

Clash of Carriers

Addenda as of Oct. 15th, 2024

The Rules:

Case 2.3.3 Markers (clarification): Use the TF and TG markers to the left below printed with "UNDET" (front) and the "spotted" eyeball (reverse) on the map.



The other set above to the right with the squawk box (front) and anchors (reverse) goes in the cup.

Case 3.1.6 Dummy TGs (correction): This rule as printed is in contradiction to the corresponding entry on the Search Table. The Search Table entry is correct.

4.1 Initial Phase (reiteration): CAP is allocated at the beginning of the turn.

4.2 Activation Phase (clarification): Note that US and Japanese aircraft do not fly during Night turns.

Section 5.5 Recovery from Fatigue (additions):

1st paragraph - Note that all air units start the game in the Ready box. Japanese carrier aircraft are moved from Flown to Ready status only during a Night Turn. Thus, Japanese aircraft are only able to launch one strike per day.

2nd paragraph - Each start of a Night Turn the USN player flips all air units in the Flown Box on the TG chart to their full strength side and places them in the Ready Box.

3rd paragraph - The IJN player does not flip his air units to their full strength side as Japanese air losses are permanent in this game. The IJN player does not move air units from the Flown Box to the Ready Box. The IJN is limited to one strike per day. At the beginning of a Night Turn, move all Japanese air counters from Flown to Ready.

Case 6.3.2 Japanese Island-Based Search Range (clarifications): All 61st Air Flotilla units (based on Guam) have a search range of 25 hexes. The 22nd Air Flotilla (everyone else) never performs searches. If all air units of the Japan-ese 61st Air Flotilla are eliminated, keep the 61st chit in the Activation Pool. If drawn, the 61st may use the search function, which offers the possibility of the 22nd Air Flotilla units attacking detected USN TGs.

Case 8.2.2 CAP Against Enemy with Escorting Fighters (clarification): CAP and Escort F and/or FB units that face off fire simultaneously. If losses, (as per Case 8.2.1) remember to reduce full-strength F/FB units to their reduced side (if unit has a reduced side) before eliminating Japanese counters. USN air counters suffering step losses are also first flipped to the fatigue (reduced) side and are never eliminated. USN air counters remain on the fatigue reduced side even if they suffered multiple step losses. Remember, US fatigued air units can be flipped back to full-strength side as per Section 5.5.

8.2.4 Post Air Battle (clarification): Both USN and IJN CAP units remain in the hex for the entire DAY (three turns), even if in combat with an enemy strike force in any given turn. This represents "continuous" take offs, CAP, and landings throughout the day. F or FB

units not allocated to CAP may be used as strike escorts. If so follow the procedures (Section 5.5) on returning USN strike counters to the Flown box and subsequent move to the Ready box at Fatigued (weaker) side. IJN strike counters do not move into the Ready box until a Night turn.

8.5 Anti-Aircraft Combat (clarification): If AA inflicts multiple DRMs on a single aircraft unit, the DRMs are cumulative. The Ship Damage Table correctly notes that "Die Roll Modifiers (all are cumulative)".

Section 8.8 USN Attacks Against Japanese Island Airfields

(omission): Japanese airfields on islands are automatically "detected" – there is no need to perform a search.

Japanese airfields may send up CAP (Section 4.1). Any US Escort vs Japanese CAP is resolved as per Air to Air combat (Section 8.2). The AA factor for island airfields is printed on the pink IJN sheet.

Resolve AA fire as per AA rules (Section 8.5). USN aircraft use the Ship Damage Table for hits. One hit eliminates one step of Japanese aircraft on an island.

10.0 Victory Conditions (note): Yes, the Japanese are truly up Against the Odds in this game, but... one successful IJN torpedo attack, with luck, can sink a US CV. Very difficult, but not impossible. Also, the IJN preserving their carrier force generates VPs that in the final tally can swing the game.

Module 14.0 IJN Bombers Deliver the Ordnance (addition): Insert between the second paragraph and the example, "However, if a full-strength counter is flipped, the full strength is still used in the attack, but only the reduced-side counter returns to the IJN carriers or island bases."

Case 16.1.1 IJN Forces (correction): In Yap the listing for the 521 AG should be 1-30 (not 2-30).

The Counters:

In all copies of the game, the 9 Cleveland class and the 2 Brooklyn class cruisers have a PF of 5 printed on their counters and a PF of 4 listed on the damage log. The log is correct.

In all copies of the game, the San Juan, San Diego and Oakland cruisers have a PF of 3 printed on their counters and a PF of 2 listed on the damage log. The log is correct.

In some copies of the game, there are a variable number (3 to 12) IJN 2 SP carrier plane counters that are missing the type of plane indicator (F, FB, etc.) from the reverse side of counter.

To get corrected pieces visit:

<https://www.atomagazine.com/Details.cfm?ProdID=163&category=13>