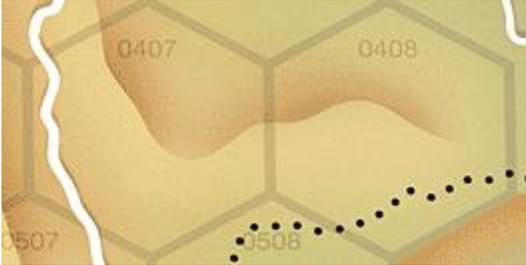


Chennault's First Fight

Addenda as of Oct. 3, 2007

The Charts:

Terrain Key: The picture for Mountain Terrain on the Terrain Key located on the map is missing. It is below:



Bombing Combat Table (correction): For a ground unit with a CF of "5," shift all of the results right one column so a result of "9" is a miss and 10 to 15 is a "D."

The Rules:

5.0 Random Events Phase (correction): The last sentence directs you to Module 17, but it should say Module 18 at the end of the rulebook.

7.5 Initiative Determination (clarification). The -2 DRM for destroying the Rangoon Radar is only in effect as long as Rangoon is Allied controlled. Use the -3 DRM for Rangoon's occupation once the Japanese take control.

8.9.2 AA Procedure (clarification): This rule says to use the lower half of the AA Table if the bomber is at low altitude and the upper half if at medium altitude. On the map the AA Table is arranged differently – use the left side of the table if the bomber is at medium altitude and use the right side if the bomber is at low altitude.

11.2.1 General Regroup Turn (correction): Rules cases labeled 11.5.1 through 11.5.3 in this section should be labeled 11.2.1 through 11.2.3.

18.0 Random Events List (correction): The opening paragraph should refer to Module 5.0, not 7.0.

OPTIONAL RULES

The following optional rules can be used for play balance or to introduce other aspects of the history to the game. Enjoy!

6.3 Optional Airbase Hosting Capacity

If fighters and bombers are forced to end-up landing at the same base due to an airbase evacuation or following a mission, the Over Capacity Penalty of Case 6.3.4 is immediately invoked for that field even if the normal hosting limit in terms of total units is not exceeded (pro-Japanese, especially in the late game).

11.1.3 Optional Ground Combat Unit Regroup: Add 1 to the regroup DR if the unit is unsupplied (slightly pro-Japanese).

11.5 Optional Allied City and Burma repair rate DR determination: Use the tables below instead of the automatic hit removals in the regular rules.

11.5.1 The Allied player rolls a die:

DR 1-3 = 1 hit removed.

DR 4-6 = 2 hits removed.

DR 7-9 = 3 hits removed.

DR 10 = no hits removed (bad weather and just plain bad luck).

11.5.2 The Allied player rolls a die. Add one to the DR if the city is Rangoon:

DR 1-3 = 1 hit removed

DR 4-5 = 2 hits removed

DR 6-7 = 3 hits removed

DR 8-9 = 4 hits removed

DR 10 = no hits removed (again, bad luck or lack of cooperation by the natives).

Optional Play Balance Variant Rule

The VP awards are structured the way they are as the ground campaign was the reason for the air battles overhead. I'll offer these alternatives/changes as play balance variants:

13.1 Allied Player VPs

+2 for each step up to a number determined by a DR10 (instead of +1).

+3 for each step replaced in excess to the number determined by a DR10 (instead of +2).

Change +1 VP for *every four (or part thereof) 7th Hikoshidan* air units in the flown box (instead of for each unit). **For example:** five 7th Hikoshidan air units in the flown box at the end of turn would result in a 2 VP award to the Allied player.

Japanese Player VPs

Delete the +1 VP award each time an Allied bomber aborts its mission if the current Japanese VP total is greater than that of the Allied player's (discretion is a virtue given the overall situation

+1 (not +2) each turn for each Burma Road hex that has three hits remaining on it during a turn's Victory Points Phase.

Delete the +1 VP for Japanese bomber mission aborts.

Change Japanese aerial unit *steps* replaced to *units*. **Note:** There is no VP award for restoring a reduced Japanese air unit to full strength during a Refit turn.

Secrecy Convention

The following is a suggested technique by J.D. Webster for conducting missions with a degree of secrecy by the players (pro-Japanese):

1. Target Designation – write target type down on scrap paper, hand to opponent when attack declared.
2. Launching Air Missions – State the base launched from and only the number of units, not type.
3. Trace their path to the target to demonstrate range. They are only revealed upon setting up on the battle board or, if not intercepted, upon declaring their bomb attacks, and then only those that attack. The rest can be assumed to be fighters.
4. Returning to base – State only how many units are returning to such and such base, but not the type. Trace the return path to the landing field to demonstrate range.

5. Intercepts – Do not reveal the launch field unless the intercept is a success. Trace the flight path to demonstrate range. Do not reveal the interceptor type until it actually first enters the battle board.

6. Target Scrambles / Airfield Evacuations – Reveal the type scrambling. Trace the path to a friendly field. If more than one scrambles, only state that one unit is going here and the other there...etc.

7. Staging – do not reveal the unit type, its departure field or landing field. Only state: "staging one unit." The opposing player will be able to infer some information as to which types went where based on their range traces. But he is not allowed to take written notes