

Oceans of Fire FAQ and errata (last updated 12-17-2023)

FAQ

- Counters – Q) *Are the values on the Japanese CA-4 correct (22-4 on front and 14-8 on back)?*
Answer: Yes, see 2.35 ... the front side represents two, older CAs which add 8 surface factors but are eliminated on only 4 hits, while the back side are the more modern CAs which add 14 surface factors and take 8 hits to be eliminated. The overall counter has 22 surface factors and takes $4+8 = 12$ hits to eliminate.
- 11.4 – Q) *Can a SS unit move 4 MPs (2 x 2) when activated for Movement?*
Answer: Yes. When activated for Movement they get double their printed MFs. Since SS units cannot be activated for a Mission (12.4), the 2 MFs are used when activated for Interception or Counter-Interception.
- 12.7.1 – Q) *Can a single TT unit carry multiple units that then Amphibiously Assault different Target Spaces?*
Answer: Yes. The language in 1st paragraph of 12.7.1 allows for multiple Targets from a single Amphibious Assault Mission, whether these multiple Targets are attacked from a single TT unit or multiple TT units. All other caveats of Amphibious Assault must be met, of course, ... so all of the units must start in the same Space as the TT unit and the TT unit can only embark those units, etc.
- 13.2 and 14.7 (Interception sequencing) – Q) *An operation is declared against an Area. May the opposing side intercept into that Area immediately, or must they wait until the acting player ceases all movement to that operational area?*
Answer: If Intercepting into the Operation Area, i.e. the Area with the *Combat!* Marker, then the opposing player must wait until all movement for that Operation has ceased (i.e. 13.2 Steps 1 and 2). However, if the opposing player can intercept moving naval units *prior* to reaching the Operation Area, that Interception can occur as the naval units are attempting to reach the Operation Area. This is clear in 14.7, but not explicit in 13 and 13.2.
- Card #41 (Contingency Plan) – One die roll can be re-rolled, regardless of the player that rolled the die (i.e. both rolls of a Naval Battle Type Determination roll cannot be re-rolled with this card, only one of the two rolls).

Errata

- 2.3.2 – When a British 8-8 unit breaks down, one of the 3-3 breakdown units should begin with one Hit.
- 2.33.1 and ESoP – the reference to requiring that all CVA relocate to carriers at the end of a player's impulse (Step II.2.n) is correct. The ESoP is missing the II.2.n reference, which should recite the same as II.2.e. **I.e. add "Relocate CVA to carriers (2.33.1)" to ESoP Step II.2.n.**

- 14.51 – Change the last sentence of the first bullet to: Spaces connected solely by **Air Passages (yellow or orange arrows)** are *not* adjacent for the purpose of this rule.
- PB 25.241 – The CVA-1 that starts on the CV *Kaga* should be a **CVA-1 "R"**.
- PB 25.442 – **The "reduced" text after the Chinese 22 XX is a typo** and should be ignored.
- PB26.2 (page 39) – The number of CPs the US player (Mac) should have gotten should have been **three** CPs.