

2015 Annual

Consolidated Addenda as of Nov. 1, 2017

BETRAYAL!

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): 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 refer to the higher corps-level formations of the individual panzer divisions that do set up in those areas and should not have been listed in the rules.

The Counters:

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

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.

SPRINGTIME FOR HITLER

The Rules:

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

The Counters:

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

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 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:

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 "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.