

# 2020 Annual

Combined Addenda as of Aug. 1, 2023

## The Cruellest Month

### The Magazine

Page 36, 4th paragraph - March 5, 1864 should be 1684.  
Page 36, 6th paragraph - May 20, 1694 should be 1684.  
Page 38, 1st paragraph - 1695 campaign should be the 1685 campaign.

### The Rules

**6.3.2 On-Map Feldflugplatz (correction):** This should read “one or two” F units.

**6.7.2 Aerial Combat Components 4th paragraph (clarification):** The “Raid Entry Area” cited here are the Mission entry hexes labeled “M” (a Raid is just a type of a Mission).

**8.2 Air Mission Movement (correction):** The hex number referenced in the example should be 2501 (not 2511).

**8.7.5 Entering the Aerial Battle Board – Interceptor Units (correction):** Use 1D6 (not 1D10) to determine where Interceptor unit(s) will arrive.

**8.7.7 The S-Turn/Roll Movement Example of Play (correction).** A unit in hex 3709 that faces 3708 and performs an S-turn to the right would move to hex 3809 (not 3808) facing 3808 (not 3807).

**8.9.2 AA Procedure (correction):** In the example of play, this should read “2-column” and not “12-column”.

**14.1 Allied Set Up (omission):** The Allied 15th Infantry Division sets up with the other VI Corps units (in or adjacent to hex 2208).

### 14.2 German Set Up (clarifications):

- The six Strategic Reserve Infantry Divisions set up in the VI Armee Strategic Reserve Holding Area.
- Disregard the mention of “light blue” fighter units (this is a holdover text from the playtest version of the game).

## Backlash!

Nothing reported yet.