

QUADRIGAME ERRATA

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components of **Island War**. The errata follow the sequence of the various rules folders.

(as of 19 Sept. '76)

ISLAND WAR Standard Rules

[5.13] (CLARIFICATION) During any Friendly Movement Phase a unit may always move one hex, regardless of the number of Movement Points it has to expend, except when prohibited from exiting a hex by the rules concerning Enemy Zones of Control.

[7.21] (CLARIFICATION) Barraging Artillery and/or Ground Support Points ~~do~~ fulfill the requirement of attacking Enemy units in Friendly Zones of Control. However, when adjacent to an Enemy unit, Artillery units must still participate in an attack against an adjacent Enemy unit(s).

[7.62] (OMISSION) ● = no result. All units remain in place.

[9.11] (CLARIFICATION) Ground Support Points may be used for Barrage and FPF in the same Game Turn.

Counter Mlx (CLARIFICATION) In **Leyte**, all U.S. units are Army units. In **Bloody Ridge, Okinawa**, and **Salpan** the light green U.S. units are **Marines**; the dark olive units are Army units.

Okinawa

[12.2] (CLARIFICATION) U.S. units entering the game by invasion are simply placed in any vacant clear terrain coastal hex. Such units do not count towards the six unit U.S. limit outlined in (14.14).

[18.12] (CLARIFICATION) The town of Yonabaru referred to in this deployment is composed of hexes 1912, 2012, and 2013. It should not be confused with another town also named Yonabaru, in hex 2310. The '1-2-5/1-6' unit deploying anywhere south of the Primary Line should be a 1-2-15/1-6.

[18.22] (CORRECTION) The 2 (1-1-0) units should be 2 (1-1-10) units.

[18.32] (CORRECTION) The 4 (2-4-10) units should be 3 (2-4-10) units.