on the target hex.

Ans. – No, see Section 8.2, first sentence.

[Please see my Secrecy suggestions at the end of this document, J.D.]

8.1.7 Air Mission Target Hex Designation

1. There is only one Target Marker, do you place that Marker on the target, do the Battle, return planes to bases, then shift the target marker to the next target area?

Ans. – Yes, see Rule 8.1.7.

2. I don't know what the target type marker is for.

Ans. — See Rule 8.6, you use this to indicate the target type if there is more than one in the hex. I also use it to show what line to use on the AA table and bombing tables.

8.4 Interceptor Scramble

1. How many attempts can you make with the same fighter units to intercept Bombers coming in?

Ans. — One attempt per fighter per enemy air mission, but no more than four attempts total for the interceptor side per enemy air mission.

2. if the intercept scramble fails are they available to intercept another set of Bombers within range?

Ans. - As long as it can still intercept, it can attempt as often as able during the game turn. [Basically — as long as the fighter exists, it can be one of four selected by the interceptor side for an intercept attempt.]

8.4.1 Interception Procedure

1. When rolling for interception, you roll separately for EACH intercepting unit, correct?

Ans. — Correct.

2. A unit that fails interception is still considered "ready," right?

Ans. — Yes, only units that successfully do an interception or target scramble will become "Flown."

3. If an interceptor has to fly farther than the mission a/c, does the interception range modifier become positive? Say, if the mission squadron flies two hexes to the target and the interceptors fly four hexes, does the modifier become –(2–4)= –(–2) = +2?

Ans. - Yes. Once the Japanese start getting their mobile and captured airbases up things will start to get interesting.

4. A Ready Fighter that attempts interception but does not perform it, stays in the Ready box BUT can't perform an air mission during the Air operation phase anymore. So there is two kind of "Ready" fighters, the "completely Ready" and the "Not so Ready" correct?

Ans. — Yes, fighters that attempt and fail an interception can no longer perform an offensive air mission (See rule 8.6.1 Air Mission Eligibility).

5. What is the definition of Range points and Hex Points? When calculating scrambles for units trying to intercept a Japanese bomber coming from an off board base, do you count the two extra range point costs before entering the board as additional hexes or just the hexes on the board?

Ans. — Range points is the number of MPs it takes to reach the target hex. As per the rule to enter the map from an off-map airbase, it takes 2 additional range points to enter the map. For interception scramble, only the on map hexes moved through are used in the intercept calculation as illustrated in the scramble example of Rule 8.4.1.

[The Allies would have no knowledge of an inbound range until it crosses the border (onto the game map) so reaction times are limited].

Clarification: A Japanese air unit flying from an off map base requires 8 range points to reach Bangkok but only the six on map hexes it moves through are counted for the intercept modifiers.

8.5 Target Scramble

1. Can a Dinah target scramble per 8.5.2 since it does not have MF rating on the air unit chart?

Ans. - If for some reason a Dinah is not committed to a recon mission at the beginning of the turn and is caught on the ground it will not be able to scramble per 8.5.2.

2. The target scramble modifiers generally make it hard or impossible for planes to take off. You are supposed to roll equal to lower then the MP for that plane. When you are starting with typical DRM of +4 (+2 for planes on target base and +2 for having already flown), almost no plane will be able to target scramble. Is this correct?

Ans. — Yes. The more air units you put at a particular air base the more difficult it will be to clear them out in a hurry if the air base becomes a target, hence the +N for the number of aerial

units at the air base. If the air unit flew earlier ... it will indeed be very difficult to get the flyboys up.

3. During a Target Scramble, do you reveal to your opponent the plane that makes the emergency move?

Ans. - Yes.

4. Do you reveal where it lands if the scramble is a success?

Ans. — Not necessarily.

[Please see my Secrecy suggestions at the end of this document, J.D.]

8.6 Air Mission Target Designation

1. When should the mission target be revealed?

Ans. — When an air unit executes a bombing, or strafe attack.

[Please see my Secrecy suggestions at the end of this document, J.D.]

8.7.3 Aerial Combat Set Up

1. I'm confused about the aerial combat sequence of play and aerial combat set up. They seem to contradict one another.

Ans. - I think what is confusing you is that a player does not have to use the Aerial sequence markers in exact numerical order. Say I have 1 interceptor and my opponent has 3 mission units. I choose i3 and he selects m1, m2 and m4. Additionally, m2 and m4 will arrive late. For the first round, after both of our at-start units are set up in their entry areas the sequence will be i3, m1. In the second round, after the 2 latecomers are set up, the sequence will be m1, m2, i3, m4.

[Rule 8.7.4 refers to the sequence of action for each related pair of markers (e.g., m1 and i1, or m3 and i3), and not for each air round. This is also the possible source of confusion above.]

2. Do you select a new movement order for your air units at the beginning of each air combat round?

Ans.- No. Players cannot change the air sequence markers once they are assigned during the set up phase.

8.7.5 Entering the Aerial Battle Board

1. Do the planes enter the board one-by-one based on their assigned sequence number, or does the attacker place all his planes on the Mission Hexes and then the Interceptor place all his planes on numbered entry hexes before moving?

Ans.- Neither. The Mission player places all units on Mission Entry hexes. No Interceptor units are placed on the map until after tactical play has begun. (You must assign a sequence order for interceptors, prior to combat.) Each interceptor rolls for an entry point when its sequence number comes up. Movement costs are paid for the entry hex.

2. When an intercepting unit rolls a '10' for placement on the battle board, does that mean it can enter from literally any edge hex (including the 'M' ones) or just any of the '1' to '9' entry hexes?

A. It can enter from any map edge hex including the M ones (see Rule 8.7.5, Surprise!, 3rd line).

8.7.7 Aerial Combat Movement

1. The sixth paragraph of this rule says you can "Move and shoot" or "Shoot and move". Can you move 2 hexes, shoot, and then move the remaining hexes?

Ans. - Yes. A unit may perform movement and fire actions in any sequence, as long as it has movement points available to pay for its actions. You can fire at any point in the fighter's move (remember to pay the MPs to do so).

2. On the Aerial Combat Movement Table there is a column for 'fire' with a modifier for most fighters of -1. Is this a modifier for aerial combat or strafing?

Ans. - This is the MP cost to fire in air combat, whether attacking an enemy air unit or strafing. See Rule 8.7.7, Firing. Basically it is for any aircraft with forward-firing, fixed weaponry.

3. Changing Altitude — When an air unit climbs or dives does that occur in the same hex, or do these actions move the unit forward one hex in addition to changing altitude?

Ans. — Climbs and dives occur in the hex they are declared in. Climbs cost MPs to do and dive add MPs which the player must then use up.

4. Changing Altitude — Can a unit both climb and dive in the same combat round?

Ans. — No. A unit can either climb or dive in a single round but not both.

5. Changing Altitude - When you dive to a lower altitude, your AC are awarded the extra MPs immediately and they have be used in the same round the dive was done in, correct?

Ans. — Yes. To reiterate, the change in altitude takes place in the hex the air unit is in when the dive is declared. The additional MP from Diving can be used for turning, moving forward, firing, or doing some other manuever that doesn't involve an altitude change. You can only change altitude once per round.

6. Aerial Unit Facing - When turning, is the speed reduced in the current combat round or for the next round?

Ans. - Turns don't reduce speed. Turns cost MP to execute. Per 8.7.7 and the Air Combat Movement Table units must expend MP each round to perform the various actions shown on the table. Note Case 8.7.7, fifth section, an air unit must expend ALL of the MP shown on the Air Combat Movement Table in each round (you can't reduce speed).

7. Can a roll maneuver follow a turn, or a turn maneuver follow a roll?

Ans. — No. Some other form of movement must be inserted between each roll or turn action. These include moving straight or changing altitude or dive-bombing. *[Firing is not a form of movement]*

8.7.8 Aerial Combat Fire

1. Is firing considered an act of movement? It consumes MPs.

Ans. — No. Firing does use MPs up but it is not movement per the rules.

2. Does anybody know what the rationale is for the —1 (or —2) cost to movement on the plane data table for firing? Or am I misinterpreting the data?

Ans. - The MP cost *[for firing]* is due to the in-hex maneuvering to line-up the shot as well as deal with the target's evasive actions - a scale issue.

3. Can bombers fire "offensively" when they move?

Ans. - No. However, there are some optional rules posted on the Consimworld site that allow some single-engined bombers with fixed forward firing guns to do so. If they do the rear gunners cannot fire as in the regular rules (the formation is busted and these guys can't get in a shot).

4. What in the printed rules supports this? There is no indication in the rules text that a bomber cannot fire during it's movement. As a matter of fact, the movement chart lists bomber fire as 0 MP. If they couldn't fire during movement, wouldn't the chart say NA? All of the rules for firing say "aerial combat unit", not fighter. Why shouldn't they be able to take shots at a fighter as they pass by?

Ans. — An oversight. Bombers in the regular game can only fire defensively. Only fighters can fire during their own movement. Non-moving bombers only fire in response to fighters exiting hexes within their gun range.

Clarification: Bombers can only fire defensively in response to enemy fighter movement. Fighters can only fire during their own movement.

5. Am I correct that a non-moving bomber can fire multiple times in a combat turn, at least once for each time a moving fighter expends a movement point in range of the bomber's guns?

Ans. — Almost Correct. A bomber can fire each time a fighter exits a hex within its gun range. The shot is done using the facing the fighter had when it left the hex with range based on the hex that was vacated.

6. If the fighter turns or rolls in a hex, can the bomber take a shot at him if he is still in Range?

Ans. — No. The wording of the rule is each HEX left, not MPs spent.

7. Just to be sure, bombers fire on a fighter if the fighter leaves any hex in range? Not if it moves into it?

Ans. - Correct, bombers can only fire on MOVING fighters that vacate a hex in the bombers range, with all shot parameters determined from the vacated hex. Note that a fighter cannot be fired on for vacating the hex it occupied at the start of its movement...only for vacating subsequent hexes.

8. When a fighter leaves a hex in the bomber range (2 hexes from it) is the fighter attacked in the hex entered or in the hex left? Which range is used?

Ans. - The fighter is attacked from the hex it left. The range is however many hexes from the bomber to the hex the interceptor left (1 or 2).

9. If the fighter is going to attack the bomber from a hex just entered, is the effect of defensive fire applied to the fighter before this fire or are the two results contemporary, each one not affecting the other?

Ans. - defensive fire takes place first since it occurs in the hex the fighter just left, while the fighter has to expend a MP to move into the new hex. Note, however, if the fighter is within range and fires first by expending a MP to do so before moving out of the hex it's result would take place before the bomber can fire. Timing is everything.

10. Since the interceptor can fire before it moves, it can get a shot for free in this case?

Ans. — Yes. This is a design decision. It is hard to hit a fast-moving fighter from a bomber. Remember, though, the bomber can fire more than once in a round against other fighters that come within range. If the bomber fires before the fighter chooses to (say at 2 hex range and the owning player elects to "bore in" to 1 hex to fire) the bomber could in this case disrupt, reduce or even shoot-down the fighter before it fires. Decisions, decisions!

8.7.9 Aerial Combat Resolution

1. If both fighter and bomber have each other in their 6 o'clock position but are flying way from each other, does the bomber get the +2 for shooting from the rear?

Ans. - No, the rule with the DRM specifically says "+2 if a fighter (not bomber) is firing from the target"s rear (see Target Orientation)."

2. Do the die roll modifiers for firing from advantageous position apply exclusively to fighters firing on bombers - or do they also apply to fighters firing on fighters?

Ans. — The firing from the front modifier applies only to bombers being fired on. The firing from the rear modifier applies to both bombers and fighters, thus the use of the term "target" rather than "bomber".

3. Reduced air units are also disrupted for the turn. Does this mean their ratings are further reduced, or is the disruption built into the smaller ratings when the unit is reduced?

Ans. - Disruption and Reduction are different things. So, when a unit is reduced and also disrupted the unit is flipped AND a disrupted marker is placed on it further impairing it.

4. Can the attack factors of a bomber be reduced to a negative number due to disruption or is 0 the limit?

Ans. - Yes. All appropriate DR modifiers apply.

Rule 8.8 Aborting the Mission

1. Does aborting a mission refer to individual bombers or the mission as a whole? In other words, if two bombers are on a mission, and one is shot down before bombing but the other bombs, then there is no abort, correct?

Ans. – No. Aborts are determined air unit per air unit. Any bomber that fails to bomb the target by the end of the 6th combat round is considered to have aborted its mission. This includes shot down bombers. For each such bomber, the opposing side gets one VP.

[This is in addition to VPs given to the other side for replacing the bomber step losses during a general regroup].

Clarification: If a bomber is shot down before bombing it is also deemed to have aborted its mission (an involuntary abort) thus conferring a VP to the interceptor player.

Rule 8.9 Anti-Aircraft (AA) Combat

1. How many times can AA fire at a bomber? Only once, as it makes its bombing run, or once in each target hex, or something else?

Ans. – Per Rule 8.9, when it reaches the "desired Target Zone hex". So that would be only once. And, remember to resolve AA fire before the Bombing Attack is resolved.

2. Can fighters be attacked by AA in target hexes?

Ans. – Only if the fighter performs a strafing attack.

3. In the movement phase of the battle board, if a bomber that has bombed its target moves to another "T" Hex, does he also take AA fire from that "T" hex before he can move on?

Ans. – No, AAA is only invoked once, when bombing or strafing occurs.

4. Can AA fire again if a bomber turns in the *[desired]* "T" hex?

Ans. – No, AAA is only invoked once, when bombing or strafing occurs.

Clarification – AA attacks only occur in response to a declared bombing or strafe attack by an air unit while in the air unit's desired "T" hex on the air battle board. AA fire and its results are resolved before bombing is resolved.

5. When figuring out AA modifiers, do you add -1 for disruption as well as -1 from DF reduced?

Ans. – Yes, all modifiers that apply are used.

[The question was misunderstood. The actual answer is NO. The Modification note on the AA table is not an additional die roll modifier but a reminder to use the printed Air Unit DF -1 for a disrupted air unit which is the only disruption related modifier].

6. Can bombers change altitude in target hexes? Rule 8.9, first paragraph, seems to suggest to that they cannot.

Ans. – No, per 8.9 "the bombing unit's altitude is deemed to be the altitude it has on the battle board at the time *[it reaches the target hex]*."

7. But the above answer applies only during a bombing run, that is, if I have a bomber *[or fighter]* in a target hex that is not the "desired" one, I can still change altitude, correct?

Ans. – Exactly correct.

8. Bombers that wish to bomb at Low altitude *[or fighters that wish to strafe]* must have descended to Low altitude prior to entering the *[desired]* target hex; they cannot enter the target hex, descend then bomb. Yes?

Ans. – Yes!

Clarification – air units cannot change altitude in the "T" hex they intend to attack (referred to as the "desired" target hex), they may change altitude in other T hexes as part of normal movement.

9. Dive bombers can be engaged on the low altitude table if they are not actually conducting a dive-bombing attack, correct? I moved into a target hex using my last MP, so I could not yet perform dive-bombing, although *[my opponent]* still got to perform AA fire.

Ans. – AA fire is only invoked when the unit reaches its "desired" Target Zone hex and declares a bombing attack, which could only occur after the required dive bomb MPs were spent. NO ATTEMPT AT

BOMBING = NO AA FIRE. Simply flying over a "T" hex without attempting bombing/strafing does NOT elicit AA fire.

8.9.2 AA Procedure, Errata

Rule 8.9.2 says to use the lower half of the AA table if the bomber is at low altitude and the upper half if at medium altitude. On the map the AA table is arranged differently — use the left side of the table if the bomber is at medium altitude and use the right side if the bomber is at low altitude.

8.10.2 Fighters & Bombing Combat

1. Do fighters only strafe? Or can they use their bombing factor like bombers?

Ans. - They can only strafe and then only if the fighter did not engage in air-to-air combat earlier. See Case 8.10.2, first line (rationale: not enough ammo to do both).

Clarification: Fighters make air-to-ground attacks by strafing. When they strafe, they use the bombing factor on their counter.

2. When fighters fly - is the bombing *[strafe]* factor always present to be used, or do they have to be sent on a specific bomber mission to have the bombing factor. Nothing in the rules covers this.

Ans. - They have to be part of an air mission and can't go off on their own to attack another target

[Meaning — an air mission can only be against one target in a hex, and all involved air units can only attack that target. Note - the first part of the question remained unanswered].

3. Can escorting fighters switch to strafing?

Ans. - Yes, but, only if they did not engage in air-to-air combat prior to strafing. Most often this occurs due to the mission not being intercepted at all, or intercepted by a very weak set of fighter(s).

4. Rule 8.10.2 says fighters may not strafe if engaged in air-to-aerial combat during the mission. My interpretation of the rules here is that if any fighter intercept succeeds then strafing can no longer occur as an intercept invokes aerial combat on the battle board. Is this right?

Ans. - Interception can lead to aerial combat but is not the same thing. If a fighter is intercepted, but outruns/avoids firing, or being fired upon in air-to-air combat, then it can strafe.

Clarification: Even if intercepted, a fighter unit is deemed to have been involved in air-to-aerial combat only if it actually fires at an enemy air unit, or is fired on by an enemy air unit in aerial combat play. Otherwise it is still free to strafe.

5. Since fighters have no limit on the number of shots they can take in air-to-air combat, can they engage in air-to-air combat after strafing?

Ans. - If a fighter strafes, it cannot then fire in air combat, and should make a "bee-line" towards a map edge to get "out of dodge." (Rationale — strafing attacks consume all the ammo of the attacking fighters).

8.10.4 Bombing Resolution Precondition

1. Does the mission player have to pre-select a single specific "T" hex to attack? Or, does reaching any "T" hex suffice for purposes of executing an attack?

Ans. - Any "T" hex will suffice. If battle board air combat is not in use (because no intercept occurred), a bomber simply declares its altitude and whether or not it is dive-bombing. This declaration will invoke AA fire. Resolve AA fire first, then drop bombs / strafe (if still possible) and leave.

Clarification: The "T" hexes are simply the hexes in which an aerial unit MAY engage a ground target. The "desired" Target Hex is the ONE and only "T" hex in which the bomber unit actually drops its bombs [Any "T" hex may be selected for bombing by a moving unit].

8.10.6 Bombing Combat Result Effects

1. I notice that, on the Bombing Combat Table, for attacking a ground unit with a combat factor of 5, it is worse to roll a 15 than a 14. It looks like the results in this entire row should be shifted one column to the right.

Ans. — Errata: Indeed. For this row, a result of 9 should be a miss and 10 to 15 should be "D".

2. If I score 4 hits on Rangoon city, do I roll to destroy the radar 4 times, or just once?

Ans. - According to 8.10.6 for every bomber that scores at least one hit on the city, the Allies roll a die to see if it is destroyed. So it doesn't matter how many hits each bomber scores, just how many bombers score hits. If 2 bombers score 1 hit each, 2 rolls. If 1 bomber scores 4 hits, 1 roll.

3. Does the Allied player have to indicate to the Japanese player if the Rangoon radar station is hit or not? Since the radar marker is kept on the airbase display, perhaps not.

Ans. - Yes. Spies were everywhere. The Japanese were very much aware of the installation. It going and staying "off the air" would be noticed.

4. If one bomber eliminates a target can other mission bombers change targets?

Ans. - No! The objective (target) of the mission applies to all air units sent on the mission. The objective is declared before the mission is resolved. If you want to go after another target in the same hex you have to send another mission.

5. If an airbase is Eliminated, are the ground troops there Disrupted?

Ans. - No, these are separate target types. That is why you declare the mission target type when there is more than 1 in a hex.

8.11 Return to Base

1. When flying units back to base, do you say "I have some planes going back to this airbase and other to this airbase" or "this specific plane goes here and this one here". Same way of doing it for Air mission unit and successful intercepts, no difference between attacking or defending units?

Ans. - Air units returning from a mission can return to any airbase in range not just the one they took off from, abiding from the base limits. Air unit basing should be "secret" but is not absolutely necessary to play the game. I guess this depends on the level of trust for those around the game table. Play nice!

9.0 Ground Operations

1. To be perfectly clear, for ground operations, a unit can both move and then attack. A unit is NOT limited to either moving or attacking?

Ans. — Yes, ground units can both move and attack in the same turn. There is nothing in the rules that limits ground units to one or the other.

10.2 Supply Lines

1. Why can't the Japanese trace supply along the Burma Road? This makes Kunming unattainable to the Japanese ground forces. Is this the design intent?

Ans. — Yes, Kunming is unreachable by Japanese ground units and can only be a target for Japanese air missions. Per the corrected rules below, any Japanese land unit that enters China cannot be supplied and thus becomes disrupted, cannot regroup, and can no longer move.
     Historically, the Chinese destroyed the road as they withdrew and the Japanese elected not to even try to rebuild it. I've made a design decision to keep to this history. Also, in the context of the time frame the Japanese did not have the logistical capability to supply units crossing mountains and an invasion of China from the south was never in their plans.

10.3 Penalty for Failing to Trace Supply

Errata: Revised wording — "Ground combat units and airbases that cannot trace supply become disrupted, or, if already disrupted, remain disrupted, <u>and cannot regroup</u>."

11.1.1 Aerial Combat Unit Regroup

1. If individual air units regroup at the end of a turn, they are not eligible for missions the FOLLOWING turn? That's how I understand it *[the restriction]*.

Ans. — The restriction refers to units marked for regrouping in the initiative phase. Marked units may not fly missions on the turn they are (trying) to regroup. They may be used for intercept attempts or staging, but lose their regroup status in these cases.

11.1.3 Ground Combat Unit Regroup

1. The regroup rules specifically state that air combat units and airbases must be in supply to be eligible for regroup. However, I can't see any mention as to whether ground units need to be in supply before being eligible for regroup. Is this just an oversight, or a deliberate design decision?

Ans. — An oversight, see errata changes.

Errata: 11.1.3 Revised wording — "A <u>supplied</u> Allied ground combat unit is returned to normal status with a die-roll result of 1 through 5. A <u>supplied</u> Japanese ground combat unit is returned to normal status with a die-roll result of 1 through 7. Any other die-roll result means the ground combat unit remains disrupted. <u>Out-of-supply ground units may not regroup</u>."

Clarification: Unsupplied ground units may not regroup.

11.2.1 General Regroup Turn

Errata: Rules cases labeled 11.5.1 through 11.5.3 in this section should be labeled 11.2.1 through 11.2.3.

11.5.1 City Repair

1. Can 4 hits taken on Rangoon have 3 of them repaired in one turn? To my way of thinking, the rule seems to suggest that a player can only do three city repairs if he controls all three cities (Rangoon, Kunming & Bangkok) and does one on each. My opponent respectfully disagrees.

Ans. - Per 11.5.1 three hits per turn can be removed from the cities controlled by a player (don't read into the rules what isn't there). Control of the other cities has nothing to do with removing hits.

For example: If a player controls only one of the cities then all 3 hit repairs would be taken there. If the player controls more than one the controlling player determines how many come off where (2 from 1, 1 from the other, all 3 from one, none from the other, etc). This is a function of the engineering and medical infrastructure capabilities on both sides in this rather remote theater of the war.

Clarification: Each side may repair up to three city hits total distributed as desired among the cities they control.

13.1 Victory Points Awarded During the Course of the Game

1. For the +4 VPs for the Allies if the Japanese player "did not execute a bombing (not strafing) attack" if the turn was clear weather, does 'execute' mean just launching a mission involving bombers; or does it mean conducting an air mission in which at least one bomber bombed? I believe the intent is that you drop something on the target (successfully or not). Otherwise you might as well just run off the map on round 1.

Ans. — The +4 VP award per Section 13.1 is awarded if the Japanese player doesn't launch at least one mission involving bombers (a big loss of face here). The mission does not have to succeed.

Errata: Change the wording for these VPs to read... "did not launch a bombing (not strafing) mission."

2. If the Japanese occupy a Burma Road hex with hits. Do those hits still count toward VPs at the end of the turn?

Ans. – Not after the Japanese occupy it.

Clarification: VPs are no longer awarded to the Japanese player for hits on Rangoon or any Burma road hex once a Japanese ground unit occupies those hexes.

3. After victory points are awarded, are the remaining hits taken off cities?

Ans. – Hits remain after any VP awards are meted out. Hits are only removed during the Regroup Phase of the turn. VPs are based on what remain after they were removed in the Regroup phase.

4. Replacing Japanese Bomber units that are shot down. Do you get 1 VP for each Bomber unit or 1 VP for each step replaced?.

Ans. – Please note the VP awards carefully in 13.1. Air unit <u>STEPS</u> that are replaced confer 1 VP (up to D10) or 2 VP (for each over D10 result). 7th Hikoshidan air units that are destroyed (not replaced) confer a +1 VP award

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18.0 Random Events List

Errata: The opening paragraph should refer to module 5.0, not 7.0.

J.D.'s Suggested Secrecy Conventions

Target Designation — write target type down on scrap paper, hand to opponent when attack declared.

Launching Air Missions — State the base launched from and only the number of units, not type. Trace their path to the target to demonstrate range. They are only revealed upon setting up on the battle board or, if not intercepted, upon declaring their bomb attacks, and then only those that attack. The rest can be assumed to be fighters.

Returning to base — State only how many units are returning to such and such base, but not the type. Trace the return path to the landing field to demonstrate range.

Intercepts — Do not reveal the launch field unless the intercept is a success. Trace the flight path to demonstrate range. Do not reveal the interceptor type until it actually first enters the battle board.

Target Scrambles / Airfield Evacuations — Reveal the type scrambling. Trace the path to a friendly field. If more than one scrambles, only state that one unit is going here and the other there...etc.

Staging — do not reveal the unit type, its departure field or landing field. Only state: "staging one unit."

The opposing player will be able to infer some information as to which types went where based on their range traces. But he is not allowed to take written notes and must rely on memory. Believe me, after a few missions and fights he won't remember much.

Magazine Article Errors:

1. Single plane details (p. 12-13 in the magazine) the Japanese Ki-43 never had any wing guns in any version! The Ki-43s used over Burma were Ki-43-Ia or Ib with either 2x 7.7mm guns in the nose or 1x7.7mm and 1x 12.7mm.

2. The Vultee Vengeance as described in the game did not exist in this time frame. The Vengeance entered service in Nov. 42 and only saw combat with the RAF in India and Burma. The US Army used it only for training and as a target tug. The Chinese never used it.

The actual Vultee purchased by the Chinese was the Vultee A-19 (or V-11-GB), a late 1930s two or three seat prewar aircraft designed for the same style of missions as the RAF's ill fated Fairy Battle. The A-19 was underpowered, and could only lift an 1100 lb. Bomb load. It was not a dive

bomber nor equipped or stressed for dive bombing (the Vengeance was). Basically it was half the warplane the larger and more powerful Vengeance was.

Here is a comparison

	Vultee A-19	Vultee A-35 Vengeance
Mission:	Light strike plane	Close air support dive bomber
Engine:	950 to 1100 hp radial	1400 to 1700hp radial
Max Weight:	11,400 lbs.	16,400 lbs.
Bomb load:	1,100 lbs.	2,000 lbs.
Crew:	Two + optional observer	Two
Max Speed	214mph at Sea Level	279mph at 13,500 feet
Max Range	1229 miles	2300 miles with drop tanks
Guns	Four .303 MG in wings	six .50 calibre MG in wings
	One .303 rear defense	One .50 Calibre in rear

So the Vultee counter in the game needs to be changed.

Until a new counter is made, I suggest deleting the dive bomb capability and reducing the Vengeance attack defense and bomb factors by one, and the speed by one to better reflect the lowly A-19.

Final Comment — I'm really liking this game, hence my motivation for sorting all the questions and comments out, especially, given that a lot of wrong or erroneous answers to questions sometimes appeared in the forum. This is by no means a finished or perfect document but should clear up all the quibbles and questions that have arisen to date.

Hjalmar the developer and Paul the designer should feel free to take this document to task if there are significant errors.

In closing, I hope my time spent on this will be of benefit to my fellow air game enthusiasts.

As Paul likes to say,

Ding Hao!

J.D. Webster

Vultee A-19 (V-11-GB). RON DUPAS COLLECTION
No. 2613. Vultee V-11 YA-19 USAAC
Aeroplane Photo Supply (APS) Photo No. 99