

Official Errata – Pacific Tide

(as of 27 January 2019)

3.0 (Clarification) All CV units start with a full complement of Naval Air in all scenarios.

6.2 (Clarification) There may be times when there will be INF units in an area still containing enemy INF after an amphibious attack. You may use a “Move” action to bring in additional INF to that area, even though technically neither side controls the area, assuming no enemy Fleets are barring such a move. This is an exception to the restriction on moving INF to an uncontrolled area.

6.2 (Clarification) Entrenched status. INF units that move to an area with entrenched INF gain entrenched status. INF units that move out of an area lose entrenched status if they had it (unless they move to another area that has entrenched INF.)

6.6 (Clarification) Cards that allow multiple amphib actions allow for the card cost+1 INF to be used in EACH amphib. So, for example, Japanese card #04, Yamamoto, costs “1” and allows 2 AMPHIB actions. Both of those AMPHIB attacks could use 2 INF.

Cards:

Japanese card #09 (Omission) Garrison Forces – The attack should be listed as either “ATTACK or AMPHIB”

Japanese card #13 (Clarification) Fortifications – there is no “Entrench marker” per se. This text means you may flip the INF in a friendly controlled area over to the “entrenched” side.