

*Axis Empires: Dai Senso! Errata and Clarifications* (As of October 1, 2012. New stuff since the May 1, 2012 document appears **in red.**)

### **Important! DS Play Balance**

Post-publication play has revealed that *DS* can be too easily won by the Axis faction if it pursues certain ahistorical strategies. We're working to correct this for later release in the *Axis Empires* Expansion Kit or any future reprint of *Dai Senso* ... but as these fixes need playtesting and could involve map and card changes, we won't consider such things to be official errata just yet.

In the meantime though, we highly recommend you play with these less invasive changes to keep your *DS* games more tightly balanced.

- **Soviet Strategic Hexes count as half value:** Any time the Axis faction is counting the number of Soviet Strategic Hexes it controls, divide the result by two and round *up*. (So controlling 1 or 2 hexes counts as "one," 3 or 4 counts as "two," 5 or 6 as "three" and so on.)
- **Neutrality Pact or Settlement:** If the Axis faction plays one of its card 31s, it must discard all of its card 37s, and vice versa.

If you'd like to be involved with playtesting the more extensive changes being considered for any potential "second edition" *Dai Senso*, we encourage you to visit the *Axis Empires: Dai Senso!* discussion folder at [talk.consimworld.com](http://talk.consimworld.com).

### **Rules**

- **Introduction / Glossary:** Devastation markers now count for control if they are **in a Chinese Country, Japan, or Russia**. An island is one hex of land surrounded by All-Sea, Strait and/or Beachhead hexsides.
- **Combined Game Sequence of Play:** Events during a particular segment or phase are always performed in *TK* first and then in *DS*, not just the Conditional Events Segment.
- **0.4:** The Axis factions always win if they score an Automatic Victory on either map. The Allied factions always win if they score an Automatic Victory on *both* maps.
- **1.3.4:** Colonial units do not need supply to be placed. **Japanese colonial units must be placed in an appropriate City hex that contains a Japanese ground unit, Detachment or Logistics marker – control is not sufficient (so you can't use a Devastation marker to place Colonial replacements).**
- **2.3.4.2:** When breaking down a colonial multi-step unit, you cannot take non-colonial steps from the Force Pool.
- **3.1.2:** The examples that accompany this section are in error. Substitute "Majuro" for "Tarawa" and "Guadalcanal" for "Rabaul" and it will all make sense.
- **4.1.1:** You cannot use an airborne or helicopter unit stacked on a Beachhead marker to conduct an Airdrop.
- **4.2.1.2:** An HQ unit stacked on a Beachhead marker cannot provide Ranged Support except across the marker's Beachhead Hexside.

- **4.2.4.1:** On an Ad result, the attacker decides whether to retreat or take a step loss, just as he does on an Ex result.
- **6.1.1:** Placement of a *No Occupation* marker in an Axis country activated by an Allied DOW is voluntary.
- **7.1:** When you are placing a counter on the Turn Track that could be considered either a unit or a marker (such as a paratroop unit/Airdrop marker), place the piece so that its unit side is face-up.
- **10.2:** In the first bullet, change the words “Prohibited Hex” to “hex in a Neutral Minor Country.”
- **10.2 and 13.6.1.1:** An Allied unit or marker with a Posture of War cannot trace a supply line through a PAC hex.
- **12.3:** The Resistance Policy is automatically ended in Step 2 along with the other listed Policies. The Acceptance Policy remains one the Axis can voluntarily end in Step 3.
- **13.2:** Status, Alignment and Posture are checked for a Country at the moment such a determination is needed.
- **13.6.1.1:** Allied units can't use PAC Supply Convoy markers (and vice versa).
- **13.6.1.2:** Ignore the words “or Neutral” in the first four bullets under “Voluntarily Ending a Policy”. A clarification has been added for cases where more than one Policy could be ended at a time.
- **13.7.1:** In Step 4, fortress units are also restricted to the hexes listed in 2.3.3.4. Add a Step 7 where you remove any Influence or Neutrality markers in the Minor Country.
- **13.8.3:** The rules for Chinese multi-national HQs weren't quite as clear as we'd thought. To clarify a few matters: a Chinese multi-national HQ can be used as a replacement location within a friendly Chinese country for units *of that country*. Anytime a rule references the *KMT* or *CCP* HQ specifically, it is equally applicable to a *Cen* Nationalist or Communist Chinese HQ, respectively, as well. Going forward, we will define these Chinese HQs as “pan-national HQs” – the difference between them and multi-national HQs is that these units can be defined by the player as being of any friendly Chinese nationality at the moment a determination is needed. (i.e., they can support any friendly Chinese unit, can stack with any friendly Chinese unit, etc.) See the Living Rules for a complete discussion.
- **14.11:** Devastation markers now count for control only if they are in a Chinese Country, Japan, or Russia.
- **14.34:** A unit belonging to a country with a No Occupation marker cannot leave that country (similar to Free Passage restrictions). **Once placed, a No Occupation marker can only be removed by Influence (15.19).**
- **15.8, 15.21:** You need only eliminate a step in the hex if it is a colonial or Minor Country step.

- **15.13:** Delete the words “or marker” from the first sentence – the *Delay Reduction* event can only be applied to a unit.
- **15.14.1:** The second paragraph should read “If the European War Status ...”.
- **15.25:** The name of the Axis card referenced in the first sentence should be *Political Expansion*, not *Diplomatic Expansion*.
- **15.29:** You cannot select a PAC or TAC Surface Fleet for a Harbor Attack target.
- **16.1.1:** Conquest requires Axis ground units to occupy the City and Partisan Base hexes within a country, not merely control.
- **16.1.3:** Manchukuo Garrison requirements are lifted in *all* Japanese Dependents if an Allied unit is in *any* Japanese Dependent being checked.
- **16.2.4:** If a Japanese ground unit is in India or Ceylon when this event is triggered, the Quit India marker is removed from the game.
- **16.4.4:** The end of the first sentence in the second paragraph should read: “... *and* a supplied US ground unit occupies a City with the selected Country or one of its Dependents ...”
- **16.6.2:** Step 2 should say “If Mongolia or Tannu Tuva is re-created ...”
- **16.7:** In the second bullet, a unit in a PAC is not interned if the country is a Conquered country.

### Scenarios

- **A.1.3:** To make this scenario more of a challenge for the Soviet player (and thus a better learning tool), add a Japanese 1-2-1 colonial infantry unit [Col] to hexes w5525 and w5425.
- **A.1.4:** Instead of four Russian 1-1-2 infantry units in the Force Pool, there should be two generic 0-1-1 infantry units.
- **A.2.4, B.1.4 and C.1.4:** The Western *KMT* HQ is a 0-2-1, not a 1-2-1.
- **A.3.4:** The Szechwan 1-1-1 Exp infantry unit should be set up in Chengchow (w4922). Ignore the Kiangsu Def port-a-fort unit listed in w4821; the Szechwan 5th War Zone infantry unit should actually be in that hex instead. The 1-1-1 Exp unit in w4520 belongs to Yunnan, not Kiangsu. The Western option cards used are 16 and 34a, not 17 and 35a.
- **C.2.3:** There are only two 0-1-1 infantry units and two Axis Scratch Convoy markers in the Axis Force Pool.
- **C.2.4, C.3.4 and C.4.4:** There is only one Hopeh 0-1-0 garrison unit in the Conquered Western Minor Country Box.
- **C.3.4, C.4.4 and C.5.4:** The US Detachment in Honolulu should actually be a US 1-1-1 infantry unit.
- **C.6.4, C.7.4 and C.8.4:** The Szechwan 1-1-1 Exp infantry unit should be set up in Chengchow (w4922).
- **C.8.4:** Three US 1-2-2 infantry units and the US SWPA Logistics marker should be in the Western Force Pool.

- **C.8.5:** There should be *six* Russian 1-1-1 infantry units in the Force Pool, not four. The units are [*re: 5, 16, 24, 36, 39, 53*]. The Far East Logistics marker should also be in the Soviet Force Pool.

### Map

- **International Dateline Naval Zone Box:** The convoy nationality reminder at the bottom of the box should say “US”, not “Ja, US”.
- **Turn Record Track:** The third turn of summer in 1939/1945 and 1940/1946 is Storms in the Desert just as it is all other years.
- **Gulf of Alaska and West Indian Ocean Naval Zone Boxes:** The words “Supply Convoys” are missing from the Western inherent Supply Convoy boxes.
- **w5224:** The reference city of Chengteh (mentioned in 16.2.6 of the rules and a few of the scenario setups) is missing from the map.

### Counters

- The Axis Beachhead marker should have a Fleet symbol on its Beachhead-1 side.
- The Japanese Scratch Convoy that arrives with card #4 should say Supply Convoy on the back, not Troop Convoy.
- The Indochina Japanese Dependent marker (#27) should say Japanese Dependent Sakhalin on the back.
- You can use the graphic below (which includes 11 errata counters for *Totaler Krieg*) to create new counters or paste the corrections over the appropriate counters. Decision Games is also reprinting these errata counters.

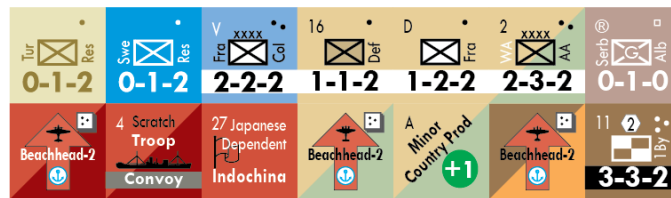
### Player Aids

- **Axis Combat Results Table:** The odds row header is missing at the top of the Axis CRT. The column breaks should be exactly as they appear on the Western and Soviet CRTs.
- **Axis Force Pool:** The card references mentioned in the various Programs of the Axis Conditional Events Box are all off by two: *Army Program* is card 3, not card 1. *Economic Program* is card 4, not card 2, etc.

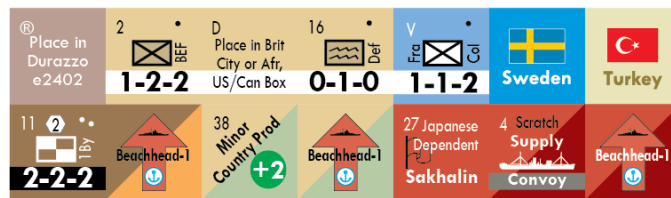
### Cards

- **Axis #21, 22, 24, 25 and 35a:** The Conditional Events that let you place a Detachment in an Axis Dependent should say “not occupied by an enemy unit or marker.”
- **Axis #56 Imperial Directive: Jet Fighters:** The removal date on this card should be Spring 1943, not Summer 1943.
- **Soviet #3 Continuing Rearmament:** The mech units that enter during the Option Card Segment should be placed in the Force Pool, not the Delay Box – you’ll need them there to build the tank step this card creates.

- **Soviet #5 *New Five Year Plan***: This card is *not* a Rearmament card.
- **Western #3a, 3b, 4a, 4b, 23a, 24a, 31a and 32a**: The Conditional Events that let you place a Detachment in a Western Dependent should say “not occupied by an enemy unit or marker.”
- **Western #3b *Commonwealth Mobilization***: This card is *not* a Rearmament card.
- **Western #41b *Operation Husky***: Ignore the reference to the SWPA Logistic marker; that arrives with card #40.



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