

WAR ROOM: A Larry Harris Game

Official FAQ & Errata

Nightingale Games LLC

January 15, 2020

A NOTE on SOURCES: We collected these errata and clarifications from the War Room forum on Boardgamegeek.com, our Facebook group for **WAR ROOM: A Larry Harris Game**, direct emails, and personal interactions.

CONTACT: If you have any further additions or suggestions please contact warroombulletin@gmail.com.

: NEW OPTIONAL RULES :

THE STALIN RULE

Rulebook Change (V125): Insert on Page 29 just above **OFFICER ROLES:**

“THE STALIN RULE: Until the Soviet Union enters (for the first time) the Yellow Zone on the Homeland Status Chart, Units belonging to other Allied Forces Nations may not enter original Soviet territories (those tinted brown or with just brown borders on the World Map) that are under Soviet control. Air Units may pass over these territories, but not land there. This rule is independent of the Soviet-Japanese Non-Aggression Pact. If allies do end up in such forbidden territories (due to liberation from the enemy), then they may continue to stay and move in such territories **ONLY**. If the allies leave completely then the ‘door closes’ and they may not re-enter while the rule is in effect.”

SHORTER GAME

Rulebook Change (V125): Insert on Page 2 under **OBJECTIVE:**

Insert this title before the first paragraph: **“STANDARD:”**

Insert this as a second paragraph:

“LIMITED: For a shorter experience, limit the game to six rounds. Then tally a score for each Nation’s position on the Homeland Status Track, 1 point for each Zone it has progressed beyond the Start (White) Zone. For example, a Nation scores three points if it is in the Orange Zone. The side (Axis or Allied Forces) with the lower total score for all of its Nations wins. Compare Stress totals (subtracting Medals) on the Morale Board to break ties. Further ties result in a draw. Winning outright by capturing Capitals is still viable.”

ADJACENCY AND CANALS

: WORLD MAP FEATURES :

SICILY IS ADJACENT TO ITALY

Q: Is Sicily is considered adjacent to Italy by land (as the ring overlaps Italy)?

A: Yes.

Rulebook Change (V125): On page 5, under “World Map Features”, “Adjacency”, this text is inserted at the end:
“**Note: Sicily is adjacent to Italy.**”

ADJACENCY AND CANALS

Q: When moving Air Units through a canal (between the connected sea regions), is the territory containing the canal entered?

A: No. As with Naval Units, Air Units move directly from one sea region to the other, without passing through the territory.

Rulebook Change (V125): On page 5 at the bottom, “THE WORLD’S NARROW SEA PASSAGES”, the first section has been rephrased with the red text relevant: “Narrow Sea Passages restrict sea movement (Naval Commands and Troop Transports). **Air Units are unaffected.** These passages are red (with white dots) sea region border lines and canals (Suez and Panama Canals). Friendly Nations may pass freely. You or an ally must:”

: SETTING UP :

BLACK PLASTIC TOKENS

Q: What are the 14 black plastic tokens for?

A: Place flag stickers on these Jumbo National Flags. The round ones are used on the Turn Order Track and the square ones are used on the Homeland Status Track.

SICILY’S STARTING UNITS

Q: Which is correct for Italy’s setup, the Command Token or the Territory Card?

A: The Command Token is correct. **Note:** Sicily (T4) should have 1 Infantry at setup (its Territory Card incorrectly shows 2).

Territory Card Change: The back of T4 Sicily should show “1 INF” instead of “2 INF” [[downloadable image available on BGG](#)].

7 CAPITAL STARS

Q: Why are seven Capital Stars included in the game when the scenario that uses the most of them (War in the Pacific) uses only six?

A: While the stars are primarily for the **War in the Pacific** Scenario, they may also be used to mark Capitals in other scenarios, as Capitals are worth 3 Medals. The **Global War** scenario would then require 7 stars to mark each Nation's Capital. This includes Peiping, as that is China's Capital, which starts the game controlled by Imperial Japan.

Rulebook Change (V125): On page 25, this was added to the last sentence of the third paragraph: "or place in any scenario simply to remind players that Capitals are worth 3 Medals."

: PHASE 1: DIRECT NATIONAL ECONOMY :

RESOURCES WITHOUT TERRITORIES

Q: Does a Nation retain its Resources even if it loses all of its territories?

A: Yes, unless it is also Collapsed (i.e. no Units on the World Map **AND** in the Grey Zone at the end of a round). **Note:** Even without Industry, a Nation may bid Oil and make repairs.

Rulebook Change (V125): On page 8, at the bottom, under the header "STEP 2. TALLY RESOURCE INCOME", insert this sentence at the end of the paragraph: "A Nation maintains its Resources until it has Collapsed (see page 22)."

: PHASE 2: STRATEGIC PLANNING :

TIMING OF BREAKING TIES FOR TURN ORDER RANK

Q: When determining Turn Order Rank, when exactly are ties resolved? For example, if the Soviet Union bid the most, but Germany and the British Commonwealth are tied for second, is the tie resolved before or after the Soviet Union chooses its place in the order?

A: Ties are resolved as they come up in the choice of order. In the example, Germany and the British Commonwealth would resolve their tie after the Soviet Union chooses.

Rulebook Change (V125): On page 9, under the header "STEP 2. REVEAL BIDS AND ESTABLISH TURN ORDER", the third sentence has been revised to: "Draw National Flags randomly to break ties (including bids of zero) as they come up (i.e., after all higher bidding Nations have chosen a slot)."

: PHASE 3: MOVEMENT OPERATIONS :

TIMING OF SECRET ORDER REVEALS

Q: When exactly are secret orders revealed?

A: In *Phase 3: Movement Operations*, the current Nation's O&P Chart should only be handed over to an opponent for reading aloud once it is that Nation's turn to execute its orders, while the active Nation does the actual pushing of stacks in response to the announced orders.

Rulebook Change (V125): On page 11, below the header "STEP 2. RESOLVE MOVEMENT IN TURN ORDER", the following becomes the third sentence: "Until this point, for each respective Nation, written orders remain secret."

RAIL MOVEMENT

Q: If a region has a Hotspot or is Embattled, can the owning player of that region or an ally move forces into that region by Rail?

A: Only if there are no Enemy LAND Units currently present in the territory. (Enemy Air Units do not interfere with Rail movement.)

Q: Can an Enemy Nation as well, since it has Units in that region?

A: No. You may not invade by Rail even if you have forces already present. Think about control (Territory Card ownership) and Land Unit presence rather than the Hotspot or Embattled tokens.

Q: Can Air Units ride the rails to move further than 4 territories?

A: No.

TERRITORY CONTROL IS NOT REQUIRED FOR EXIT

Q: If I'm invading, and after the battle I have 7 Land Units and the Enemy has 3 Units left. On my next turn, can I leave 3 Units (since they are pinned) and invade another territory before finishing my attempt to capture the first territory?

A: Yes, you may continue on without having to take control first, assuming you are not pinned.

PINNING TROOP TRANSPORTS

Q: Do Naval Units pin Troop Transports and stop amphibious invasions?

A: Yes. Troop Transports may only escape pinning if they have orders to move to a Friendly-controlled territory at the time of movement (regardless of Embattled state), or they may avoid pinning altogether by having at least as many Naval Units in the region as the Enemy has.

NO PINNING OF AIR UNITS

Q: Can Air Units fly over enemy territories without interception?

A: Yes.

INTENTIONAL SELF-PINNING

Q: Can a Naval Command be ordered to move to the region it already occupies? This would allow it to move out of the region and then back into it, with the potential purpose of having Units pinned in the other region and leaving them there.

A: Yes. (This also could apply to Land Commands at sea, though rarely beneficial.)

Rulebook Change (V125): Near the top of page 9, after the sixth sentence under the header “WRITING MOVEMENT ORDERS”, insert this: “Its destination may be its current region.”

Q: If a Naval Command has two paths to get to its destination, can the command intentionally pin itself fully by choosing the blocked route, even if the alternate path is clear?

A: Yes.

SPLITTING COMMANDS, WITHOUT COMMANDS IN SUPPLY

Q: If I have given a Command orders to move, but it is partially pinned, and I have no available Commands left to assign to the pinned Units, what happens?

A: You must cancel the move. You may never leave Units without a Command, and you may not destroy them voluntarily.

Rulebook Change (V125): On page 9, the last paragraphs have been reworked in the “REORGANIZING COMMANDS” box in the bottom right corner:

“If a Nation’s Command is not available in the supply, then a split may not occur. If Enemy pinning caused the split, then the movement order must be canceled.

If it matters which Nation reorganizes first, then follow the Turn Order Rank (decide the order randomly if it’s the first game round before Step 3).

TIP: Merge Command Stacks to move more Units efficiently with fewer orders. Split Command Stacks to prepare for multiple destinations or bluffing.”

Rulebook Change (V125): This point is reiterated on page 11 at the end of the section header “SPLITTING COMMANDS DURING MOVEMENT”: “For a forced split, if no Commands are available, cancel the order.”

: PHASE 4: COMBAT OPERATIONS :

TIMING OF HOTSPOT PLACEMENT

Q: If the resolution of a Hotspot leads to a new conflict, is a new Hotspot Marker immediately placed? For example, if Japan has an unopposed Naval Command in sea region P-15, adjacent to Indochina, which Japan controls, and then the British Commonwealth takes control of Indochina, is a new Hotspot Marker placed in sea region P-15, indicating that Japan may now raid the Indochina Convoy Cluster?

A: Yes, but each region is resolved only once, so a resolved Hotspot is never replaced. Also, if a Hotspot should have been placed, but was overlooked, this error should be corrected immediately unless *Phase 5: Refit & Deploy* has begun in earnest.

Rulebook Change (V125): On page 15, under the header "ORDER OF BATTLES", this sentence is added to the paragraph's end: "In rare cases, a territory captured in this phase may cause a new Convoy Raid which will require Hotspot placement, but only if there was not one already."

GARRISON FORCES

Q: Black dice results are "wild" for garrison battles (needing pairs), so does that mean that black results can be paired with anything or only that a pair of black results can hit anything?

A: Each Black die result is independently wild (i.e. a single black result can be paired with anything).

Q: Do Garrison Forces defend against Enemy Bombers?

A: No, only against an invading land force.

FORCE ADVANTAGE

Q: Is Force Advantage relevant during the Air Battle Stage?

A: No. However, while not a factor in determining Force Advantage, Air Units could suffer the FA penalty (i.e., black and white results being considered misses) during the Surface Battle Stage if placed in the 'GROUND/SURFACE' stance.

ASSIGNING DAMAGE DURING COMBAT

Q: On page 16 of the Rulebook, under "C. Assign Damage", it says, "A damaged unit must be eliminated before another in the same row can be assigned a hit." Does lightly damaged count as damaged? It seems no, since white results only hit damaged Units. So if you have 5 Armor in Defensive Stance, can they all be moved to LIGHTLY DAMAGED before moving a single one to DAMAGED and then to ELIMINATED?

A: Lightly damaged counts as damaged in terms of needing to move it down to the next box. So no, you can't move all 5 Armor to LIGHTLY DAMAGED. However, white results only count against Units that are in a space with a white triangle, otherwise white results are misses.

Q: Who gets to choose which Units are eliminated?

A: It is the attacking Commander who decides. From page 16 of the Rulebook: "The current Dice roller (attacker) must assign hits to Enemy Units by moving them one step closer to their row's ELIMINATED box."

Q: Is each Stance for the same Unit Type considered a different row in terms of having to eliminate a Unit before damaging another?

A: Yes.

30 DICE LIMIT ON RAIDS

Q: Are Convoy Raids or Strategic Bombing Raids limited to 30 dice?

A: No. They are technically between Battle Stages, so the 30 dice limit rule does not apply.

LOSS LIMITS ON RAIDS

Q: Is a "raid" a single roll of dice by one Bomber or is it considered to include all Bombers who strike in that round?

A: A raid includes all Bombers who strike that round in a given territory.

Q: Can the same territory lose its resources twice in a single round, once by Strategic Bombing and again by a Convoy Raid?

A: Yes, as each raid is resolved independently, the loss limit only applies for a single Hotspot resolution.

Rulebook Change (V125): On the bottom of page 17, a new section has been added which consolidates the Loss Limit Rules for Raids:

"LOSS LIMITS FOR RAIDS: A territory can't lose more total Resources of each Type than it currently produces (taking flipped Territory Card status into account) from a single raid attack (from either a group of Bombers OR a Convoy Raid). However, a territory's Resources could be lost twice in a single round if struck by both a Strategic Bombing Raid AND a Convoy Raid, as each raiding attack on a region is resolved independently. Resource losses deplete current totals, not future income. A Nation's Resources can't drop below zero."

RAIDS ON CONVOY CLUSTERS

Q: What exactly is a "Convoy Cluster"?

A: A Convoy is one or more ship silhouettes surrounded by a ring. A Convoy Cluster is one or more of those Convoys that overlap each other. For example, sea region P-1 contains three different Convoy Clusters, while sea regions P-14 and P-15 contain one each.

Rulebook Change (V125): On page 5, the definition of Convoy has been updated: "CONVOY: A Convoy is one or more ship silhouettes surrounded by a ring. Some rings overlap to form a "Convoy Cluster". Coastal Convoys are linked to a territory. Trans-Ocean Convoys have Flags indicating territory links. Convoys can be raided. (see Convoy Raids on page 17)."

Q: Is each Carrier Fighter Token considered an individual Command (especially in relation to the limit of only one raid allowable on a Convoy Cluster per Command)?

A: Yes.

Rulebook Change (V125): At the bottom of page 17, this is added to the end of the first sentence of the paragraph titled "RESOLVING CONVOY RAIDS": "(each Carrier Fighter is considered to be an individual Command for this purpose)."

Q: Is it possible to sink Convoy transport ships (the colored silhouettes printed on the World Map) which are linked to Friendly territories?

A: No.

Q: Does just one color rolled sink ALL enemy convoy ships in a cluster?

A: Yes. For each color shown on each rolled die result, ALL ENEMY convoy ships of that color in the targeted cluster will be sunk, not just one.

Rulebook Change (V125): On page 17, The fourth through seventh sentences in the section RESOLVING CONVOY RAIDS have been revised:

"For each color result on the dice, ALL ENEMY convoy ships of that corresponding color in the targeted cluster will be sunk. A color result needs to be rolled only once to affect all Enemy convoys of that color. Each Black result is wild (may be used for any color). Track lost Resources immediately on the relevant Nation's Resource Chart, keeping in mind LOSS LIMITS as noted below."

REPEAT TERRITORY EXCHANGES AND STRESS

Q: Is Stress assigned to the former controller of a territory (and Medals gained by the victor) each successive time the same territory is captured and recaptured?

A: Yes. Every time a non-Neutral territory changes hands, the loser gains Stress equal to the SV.

MEDALS FOR CAPITALS

Q: Are all Capitals worth 3 Medals? Even Peiping and Italy?

A: Yes.

: PHASE 5: REFIT & DEPLOY :

LANDING AIR UNITS IN JUST CAPTURED TERRITORIES

Q: Can Air Units land in a territory that was captured that turn?

A: Yes, if it is Friendly-controlled.

LANDING AIR UNITS IN COLLAPSED NATIONS

Q: Can Air Units land during the *Phase 5: Refit & Deploy* in an unclaimed Collapsed Nation's Territory?

A: No. However, note the timing of the Collapse does not happen until the end of *Phase 7: Production*, so Friendly Air Units could still land in a territory of a Nation that is about to Collapse during *Phase 5: Refit & Deploy*, but Air Units not Friendly to the Collapsing Nation must land elsewhere. If the territory goes unclaimed during the Collapsed Nations Check, then it is no longer considered Friendly to former allies (and therefore such former allies could NOT land planes during *Phase 5: Refit & Deploy* in subsequent rounds).

: PHASE 6: MORALE :

TIMING OF MORALE RESOLUTION

Q: On page 21, the Rulebook says, "Resolve each step below for each Nation in Turn Order." Does this mean that each Nation resolves all 4 steps, and then on to the next Nation, or that all Nations resolve step 1 in Turn Order, and then all resolve step 2 in Turn Order, and so on?

A: The latter is correct. Resolve step 1 for ALL Nations fully before proceeding to the next step, and so on.

Rulebook Change (V125): On page 21, under "RESOLVE MEDALS AND STRESS TOKENS", add a clarifying phrase at the end of the third sentence: "Resolve each step below for each Nation in Turn Order, **completing each step for all Nations before proceeding to the next step.**"

: PHASE 7: PRODUCTION :

CIVILIAN GOODS LINKED TO INDUSTRIES

Q: Can Civilian Goods be purchased by a Nation that controls no Industrial territories?

A: Yes. This includes China. Civilian Goods production is not tied to smokestack limits.

Rulebook Change (V125): On page 22, at the end of "STEP 4. TRANSFER NEW UNITS TO INDUSTRIES", insert this sentence: "**Civilian Goods are not limited by smokestacks and should be placed immediately on the Morale Board next to the respective National Flag in the Medals column.**"

CAPTURING INDUSTRIES

Q: If you capture an Enemy Industry, can you produce there?

A: Yes.

Rulebook Change (V125): On page 22, under "STEP 4. TRANSFER NEW UNITS TO INDUSTRIES", update this phrase at the end of the first sentence: "... (even if Embattled **or captured from an Enemy Nation**)."

TRADING WITH NEUTRALS

Q: I understand that each Nation may only make one trade per round, but can one Neutral trade with multiple Nations in a single round?

A: Yes.

Rulebook Change (V125): On page 22, add this sentence to the end of the paragraph under the heading TRACKING A TRADE: “Each **Neutral may trade multiple times per round.**”

COLLAPSED NATIONS

Q: When exactly does a Nation Collapse?

A: A Nation only “Collapses” at the end of a round during the Victory Check after *Phase 7: Production* is complete. Note that while the Collapsed Nation is no longer in play, National Flags should remain in its former territories until they are claimed by other Nations.

Q: How are territories of Collapsed Nations claimed?

A: There are three conditions which might apply to a Collapsed Nation's territories when the Victory Check is performed at the end of a round:

1. **Friendly Units are present (whether or not Enemy Units are also present):** A Friendly Nation with any Land OR Air Units present (even only Air Units) **MUST** claim it. (**Note:** This is an exception to the normal rule, in that Air Units may claim the territory without requiring Friendly Land Units, but only on the round in which the territory's controlling Nation Collapsed.) Use Turn Order Rank to determine who chooses, if multiple allies present can't decide among themselves. If Embattled, its Embattled status remains.
2. **Only Enemy Land Units are present:** The territory must be claimed in the normal manner during Battle Debrief in the following round, however there is no defensive Garrison Force.
3. **No Units are present:** The territory may be claimed by any Nation in the normal manner during Battle Debrief in a future round, however there is no defensive Garrison Force.

Q: Can Resources of a Collapsed Nation be claimed by another Nation?

A: No. (Remove the Resource Chart and pegs from play.) Any captured territories still provide resource income during *Phase 1: Direct National Economy*.

Q: Are Medals gained for claiming a territory of a Collapsed Nation?

A: Yes, according to the normal rules 1 Medal is gained (3 if a Capital). Note: Whether the Collapsed Nation was Friendly or Enemy is irrelevant. Note: A Nation may not adjust its position on the Homeland Status Track until *Phase 6: Morale* occurs.

Rulebook Change (V125): The following text is added to bottom of page 22, after “Victory Check” (replacing the previous Note on Collapsed Nations):

COLLAPSED NATION CHECK

If a Nation has no more Units on the World Map **and** is in the Gray Zone at the end of a round, it is now “Collapsed” and out of the game. Remove its Resource Chart from play; its remaining Resources are lost. Keep any National Flags on the World Map until the relevant territories are claimed by other Nations. If an ally already occupies such a territory with

any Units (regardless of Embattled status), it **MUST** now claim the Territory Card and place its own National Flag, gaining the Resource income in future rounds (if multiple allies squabble, use Turn Order Rank). If **ONLY** Enemy Units occupy a Collapsed Nation's territory, then those Nations must wait until Battle Debrief of the next round to claim it in the normal manner (there will be no defensive Garrison Force). Unoccupied territories are up for grabs by any Nation, to be claimed in the same way as described for an Enemy Nation above. If a Nation (Friendly or not) claims a Collapsed Nation's territory, a Medal is awarded (3 if a Capital), but such Medals may not be spent until a subsequent round.

: SOVIET - JAPANESE PACT :

Q: In regards to the Soviet-Japanese Non-Aggression Pact, will combat at sea (in either Battle Stage) break the pact if the participating Air Units launched from either party's territory (the Soviet Union or Imperial Japan)?

A: Yes. You might need to refer to the original orders as they were written to confirm. For example, If the United States launches planes from Soviet territory, they will violate the pact if they end up attacking the Enemy.

Q. Article Five of the Soviet-Japanese Non-Aggression Pact states that the Soviet Union or Japan must give permission to an ally to take an action which breaks the pact. How does that work?

A. While the pact is in effect, the Soviet Union and Japan players have the right to cancel orders given by their allies to Commands in territories they control at the time the movement order is executed only (i.e. not later during another Nation's movement). For example, the Soviet Union has a right to cancel any Allied order that was launched from Soviet-controlled Territory. If such an order is not cancelled and the pact is broken as a result, such permission is assumed.

Q: In regards to the Soviet-Japanese Non-Aggression Pact, If Air Units are landed in the other party's territories after an attack or raid on the opposing party, will the pact be broken?

A: No. Landing Air Units during *Phase 5: Refit & Deploy* is not considered an order and therefore Article 2 of the Non Aggression Pact does not apply. However, the pact member (Japan or Soviet Union) must approve all allies' orders if leaving from the same Friendly pact member's controlled territory, so it will apply when launching those same Air Units in a subsequent round.

Rulebook Change (V125): Page 23, Soviet-Japanese Non-Aggression Pact,

Article Two:

An ally of the Soviet Union may not move Land or Air Units from a Soviet-controlled territory into or through a Japanese-controlled territory, **nor may it launch an air attack against a Japanese Naval Command from such a territory.** An ally of Imperial Japan may not move Land or Air Units from a Japanese-controlled territory into or through a Soviet-controlled territory, **nor may it launch an air attack against a Soviet Naval Command from such a territory.** *For example, the United States may not attack a Japanese-controlled territory from a Soviet-controlled territory. Additionally, while the pact is in effect, any orders written by an ally of either party for Commands located in a region controlled by that party may be cancelled for any reason at the time of their execution, without recourse by the ordering Nation. For example, the United States has an Air Command in Soviet-controlled Khabarovsk and orders it to move to sea region P-2; fearing that the United States player may be attempting to intercept and engage a Japanese Naval Command, thus breaking the pact, the Soviet Union player cancels the order.*

Rulebook Change (V125): On page 23, under "Soviet-Japanese Non-Aggression Pact", "Article Five", the fifth sentence should read, "An ally of either Imperial Japan or the Soviet Union may not break the Pact without permission

from its allied party (as the relevant party may cancel an order which may break the pact - see Article Two), in which case, the relevant party giving permission (through failure to cancel such an order) takes the penalties, not the ally.”

: NEUTRALS :

ALIGNED NEUTRALS ARE FRIENDLY

Q: Do aligned Neutrals allow free passage to Friendly Units and give Port Advantage?

A: Yes, aligned Neutrals are considered Friendly.

Rulebook Change (V125): Page 24, PRO-ALLIED NEUTRALS: Revise the first sentence to replace the word 'sympathetic': "Pro-Allied Neutrals are **Friendly** to the Allied Forces Nations and will not trade with the Axis (unless control shifts to the Axis)."

ASSIGNING COMMANDS TO NEUTRAL DEFENSE FORCES

Q: What happens if a Nation that is to take control of a Neutral's Defense Force (due to an Enemy invasion) does not have enough Command Tokens in its supply?

A: Placing command tokens on top of the Neutral Defense Force stacks is optional. Neutral Defense Force Units without a Command Token may not be assigned movement orders, but will still participate in combat on the side of their alliance, and will be transferred to their controlling Nation's row on the Casualty List when eliminated. Once a Command becomes available in the controlling Nation's supply, that Nation may opt to place a Command on one of its Neutral Defense Force stacks (or absorb it into an existing Command in the territory) during any time that reorganizing Commands is allowed (see page 9 of the Rulebook).

Rulebook Change (V125): Page 24, "Phase 4: Combat Operations": The second through fifth sentences should read: "During later rounds, surviving Units will be under control of a Nation and so will get moved to the Casualty List (even if not under a Command Token - see below). If the invader has surviving land forces and succeeds in defeating all Enemy land forces in the Neutral, the victorious Commander chooses from among its participating allies which Nation will place its Flag denoting control (see page 19). **Optionally**, put any surviving Defense Force Units under Command Tokens belonging to the aligned controlling Nation, either immediately or at a later time (any time at which Commands may be reorganized). (These Units, while under a Command Token, may even move out of the Neutral in a later round as decided by the new controlling player.)"

: MISCELLANEOUS MINOR TWEAKS :

Typos, term consistency, negligible errors, and punctuation.

(as of 9/2/2019 - thanks to Keiichi - changes from v121 to v123)

- term consistency: page 3, 11, and 12 - "Landing Tags" corrected to "**Arrow** Tags"
- term consistency: page 17 and 18 - inserted the word "Battle" to read "Air and Surface **Battle** Stages"
- term consistency: pages 17, 21, 22, and 29 - "Nation's Resource Track" corrected to "**Nation's Resource Chart**"
- negligible error: page 13 - "The Cruiser continues on to P-12" corrected to "The Cruiser continues on to **P-13**"

as of 12/16/2019 - thanks to Bernard R- changes from v123 to v124)

- term consistency: page 24 - "Saudi Arabia" corrected to "**Arabia**"

(as of 1/13/2020)

- term consistency: page 12,13, and 23 - "Japan" corrected to "**Imperial Japan**" (to distinguish the Nation from the region)
-