Corregidor: the Rock Errata (January 19, 2020)

The listing below is sticky notes for Corregidor: the Rock. Print on Avery 5265 with scaling and resizing turned off. Cut to size and place on top of the error indicated

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."

located in a Roofless Building is resolved normally, as per **B23.32**.

> Section 2.1, last sentence, add:
>
> Crest status. All rules for Crest Status (**B20.9**) apply *[EXC: the entrenchment TEM of B20.91 for Direct Fire is +3, not +2]*.

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

had Rained (E3.54), squad C would expend 2 MF to enter OO13 (6.54).

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

the player turn in which they land, paratroopers may not attack *[EXC:CC]*, or rout, nor are they subject to Rout rules including Surrender/Failure to Rout.

> Section 2.1, Example line 3, replace I7 with S11
>
> *hex S11. Barring any other hindrances, when the American unit*

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

ters are now in their Final Landing hexes.

> Section 2.1, Example line 7, replace TH with IFT
>
> *a +0 IFT DRM due to Crest Status (**B20.92**). If the Japanese*

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 "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**)."

If the Sighting Task Check is passed, the strafing/bombing run begins. Assuming the aircraft passes all AA Fire directed against it, the owning player declares which hex along the flight path will be the intended bomb target hex. This target hex cannot be the initial hex in the strafing run, although bombs could begin to fall in that hex based upon the Bomb Release dr. A dr is made at this time. See the Ground Attack Bomb Release Chart below for the results. Prior to attacking the "final" initial bomb target hex, if the aircraft is forced to take Evasive action or is damaged, the strafing/bomb run is cancelled for that player turn. 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 11, "Initial Scenario" is should be a separate paragraph, instead of being combined with the "Idle Date" definition.

Idle Date: A CG Date in which both sides have selected Idle action resulting in no CG-Scenario being played for that date.

Initial Scenario: The first scenario of a CG. A CG's Initial Scenario gives each side's setup/entry restrictions, Initial Scenario Victory Conditions, each side's setup/entry, OB (possibly including predetermined RG, units, and CPP to spend on additional RG), and the SBR applicable only to that Initial Scenario and CG.

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

its bomb run. The initial aircraft placement hex is

second hex hit by the 200mm bomb is S20. When the

first bomb would land one hex further along the bombing run (i.e., the first 200mm bomb would land in S20

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

provided that ≥ one of the touching/overlapping hexes is En-

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.

FPP = 300* *[EXC: fortifications freely set up ≥ 8 hexes from JJ17.]*

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

*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.

CG II SCENARIO VICTORY CONDITIONS: Reference 12.5214.

The sequence 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 Night and Unit Set Up should be !12.522
12.524 Scenario Commencement should be !12.523

!*12.521	Initiative/Attacks
!12.522	Wind, Night and Unit Setup
!12.523	Scenario Commencement

Section 12.5136, 7th line, replace "*even and Abandoning*" with "*even an Abandoning*".
less ≥ one MMC (even an Abandoning crew) is Retained in

Japanese Reinforcement Group Chart, modify I3 and I5 Full/Depleted nomenclature to align with rule 12.5184.

I3: 6-5 / 4-3   I5: 3-2 / 2-1

Japanese Reinforcement Group Chart, RG G6 Note should read "a,d"

a,d

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

stitute an Offboard Observer (Level 3, no restrictions) for a Radio by adding "2" to the CPP cost.[6]

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

M1 81mm Mortars

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

h,i,j

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

I4 or G2 RG arrive via para drop instead of on map or offboard entry, at 1 CPP less than normal.

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".

1-3-5:   2-5-7:

SE + (CA+NCA) DRM = FPP cost   SE + (CA+NCA) DRM = FPP cost

1-5-7:

SE + (CA+NCA) DRM = FPP cost

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

10 *[EXC: buildings BB9 and KK12 are NA]*

Section 12.518, second to the last sentence, delete "...in Recon (RePh step 12.5225), or...".
current CG Date. Any CPP remaining may be used to purchase further CG in any subsequent RePh step 12.518. Any CPP remaining after all purchases must be entered in the "Start" column of the next CG Date on the CG Roster.

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."

12.522 WIND, NIGHT AND UNIT SETUP

12.5221 *WIND/NIGHT***:** 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. If the scenario is a Night Scenario the Japanese player makes a special dr; No Moon if dr = 1 or 2, half moon if dr = 3 or 4, full moon if dr = 5 or 6. Cross index the Moon Phase and Cloud Cover to determine the NVR Modifier.

Section 8.10, second example, the hexes are incorrect. Replace the second half of the example (left column, top of page 7) with the following:

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.