

## **World at War 79, Rising Sun Over China Clarifications and Errata 7-292021**

### **MAP**

Ulaan Baatar should be an Objective city.

### **RULES**

#### **8.6 Major Offensives (clarification):**

While players declare Major Offensive markers during their Offensive Declaration Phases, they implement the effects during the subsequent phases of the game turn. See also the Incident Markers Tables on pages R15 and R16.

Third bullet point: the additional reinforcements are those listed under the individual Offensives, per pages R15 and R16.

Example: Japanese play Menjiang Offensive on Turn 2. During the Turn 2 Japanese Mobilization Phase, deploy the special reinforcements and add the one die roll of RP. Chinese receive their one die roll of RP (in response) in their ensuing Mobilization phase.

#### **9.7 Railroad Movement (omission):**

To use railroad movement, additionally the unit must start the move In Support per (16.1). The unit can then move to an out of support hex.

#### **11.0 Zones of Control (clarification):**

All ground units have ZOC, to include mobile, garrison and untried.

#### **11.3 LOS & ZOC (correction):**

Second sentence should read “A unit in an EZOC can trace a LOS out of the hex.” Note: that is, a unit in an EZOC could trace a LOS per (16.0). But a hex which is in an EZOC could not project a LOS out of that hex (units in the hex itself would be In Support),

#### **13.2 Combat Shifts, Headquarters (clarification):**

To gain the shifts, the HQ must be able to trace a LOS per (16.1).

#### **13.4(d) Counterattack (correction):**

Units with a parenthesized combat strength use their middle (defense) strength for counterattack (see 21.0).

#### **16.1 Lines of Support & Support Sources (clarification):**

second bullet: all Japanese Empire contingent units can use port hexes.

third bullet: the “railroad hexes” are (1722, 1922, 2122); other connected railroad hexes can lead to these per (16.1.1). Only Chinese (not Communists or Soviet-Mongolian) units can use these three hexes.

fifth bullet: only Soviet and Outer Mongolian units can use Soviet cities or towns.

General: a unit can trace a LOS direct to an objective hex, or port (Japanese), south map edge railroad hexes (Chinese), or Soviet cities and towns (Soviet-Mongolian). This LOS is three hexes for the Japanese Empire and two hexes for all Chinese. No HQ is needed for this LOS. To trace a LOS along a railroad/road, the unit must first trace to a friendly HQ within the support radius which in turn is within its own support radius to a railroad/road which can then trace up to 10 hexes to a support source.

**16.4 Effects of Logistics (clarification):**

- (1) “combine” refers to rule (18.0).
- (2) example, a Japanese unit on a railroad within three hexes of a Japanese port could use railroad movement.

**16.5 Air Supply (note)**

Therefore, the Japanese can use Air Supply to combine units in one hex, or to initiate railroad movement for one stack of units.

**17.0 PSYWAR (clarification):**

Second bullet point: the targeted “untried” unit can be face up or face down.

**21.0 Special Units (clarification):**

Anti-guerrilla units can conduct counterattacks against non-guerrilla units.

**Pages R15 and R16, Japanese and Chinese Incident Marker Tables (clarification):**

Reference to “first item” under the Disposition Column means that the reinforcements are applied at the start of the ensuing friendly Mobilization phase.

**Page R15, Gekoku Table, die roll 5 (clarification):**

“...number of Japanese divisions.” should be “...number of Japanese national divisions.”

**Page R16, Chinese incident Markers Table (clarification):**

Guerrillas: pick the one Chinese army from the Reinforcement display.

**23.1 Japanese Empire Order of Battle (clarification)**

In any Japanese Controlled Cities (should be “City”) in Korea: 1× infantry division.

**23.2 1937 Scenario (clarification)**

Use only the End Game VP per (4.2). There is no Sudden Death Victory (see 4.1).