

White Ensign/Rising Sun Errata and Clarifications

- * There are no Task Force Markers; please use any Sighted TF Markers instead.
- * Delete the *Free Japan* and *Free Allied* counters (1 each).
- * Air Recon counters: In addition to the actual Recon counters (with a Range number), the game includes Air Recon Markers which show how many Air Recon counters a Task Force has. E.g., the Kido Butai Task Force Air Recon marker says 4 because this TF has 4 Air Recon counters.
- * Ignore the 3 markers named *Allied Set Up*; use the 3 markers named *Allied Disposition* instead.

Hypothetical Scenario:

- * The Japanese have only three submarine counters available.

Historical Scenario:

- * The Japanese Set Up Chits are named *Japanese Disposition 1, 2, 3*.
- * Racecourse is at hex 2210.
- * (Clarification) If Chit 2 has been pulled, the Cornwall and Dorsetshire set up at Colombo or Trincomalee. However, they may not set up in the same hex as the Hermes. That means, if the Hermes sets up at Colombo, the two cruisers have to set up at Trincomalee or vice versa.
- * (Clarification) If the Set Up instructions mention Chit B, Chit 2 is meant.
- * (Clarification) One Lily, the Oscar, one Nate, the 38th Division, the and the 48th Division are only in play if Japanese Goal Determination Chit 1 or 2 have been pulled.
- * (Clarification) Japanese Division counters depict a Convoy.
- * (Clarification) The Chokai and the Kate squadron of the Akagi have named leaders. The two submarine leaders are not used in this scenario.