# 2012 Annual
### Combined Addenda as of Jul. 1, 2021

## FORLORN HOPES

**The Rules:**

**5.1.3 Fighters (change):** Ignore the second sentence about randomly drawing fighters – they all have the same printed values so just pick.

**5.1.4 Game Play Note (change):** Should say "…will have to expend 4 VPs to get all seven…" and not 2 VPs

**6.0 AIRBASES (clarification):** If a captured base (i.e., Singapore) is not on a player's (i.e., Japanese) ADC, it cannot be used (it's assumed that repairs and rebasing will take longer than the time period covered in the game).

**9.10.2 Strafing (addition):** Strafing has a BF of "0" and cannot reduce or eliminate naval units (Exception Case 13.3.2). Strafing units do not receive the Bombing at Low altitude modifier.

**10.1 Attack Mission (clarification):** Add "(Contested Amphibious Landings)" after "ground unit".

**10.5.3 (addition):** Naval Bombardment can be performed against a Port, City or an Airbase (that is in a Port/City) in a Coastal hex. Perform this in the same manner as an Air Bombardment attack (Case 9.10.9) except substitute the naval unit's CF as the Bombardment Factor for the attack.

**17.0 Scenarios (correction):** All "RNS" references should be "RNN". All "RN" references should be "Commonwealth".

**17.2.1 Air Units (clarification):** Note that the "Variable" air units to be "selected" after the die roll are done so blindly by drawing them out of a cup or other opaque container during the Dutch set up of the game.

**17.2.2 (clarification):** Royal Navy naval units are noted as 'Far East Fleet'. Their aerial units have the 'RN' designation.

**17.2.3 (deletion):** Delete the setup reference to the 48th Artillery Regiment.

**17.2.5 Special Rules (addition):**
The Japanese player has initiative on Turn 1. Also, while the wording about the "Singapore Surrenders" marker was supposed to be edited out, on second thought it's a nice touch to have one. Use the counter images supplied here.



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**Unit Mix (change):** Post publication research found that the single Fokker T-8 and D21 air units in the game were never actually deployed to the Far East. So instead, use two of the Fokker T-4 air unit counters supplied here to replace them. Players can opt to



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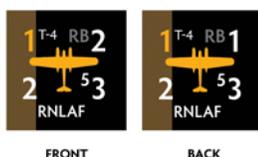
treat the Fokker T-8 and D21 air units as additional "what ifs" possibilities when playing with the variable Dutch air units rule during set up. However sticklers for historical accuracy should leave these out of the game.

**The Charts:**

**Air Combat Movement Chart (deletion):** Please delete the text, "and if using Optional Rule 9.7.9a (D3a and F1m bombers)" from Note 1.

**Bombing Table (clarification):** Add "Attacking" before "Bomber/naval" units for the -2 DRM.

**Naval Combat DRMs (correction):** The reference in the second line of the table should be to CA (not CR).

**The PAC Regroup Table (correction):** References to the rules section for Airbase or Unit DR and Ground DR are incorrect. The correct references should be for the former "(14.1.1 or 14.1.2)" and for the latter "(14.1.3)".

**Spotting Table** (correction): The modifier for Foul Weather should be -1 (not +1).

**Contested Amphibious Landing Table** (correction): The modifiers for Japanese parachute units should be negative (not positive).

**The Magazine Article:**
The following information regarding the CW-21 Fighter was left out of the article:

*Curtiss-Wright 21* (Demon): First designed and built for the Chinese Air Force, 24 of these aircraft were sold to the Dutch. Deployed to Java, these aircraft were quite capable and performed well against their Japanese adversaries. Superior numbers and the bombing of the Dutch airbases led to these fighters being overwhelmed and destroyed. Maximum speed 315 mph, service ceiling 34,300 feet, range 630 miles, armament of 2x .50 caliber and 2x .30 caliber MGs.

## HUNT FOR THE GRAF SPEE

**Objective of the game, 2nd Paragraph (addition):** Add ""unless no searches have occurred. Reshuffle" after "immediately" in the brackets**.**

**Game Play, 13th line (correction):** "black" should be "red."

**Searching, 5th line (correction):** "This should say "a Shipping Lane hex (blue hexes)", and not "(dotted line hexes)".

**Shadowing, 4th line (correction):** "≥"symbol should be "≤"

**VP Awards Table, German, +4 entry (addition):** Add "successfully" before "searches".