

Arctic Disaster

Addenda as of Jan. 15, 2019

The Rules:

5.1 Weather (clarifications): There are two types of Weather Event chits. Drawing a general Weather Event Activation Marker changes the current weather state in both weather zones. Drawing a marker with a specific name changes the weather in that designated zone only. Place the weather marker on its "A" side to indicate foggy weather in an area.

5.10 Tactical Advantage (clarification): There are two Tactical Advantage markers that are colored differently. They are colored differently so players know when both have been drawn. The rule about rolling a die to determine which player benefits is correct.

6.0 Task Forces/Groups (clarifications): Units in a port are not required to be part of a TF/TG. They must be part of a TF/TG to leave the port. The separate Hidden "?" markers are used to signify an individual ship that has become hidden.

7.1 Maximum Speed 1st para (correction/clarification): Change the third sentence to read: "A TF/TG can only move as fast as the slowest ship or submarine in the TF/TG."

7.1 Maximum Speed 2nd para (correction): Change the first sentence to read as follows: "All naval units *that are part of a TF/TG*, including those marked as Convoy PQ-17...." Note that any units that do so are bound by the Fuel Consumption rule (7.9). Also, on mandatory refueling turns, maximum speed is not allowed. The reality is that much of the 8-hour turn would've been spent refueling. (Historically, the RN was not very good at this.)

7.2 Ice Fields (clarification): Keep the Hidden Ice marker on a ship in a partial ice hex that achieves Hidden status (if there is more than one ship eligible to become hidden in the partial ice hex, a single marker can apply to all eligible ships in the hex). These hidden ships have a VP value at the game end.

8.6.1 German Air Base Restrictions (correction): The reference to Narvik should instead be to Tromsø.

10.0 Detection (clarification): Units in a port cannot be attacked as they cannot be detected while in a port.

Rule 10.2 Air Search (clarification): The owning player can conduct a land-based aircraft search of all TF/TG or Convoy Markers, and hidden naval units, on the map **in a full-sea hex** using the Search Table. There is no range limitations and any exceptions are listed.

13.5 Submarine Contact (clarification): Subs that remain in place in a hex CAN attack a TF/TG that also remained in place in the hex (i.e., did not move from, into, or through the hex).

13.7 Submarine Combat (clarification): On the Submarine Warfare Table, roll the die for each sub in a hex eligible to attack.

16.1 German Set Up (clarification): A maximum of 10 Ju-88 air units from the 1+2/KG 30 formations can set up in Banak. The other 2x Ju-88 air units can set up at any German airbase subject to airbase limits.

16.1.3 Allied Set Up (correction): Allied non-Convoy PQ-17 submarine units set up in their designated map areas (not A).

The Magazine:

Front Cover (correction): There is no story inside on the US invasion of Cuba. The interior Table of Contents listing is correct.

The Counters:

Nine Allied subs (P45, P212, N47, N59, P54, N76, N52, N73 and Minerve) are missing their "T" torpedo attack capability icon on their front sides. These units can make torpedo attacks.

Three Soviet submarine units (S402, S403, and D3) are missing their yellow 1/8 gunnery and range factors on their front sides. Four other Soviet submarines (K2, K21, K22, and M176) have 0 AA factors that should not be there.

Player can carefully ink these changes in on their own counters or print out the replacement front side images below:

Fronts:

