

Official Errata – Pacific Tide

(as of 19 April 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.

Additionally, to conduct a further attack against an area containing INF from both sides, you have two options. You may (possibly) move in more INF per the paragraph above, and simply use an ATTACK option. Alternately, you can AMPHIB it again, which (possibly) allows you to have Naval gunfire and/or tactical air support. Notice that you do not get Naval gunfire or tactical air support with just an ATTACK option, an AMPHIB action is required to get them involved. You are not required (but will probably want) to bring in more INF with such an AMPHIB – just using it for the attack allows the already present INF to get support.

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.

6.6 (Addition) As an addendum to the rule prohibiting Japanese AMPHIB actions against the US West Coast, Japanese forces may not enter those two areas with naval forces.

6.6 (Change) A single, damaged fleet in defense does not prevent an amphib operation as long as at least 1 friendly fleet is present. The defending damaged fleet in this case is simply removed from play as part of the AMPHIB. However, two (or more) damaged fleets still prevent an AMPHIB per the normal rules of 6.6, meaning they must be eliminated before an AMPHIB can occur in an area.

Note: This change came about as a result of an extremely gamey tactic of creating as many damaged fleets as possible and spreading them out across the map, in an attempt to run the US Player out of attack and amphib options. While this is still a somewhat valid tactic, this rules change will bring it back to a reasonable level in requiring a full fleet (or equivalent.)

6.7 (Change) If Pearl Harbor is occupied by Japan, US forces may be placed in either West Coast area (areas 30 and 31) subject to stacking limitations.

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.