

AirWar Pacific: Rules Addendum May 5, 2006

With Airwar Pacific being the first product release from Triumph Games, there have been a good number of areas where we've found we could have been more clear or we have been inconsistent. We'd like to thank our customers for the many helpful questions, comments and suggestions we've received since our debut release.

OPTIONAL RULES

Indestructible Airbase

Players may implement a rule stating that the **Lae** and **Midway** AIRBASE cards cannot be destroyed.

This will allow players to remain competitive in the game by always having at least a single airbase to be used.

Single Mobilization per turn

Players may only mobilize one card per turn during the Mobilization phase.

This helps a player who has not drawn any airbase or carrier cards, while his opponent has multiple airbase or carrier cards from the start.

RULE CLARIFICATIONS

Intercept Hand

When defending against the opponent's attack mission hand (either land or carrier based), the defending player creates an intercept hand consisting of fighter cards and numbering up to but not exceeding his capacity limit.

Fighter cards in this Intercept hand do not have to be utilized if the defending player so chooses. However any unused cards must still "land" by being placed on their respective airbase or carrier card after the damage allocation sub-phase.

Maximum Hand Size

There is no limit on the number of cards a player may have in his hand.

Para-Frag War Card

This card attaches to one of your own airbases and can only be destroyed if 'that' particular airbase is destroyed. As long as the base that the Para-Frag is attached to remains in play (not destroyed) any A-20,

B-26, or B-25 can use the +4 airbase attack. This occurs even if the aircraft were based at a different airbase than the Para-Frag war card. Regardless of the number of aircraft attacking an enemy airbase, only ONE (A-20, B-26, or B-25) card may use the +4 base attack per turn.

Example: if two B-26Ds are attacking an airbase, the total airbase attack value is 4 (B-26 #1) + 4 (B-26 #2) + 4 (Para-Frag) = 12

Heavy AAA

This card "reduces the total attack on either Convoy or Industry card by 2." Heavy AAA can only be attached to the Convoy or Industry card, and cannot be attached or used to defend an Airbase.

Example: if three B-26Ds are attacking the Industry card, the total bombing attack value is 4 (B-26 #1) + 4 (B-26 #2) + 4 (B-26 #3) -2(Heavy AAA) = 10

Aircraft Selected For Interception

The defender needs to select all aircraft to be used to intercept before combat occurs and may not add more cards to his Intercept Mission hand.

Example: The defender has only two available capacity yet has four fighter aircraft cards in his hand. The defender must pre-select which two (or less) fighter cards will comprise the intercept mission hand. He may only use two aircraft cards to intercept. Even if those two are destroyed he may not use more fighter cards than were in his original intercept mission hand.

Airbase / Carrier Capacity

Aircraft launched from an airbase (counted against airbase capacity) on an attack mission or for intercept must land at an airbase after use. Aircraft launched from a carrier (counted against carrier capacity) on an attack mission or for intercept must land at a carrier after use. Land-based aircraft may only launch and land at airbases. Carrier-based aircraft may launch and land at either airbases or carriers.

Aircraft Cards may only be used once per turn unless otherwise dictated by its Special Ability (i.e. A6M2 Tainan Wing)

A land-based fighter with the special ability "Patrol: May intercept from Airbase during opponent's Carrier Stage" such as the P-400 must land at an airbase even if it intercepted during the Carrier stage.

Destroyed Airbase or Carrier

- If an Airbase or Carrier card is destroyed and the defending player has any aircraft cards landed at that airbase or carrier, then the player must choose 1 of these cards and discard it immediately. Any remaining cards are placed back into the players hand.

- If an Airbase or Carrier card is destroyed while the Intercepting player still has an intercepting card with no where to land, then the card is returned to the player's hand.

Damage to the Convoy Card

If the Convoy Card has damage allocated to it that exceeds the total number of 15 points, the card is reset and any points above and beyond 15 are disregarded.

The Convoy Card is then reset to "0" for the next turn, along with the listed penalties associated with it.

DISCARDING: When a player's Convoy Card is reset, they may discard any mobilized airbase, carrier, or landed aircraft, as well as any cards in their hand.

MISPRINTS

Convoy Card

The Convoy cards for both sides were misprinted. The correct language should be the following:

"IF RESET: DISCARD 2 CARDS, & SUBTRACT 4 POINTS FROM INDUSTRY"

Akagi Carrier

The special ability of this card should read: "AIRCRAFT BASED ON AKAGI ALSO DOUBLE THEIR ATTACK VALUE WHEN ATTACKING AN AIRBASE."

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