

A Master Stroke Errata

January 4, 2007

RULES

Rule 6.1.1 (clarification): The four Allied armor units are all part of the same brigade for activation purposes. The two Allied artillery units are independent and can activate once per turn with any Allied AM.

Rule 6.5.3 Third Bullet (Change): This should now read:

For each retreating unit, the player must roll one die. If this Retreating DR is equal to less than the unit's highest modified combat factor Note: A DR of 6 regardless of the CF actually used or modification always is a failing DR. A unit that fails the morale check is reduced/eliminated (loses 1 step). If this step loss satisfies the CRT # result no other units have to retreat. However, if another unit has already retreated when the unit is eliminated, that previously retreated unit may not return to the vacated hex (*the rearguard perished*).

6.5.3 Optional Retreat rule. If the CRT is more than one roll the die a number of times equal to the result to see if defender(s) will retreat or suffer a step loss. For example, a single Allied defending unit incurs a 2 result in combat. The Allied player's first retreat DR fails so the Allied unit is reduced. If the second retreat DR passes the unit would retreat. If the second retreat DR fails the unit would incur another step result, eliminating it.

Rule 7.1.1 (Addition): If the Allied supply level falls to zero, then all Allied units are out of supply.

9.2 Levels of Victory (correction): The Japanese VP total is subtracted from that of the Allied player (not the other way round).

Terrain Effects Chart (correction): An asterisk should follow "Enter enemy ZOC" as per 6.4 it costs a MP to enter an enemy ZOC if the enemy unit is in an Improved Position.

Forced Marching is permitted in any non-prohibited terrain, and is not limited to roads per the note.

Ignore the reference that units must pass a DR check less than the unit's CF to move from one enemy ZOC to another.

COUNTERS

Japanese Air Support Counter (Correction): The back of the counter should indicate that it is the second use of the unit, not the first. A facsimile of the correct counter is provided in the living rules.

Medium Artillery, 17th Division (Correction): One a few early downloads, the range factor is missing from the front of the unit. It is 6 (same as on the back).

MAP

(Clarification): Hex F11 is impassable but has a road running through it. Supply can be traced through the hex along the road, and units may use road movement through the hex, but no unit may end movement there. In addition, no unit may use non-road movement to enter the hex, even if it does not stop moving.

(Clarification): An earlier playtest draft of the map showed Meiktila as having two hexes, instead of one. Since it consists of one hex, and lake hexes are prohibited terrain, the city can be attacked only from hexes H10, G10, I11 and H12.