

Corregidor: the Rock Errata (as of December 17, 2020)

The listing below is known errata for Corregidor: the Rock.

C:tR HBR Errata

HBR 1a, add, "Cave Complexes are NA." to the end of the section.

HBR 1b, add, "Cave Complexes are NA." to the end of the section.

C:tR CG Rules Errata

Section 1.3, replace, "located in the topmost level of a Roofless Building may not claim the additional +1 DRM since there is no "intact roof" above the topmost level. They do receive the +3 TEM for being in a Stone Building," with, "located in a Roofless Building is resolved normally, as per B23.32."

Section 2.1, last sentence, add, "[EXC: the entrenchment TEM of B20.91 for Direct Fire is +3, not +2]."

Section 2.1 Example, line 3, replace I7 with S11.

Section 2.1 Example, line 7, replace TH with IFT.

Last sentence of the 6.51 example has a rules reference of "(1.54)". This should be "(6.54)".

Section 8.9, last sentence, add "[EXC: CC]" after the word "attack".

Section 8.10, first example. The last sentence should be changed from "now I their Final ..." to "now in their Final ..."

Section 8.10, second example, the hexes are incorrect. The example should state, "EX: The Initial Drop Point is NN25 as in the above example. This time the Initial Drop Point is not achieved. The DR to determine the actual Drop Point is CRD=1, WDR=2. Large chute A is placed in hex NN23. Place large chute B (and the small chute) in MM22, and large chute C in OO23 to correspond with the prevailing wind. Each chute counter is now moved four hexes (heavy winds) in the direction of error so that chute A is placed in NN19, chute B and the small chute are placed in MM18, and chute C is placed in OO19. Each chute counter is now in their Drop Point hexes. Each large chute now makes a DR to determine the final landing hexes. The DR's are as follows; A) 6,2, B) 4,3, C) 1,4. The small chute counter does not make this DR. Instead it is simply moved downwind four hexes (heavy winds) to hex UU26. Chute A goes to LL18, B goes to MM21, and C goes to OO15. All chutes are now in their Final Landing hexes."

Section 10.1, para. 2, 1st line, add "/bombing" between "strafing run".

Section 10.1, para. 2, 2nd line, remove the word "Light".

Section 10.1, para 2, 8th line, replace the word "reaching" with "attacking", and add the word "initial" between "final" bomb"

Section 10.1, para 2, last sentence, should state, "Otherwise, the strafing/bombing run will continue until all bombing attacks have been completed and the bombing run concluded [EXC: *Eliminated (E7.511-.52) aircraft are immediately removed from play, and any remaining attacks are NA*]. The aircraft may then be Recalled (E7.226)."

Section 10, Examples of Play, example 1, lines 2 and 8, and example 2, line 3, remove the word "strafing".

Section 11, "Initial Scenario" is should be a separate paragraph, instead of being combined with the "Idle Date" definition.

Section 11, "Setup Area", second to last sentence. Replace "hexes in Enterable by Infantry" with "hexes is Enterable by Infantry".

Section 12.4, Initial Japanese OB, add an asterisk after the FPP = 300 entry, and add "[EXC: *fortifications freely set up ≥ 8 hexes from JJ17.*]" after the asterisk.

Section 12.5, table: RePh Sequence number "*12412" should be "*12.512".

Section 12.5, *CG II SCENARIO VICTORY CONDITIONS: Victory of each CG Scenario (other than the Initial Scenario, below) goes to the side which acquires ≥ 50VP more than they began the scenario with. If neither side achieves this it is a draw. If both sides achieve this, victory goes to the side with the most VP acquired that scenario.* should be replaced by **CG II SCENARIO VICTORY CONDITIONS:** Reference 12.5214.

Section 12.507, delete the last DRM related to Mud.

Section 12.5136, 7th line, replace "even and Abandoning" with "even an Abandoning".

Section 12.518, second to the last sentence, delete "...in Recon (RePh step 12.5225), or...".

The sequence table for the CG (pg. 13) is off near the end of the list. The rules references should be:

15.521 Purchasing Reconnaissance should be deleted

12.522 Initiative/Attacks should be !*12.521

12.523 Wind and Unit Set Up should be !12.522

12.524 Scenario Commencement should be !12.523

Japanese Reinforcement Group Chart (pg.19), modify I3 and I5 Full/Depleted nomenclature to align with rule 12.5184. I3 should be "6-5/4-3". I5 should be "3-2/2-1".

Japanese Reinforcement Group Chart (pg. 19), RG G6 modify Note to read "a,d"

Japanese Reinforcement Group Chart (pg. 19), RG Note "e", Offboard Observer is set up at Level 3 with no restrictions.

American Reinforcement Group Chart (pg.20): RG Note "a", remove "G1" as a CG Day 2 paradrop option.

American Reinforcement Group Chart (pg.20): RG G3, change units received to "M1 81mm Mortars".

American Reinforcement Group Chart (pg.20): Add note "j" to the Notes for RG "O5".

Fortification Purchasing Table (pg. 23), adjust FPP cost for 1-3-5, 1-5-7 and 2-5-7 Pillboxes to state "SE + (CA+ NCA) DRM = FPP cost".

Fortification Purchasing Table (pg. 23), Fortified Cellar: Remove "(must be placed in a multihex building hex)" and add after KK12, "are NA".

Section 12.522 and 12.5221: Section heading should say, "Wind, Night and Unit Setup". Section 12.5221 should be labeled "Wind/Night" and the first 2 sentences should be deleted and replaced with, "See HBR 1c. After the Initial CG Scenario roll for Wind Change (B25.65, if required) and Weather, as per 12.517 chart. Then roll for EC conditions, as per 12.5171."

Designer Note #18 (pg. 27): Delete the second to the last sentence which begins with, "That is the reason...".

C:tR Q&A

Q: Can the Filipino partisans in CTR3 also go HTH as the Americans can?

A: By themselves, no. If stacked with an American SMC or an American MMC, then yes.

Q: Is Building DD22 considered a partially rubble building with a level 1 location in Dd22?

A: Yes.

Q: In 10.1, if an aircraft is damaged after rolling its Bomb Release

dr, does it complete its bomb run and is then flipped to its bomb released side?

A: Assuming the aircraft is not affected by any AA fire beforehand, when the American player makes a "Bomb Release dr", he is determining the initial hex where bombs will begin to fall (this represents the bombardier lining up the aircraft and getting it into position). If at any time prior to any actual bomb attack being made in the first initial bombing hex to be attacked, the American player is free to cancel his Bombing Run. Also, any Evade result from AA fire during this period will also cause the cancellation of the Bomb Run. This represents the aircraft taking evasive action to avoid ground fire and circle around for another try in another Player turn. The aircraft is not subject to any further AA fire for the remainder of that Player turn and the GA aircraft will retain its bomb load. Once any bomb attack has been made in his Bombing Run, the American player must continue and complete the Bombing Run as declared. If the aircraft is eliminated during the Bombing Run, any still remaining bomb attacks in that Bombing Run are cancelled and the aircraft is removed from play. If the aircraft is damaged or forced to evade during the Bombing Run (i.e., once bomb attacks have begun), it must complete that Bombing Run, but is then Recalled and removed from play for the duration of the scenario/CG Day, if Damaged.

Q: Looking at the * note for the AFV Repair Table (12.5131c), if the AFV remains in the MHA, does the first sentence "may" override the second sentence, i.e., if there is no same type vehicle but the AFV remains in the MHA, is the armor leader eliminated?

A: If the vehicle remains in the MHA, then one of the two below cases is applied:

If you do NOT possess another Retained AFV of the same type (even if you have other types of AFVs present) the AL is Eliminated.

If you DO possess another AFV of the same type, you may transfer him to that AFV for use in the upcoming CG Date.

Q: CtR 8.3 DROP POINTS - "Each Drop Point must be 3 or more hexes away from all other Drop Points." In CGII, the Americans drop in over the course of the first three turns...must they have different drop point through all three turns?

A: Yes.

Q: CtR 8.8 LANDING / INJURIES - Does the NMC also apply to landing adjacent to a building/rubble hex?

A: Yes, the NMC applies if landing in/adjacent to a building/rubble hex.

Q: American Reinforcement Group G2 - Is the disassembled howitzer represented by just one 1/2" parachute counter like a regular SW, and the crew is just one 5/8" parachute, or does the disassembled howitzer use more parachute counters? The RG contains 4 howitzers with crews...for air drop, they are just four large and four small parachutes?

A: The ASLRB does not specifically answer this. How it is intended to be played in Corregidor is if you go to Chapter H, US Ordnance Note #12 it describes how beginning in 1945 (the time frame of Corregidor) the US used nine parachutes all strapped together so the separate disassembled pieces did not scatter when dropped. This is represented as a 5/8" counter and another 5/8" counter for the crew (4 - 7 men).

Q: CtR Fortification Table (12.520) - May a Fortified Location be exchanged for a Tunnel, as per B8.6?

A: No.

Q: Hexes TT8, UU8, and VV8 are a slightly different shade of color than the other terrain around them. What level are they supposed to be?

A: They are Level 0 hexes and are essentially depression hexes when compared to the Level 1 base elevation surrounding them.