

# 2020 Annual

Combined Addenda as of Feb. 15, 2025

## The Cruellest Month

### 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).

**8.7.11 Observers (correction):** The three listed modifiers are inverted. The first two modifiers should be -1 (not +1) and the third +1 (not -1).

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

**8.7.6 Exiting the Aerial Battle Board (clarification):** Mission Aerial Units must exit from the M marked hexes.

**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”.

**8.10.5 Bombing Procedure (correction, rules and PAC):** Ignore the parenthesized reference to a -2 DRM for routed units, as there no such things as routed units in this game.

**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).

### The Counters

*Designer's Note: Just to reiterate, all the counters are correct. The reason the German equipped Jasta air units are not simple "cookie cutter" copies of each other is that there were some Jastas with a few more experienced pilots/aces than the others (but not meriting an Ace marker), and those had some of their factors tweaked to reflect that. Note that some units have the higher speed ratings, again for having more aces in their squadron's ranks (modeling quicker reaction times to events in the air), as well as better communications with the front-line spotters who gave them enhanced interception successes. Last, many of the German D.II equipped squadrons were transitioning to the D.III before and during the time period shown in the game. To reflect this, for example Jasta 24 has a D.II air unit image, but it says D.III along the side. Play it as a D.III and use the D.III line of the Aircraft Performance Chart.*

### 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.

### Backlash!

Nothing reported yet.