

Carrier Battle: Philippine Sea Clarifications

P.5 Miscellaneous markers: Retire index not used. Retirement is done as described in the rules, which no longer involves the 'index'.

4.451: Last paragraph should be deleted.

4.451: Clarification: Search is not an air mission and is not at risk of ditching or accidents.

7.1: Force Activation chits are not removed when a False Contact occurs. Treated as a No Op.

7.36, Example: "L, chit+1" should be "S, chit+1".

8.12, First Bullet: Delete "or submarine contact (14.1)".

8.341: When searching for previously detected forces, if you already have a detection result that is better than "?" then that result remains in place.

Rule 9.12, fourth bullet: remove "(and its corresponding marker on the Butai display)". In the example: remove "and its corresponding marker".

9.12, Example: (Correction) The returning air raids on the butai displays move only when the butai is activated, not every phase.

10.14, Both examples: Both references to Force "A" should be replaced with Force "H".

10.31: Putting the air raid markers on the return track is only a suggestion for convenience. All the returning units count as one raid, leaving you with one marker available to launch another raid.

14.152 and 14.17: ASW attacks occur when a force moves. A force not activated, but part of a double force being shadowed would make an ASW attack. If the Japanese force is activated but no movement occurs, an ASW attempt is still made at activation. Detection is lowered regardless of movement as a force "not moving" isn't dead in the water in a 33 nmi hex.

14.18, Submarine example: delete second paragraph.

14.22: Delete the reference to "an Action Phase".

19: Not optional despite being placed under Advanced Rules.

Card 1 front, Japanese Air-to-Air Combat Table, Modifiers: Change "+2 vs. attack planes if no escort" to "x2 Air Point if no escort". Japanese Card 2 back, Air Raid Strength: Level 1 to 2 Forces, Known Air Strength (10.1E), Column Shifts: Delete line "L2 Carrier: Shift 1 column right".

Card 2 front, Air Attack Die Rolls Chart (5.61): column 4 should be "4 or less".

Card 2 back, Air Attack Damage Table (5.61), Modifiers, American Attacks: change "Japanese Attack Table" to "Surprise Table".

Card 3 front, L1 to L2 Intelligence Table (7.36): Rules are correct.

Card 3 back, Commitment Test Table, bottom note about X result: delete “and discard”.

Playbook Scenario 2, US Setup: The illustration should have TF58 in hex 1510.

Playbook Scenario 2, Victory Conditions, first bullet: replace Air Capacity with Air Value.

Playbook Scenario 3, US Setup: TG 58.3: Change placement of “TG 58.3 AA +50” marker from the “3” box to the 19 box.

Playbook Scenario 4, US Setup: The illustration should have TF58 in hex 1511 (outside the of the image).

Playbook Scenario 5, Japanese Air Raids: if you roll a result 9n the Raid table that gives you two raids, you will use both halves of the result. Once they are placed on the map they fly as independent raids, but they are considered the 'one raid' for scenario purposes.

Playbook, Scenario 9, Victory Conditions: Delete first bullet about victory points for sinking carriers.

Card 2 back, 10.1: Asterisk at “Max. Range” should be deleted.

Card 2, “Air Raid Strength: Level 1-2 Forces, Unknown Air Strength (10.1E)” and Card 3, “Air Raid Strength: Level 3-4 Forces (10.1E), and Guam (11.24) Air Value”: First row should be “1” without “or less”.

Playbook, page 11, example and figure 10: no US Advantage Marker should be placed.

Map: the central sector on the west border of the map has no compass. It should be the same as the one just to the east.