

Operation Ichi-Go

Addenda as of Oct. 15, 2022

The Solitaire Game Rules:

11.0 Determination Phase:

(clarification): When the Japanese player loses an airbase from a Chinese attack and later retakes it, it only counts as a "capture" again if the Chinese occupied the airbase in the interval, otherwise not.

12.1 Tank Blitz Stratagem

(clarification): Note that spending a SP for the Tank Blitz Stratagem will indeed double a stack's operational movement from 3 MPs to 6 MPs, so it is technically possible to capture an unoccupied airbase (costs 3 MPs to enter) even after spending 3 MPs or less in movement.

The Two-Player Game Rules:

5.1 Turn & Phase Sequence

(correction): The entries II. and III. on the Sequence of Play should each have 2 asterisks at the end, not just one indicating the Allied player determines the US move – fight order.

5.3 Operation Causeway Launched: Effects

Case 1 (correction): The cross reference at the end of this case should say, "Also see Section 5.5." and not 5.9.

Case 2 (correction): Cross reference in the second sentence should say, "(Section 10.14)" and not "(Section 5.8)".

7.1 Japanese Supply

(correction): Hex for Kaifeng should be 1901, not 1091.

The Map:

Turn Record Chart: The two end game entries on the Turn Record Chart are reversed. Turn 9 should say the game ends if Causeway is NOT launched (4.2). Turn 12 should say the game ends if Causeway IS launched (4.3).

The Counters:

The 0-4-0 static Japanese 2nd Armored Division is erroneously shown with a corps-sized symbol (XXX). A corrected counter was supplied in all copies of ATO #56 or you can use the images below to make your own corrected piece:

