

# 2015 Annual

Consolidated Addenda as of Sep. 1, 2024

## BETRAYAL!

### The Map:

#### Regroup Table:

**(change):** Delete the asterisks in this Table and the text, "and Reduced Allied Air on a 6 roll".

**(omission):** Le Havre should also have a Port symbol in it.

**German Tactics Table (change):** Modify the second to last row to read "8-9" only for Advance/Attack/Saturation Bombing

### The Counters:

**(correction):** The German 7th Paratroop and 22nd Air Landing units should have a movement value of 1 and not 2.

### The Rules:

**3.4 (clarification):** Due to dice rolls, it's perfectly possible the German ground units take no offensive actions the first turn (giving the Allied players a chance to reset themselves) 1. If so the mandatory Turn 1 air drops in Rule 3.2.4 still occur (as the invasion has miscarried).

**3.4.4c Advance/Attack (clarification):** All German forces that are able to must move towards and/or into all Allied-occupied Areas that are adjacent to German-occupied Areas and attack them. Eastward attacks from German-occupied Areas are still required into Maginot Line Areas but westward attacks remain optional.

**3.4.6 (addition):** The Refit result also cancels any Hold roll results.

**7.0 Victory: (change):** Modify the table for the German major victory conditions to say, "Control 3 or more Channel Ports and then Control any two of the following: the French Republic marker, or Paris, or all the named south map-edge Areas."

**8.0 (correction):** In the German Setup, delete the 15th Corps unit set up in Border Area 3, and the 19th and 41st Corps units setup in in Border Area 5. Those references are to the higher corps-level HQ formations of the individual panzer divisions that do set up in those areas and should not have been listed in the rules.

## THE SEEDS OF DISASTER

### The Map:

**(omission):** The Antwerp Area in Belgium and the Metz Area in France should each have a mobilization symbol (Red Dot).

### The Rules:

**1.2 Supply (addition):** Note that there are no supply (or conversely, out of supply) rules in the game.

**10.1.7 (addition):** Units may not move across a vertex point into the opposite Area.

**21.4 (change):** In the case the game moves early on to Active Hostilities, all BEF units *except* the 2nd BEF Corps should be put in play immediately. The 2nd BEF Corps will continue to arrive on Week-Turn 3.

## STRANGE VICTORY

### The Rules:

**3.1.1 (correction):** There are only 4 hastily constructed bridges over the Meuse, not 5.

**4.6 (correction):** The incorrect phase for removing Damage markers is stated in Rule 4.6. Change "Blitz" to "Determination" in line 8. Note that a Korps commander can repair more than one division, assuming Audacity Points are available. If no Audacity Points are used to remove Damage markers, then simply remove the Damage markers next turn as noted below:

- Remove a Disorder Damage marker as per Rule 8.2.9
- Remove a Shocked Damage marker as per Rule 8.2.10

**11.1 Victory Points (clarification):** Note that the VP conditions are designed as a tiered, conditional set:

- 1.) Each "A" Area captured provides 1/2 VP.
- 2.) A "B" Area captured provides 1/2 VP **IF** you have a captured an "A" Area that has not been used to score for another "B" Area. (So with 5 captured "A" Areas and 6 captured "B" Areas, only count 5 of those "B" Areas for VPs.)
- 3.) A "C" Area provides 1 VP **IF** you can tie it to a captured "A" and "B" Area that has not been used for any other "C" Area VP scoring. (So with 4 captured "A" Areas, 4 "B" Areas and 5 "C" Areas, only count 4 "C" Areas for VP purposes.)

**Note:** This scoring method eliminates the gamey trick of the player "tunneling" to the coast to score the higher VPs without concern for protecting his rear by capturing Areas there.

## SPRINGTIME FOR HITLER

### The Counters:

**(Correction):** The "Schmitt" counter's name should be "Schmidt."

### The Rules:

**5.2.1 (correction):** In the Axis Setup there is a reference to Student Leader marker. Ignore this, there is no Student marker in the counter mix.

**6.1.1 (clarification):** As each event counter has events (Allied/Axis) on opposite sides, after one side permanently disposes of an event counter, the other side can no longer access the event printed on the opposite side of the counter.

**6.1.2 (correction):** Change "greater then" to "less than" on Line 5.

**Rule 8.1.2a (discrepancy):** This rule is correct: "The Attacker may move all of his units **one** Area." The wording in rule 4.3.3 reflects an earlier version of the game.

**16.1 Axis Automatic Victory (discrepancy):** The rule text here is correct. Ignore the version printed on the map.