

# 2015 Annual

Consolidated Addenda as of Sep. 1, 2018

## 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.

### 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).

**3.4.4 C (addition):** Add "towards and/or" after "move" in the first line.

**8.0 (correction):** In the German Setup, delete the 15 Corps unit set up in Border Area 3, and the 19 and 41 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.

## 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 than" to "less than" on Line 5.

## STRANGE VICTORY

### The Rules:

**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 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 if you had captured 5 "A" Areas and captured 6 "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 having captured 4 "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.*

## 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:

**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.