

Errata

Map: the Kanai space should have a yellow fill.

5.2 Sudden Death Victory Clarification: If Kaiana has not entered the game through card A-5 and Kalani is eliminated, that also counts as a Sudden Death Victory for Kamehameha.

6.0 Allied Chief Recruit Box: Change to **remaining 1 x Maui Warrior unit and 1 x canoe.**

5.2 Short Game Start - renumber as 6.2. For the Allied Chiefs, only the one remaining Maui Warrior is added to the Maui space.

9.0 Recruiting. Clarification: if a player chooses to recruit units in a space occupied by opposing units (e.g. Maui units recruited in Maui when Kamehameha units are in the Maui space), the recruited forces may not move due to the Engagement rule (10.3 Engagement, third paragraph) and will conduct combat against the opposing force. Other forces could move in to join the battle. If the opposing force is only canoes, the canoes will retreat per 11.5

10.3 Add: **Canoes may also move to any fort space, but not to the Kauai space before Kauai enters the game.**

10.3 Delete the **Note.**

11.1 iv. Last line: 'their' should be 'his'.

11.2 Delete 'then other units'.

11.3 Elite and Fortress Exception last sentence: See rules 12.0 & 13.0.

11.6 Add: **If the overland attacking force is forced to retreat it may retreat to the other island space if friendly occupied.**

11.6 Rallying renumber as 11.7. Renumber 11.7 to 11.8 and 11.8 to 11.9.

11.7 Sea Battle Option: Add as first sentence: **Place the invading force on the sea space next to the intended invasion/land space.**

11.8 Delete: "..., **but they can not attack again in the same turn ...**"

Questions & Answers:

Map

Is the Kauai space a fort (it oriented diamond-wise like a land space, but coloured orange like a fort space...)

Doc: Land space.

Counters

HI/Oahu unit: What does HI stand for? Is it 'Hawaii' so that the unit can be recruited on the big Island as well as Oahu without a leader?

Doc: Mixed island force that can only be recruited through card A-5 on Oahu (9.0).

Cards

Can the allied chief recruit the HI/Oahu unit with any 'warrior' recruitment card?

Doc: No, only with card A-5.

Does 'recruit one warrior' mean only 1SP or 2SP warriors, or does it also allow the Kaiana warriors, musketeer 1+, pike 2P, or elite 3+ units to be recruited if available (despite these units all having their own specific recruitment cards)?

Doc: Only Warriors (3.1).

What happens if I draw the Appeal to Kanai card (A-4 or K-4) when I already control Kauai?

Doc: No Effect.

Can Kauai be attacked before it enters the war (i.e. a preemptive strike to gain territory)? If so, I presume it automatically joins the other player. But can it then ever change sides or return to neutrality?

Doc: No, the Kanai space only comes into play upon entry of the Kanai forces.

If Kauai joins a side, are its units treated as if they were the same color as the player's own units (blue or green respectively)?

Doc: Yes.

Rules

6.0 Allied Chiefs setup: must units set up in only one of the spaces, or can they be split in any way the player chooses between both spaces?

Doc: Yes.

9.0 What happens if one or more units specified on the Campaign Card are already in play?

Doc: then those specific units do not enter play.

9.0 Can either side recruit non-Kauai units on Kauai?

Doc: Yes if the player has a leader in the Kauai space.

9.0 Can eliminated Kauai units be rebuilt?

Doc: No.

10.0 What are sea spaces for?

Doc: A place to put an invading force next to the intended land space while determining whether the sea battle option is being exercised.

10.0 Movement. Can canoes (without land units embarked) move into a space occupied by enemy canoes only? Or into a space occupied by enemy land units with (or without) canoes? Is there any battle (given canoes have no SP)?

Doc: No.

10.0 Movement. If my land units enter a space occupied only by enemy canoes, can they destroy the canoes, or requisition them for my own use? Or do the enemy canoes automatically retreat?

Doc: Canoes retreat to any friendly occupied space.

10.2 Movement. This rule allows land units on Oahu or Hawaii to move between the 2 land spaces and embark on canoes in the same turn. How about units *landing* from canoes... can they land at one space and, if it is empty, move overland the other in the same turn?

Doc: No.

11.4 If the attacker loses the second battle (on the cliffs) does he retreat to the beach and fight a third battle, or does he immediately retreat by canoe (or overland)?

Doc: Retreats as per 11.5.

11.5 Can canoes (even those without land units aboard) retreat to spaces where battle is yet to be resolved?

Doc: No.

11.5 If I only have one stack of units on the board, sail them to attack the enemy who also only have one stack, and either of us if forced to retreat, is he eliminated, even though every other space on the board except the one with the current battle is empty? Can the attacker not even return to an empty space on his home island?

Doc: Eliminated.

11.6 If an attacking force comes overland, and is forced to retreat, is it unable to if the space it left is empty? What about if it left canoes behind: are they enough to make the space ‘friendly occupied’ to allow retreat back to the space?

Doc: Retreat is to a friendly occupied space. Any friendly unit (including canoes) qualifies for “friendly occupied” space.

11.6 On a two-space island, if the defender is defeated in the first battle, can he retreat to the other space, or must he always fight a second battle on the cliffs (and then be unable to retreat at all)?

Doc: Fight a second battle.

11.6 What happens if a defender in one of the spaces on a two-space island is attacked both by overland forces from the other space, AND forces arriving by canoe?

Doc: Fight as in 11.4 (i.e. the overland forces join the battle at the beach hex.

11.6 Can the attacker retreat overland to the other space of a two-space island (if it’s empty or friendly-occupied?)

Doc: Retreats as per 11.5.

11.8 Sea battle resolution: a defending force retreats to a “friendly space”. Does this differ from a “friendly-occupied space” (i.e can it be an empty space that his side was the last to occupy)? Does it include spaces where a battle is yet to be resolved (i.e. can he reinforce?)?

Doc: No, only friendly occupied space.

14.2 Gunpowder units: if a player has 2 such units, do they roll their dice one by one (two 1SP units), or together (like a single 2-SP unit) as is implied by "fires his gunpowder units (one or both)...)? Not a biggie, but it may have implications for the defender's casualty choices.

Doc: Fire both together if the player has both.

Thanks!