Paukenschlag
Addenda as of Oct. 21, 2008

The Rules:

1.1 Game Scale (correction): A turn represents one week (not three days). The map's Turn Record Track is correct.

2.2.2 Air-to-Air Strength (clarification): Change "Units with a circled strength may only defend" (no aircraft strengths are circled) with "Only fighters can attack using Air-to-Air combat".

6.0 Movement (addition): A Crippled ship is "dead in the water" (cannot move) in the round following the one in which it became Crippled. In the next round and subsequent turns, assuming it survives that long, the Crippled ship has a MP of 1.

6.1 Operational and Tactical Movement (correction): Units may move diagonally, as well as horizontally and vertically (disregard the prohibition against moving diagonally).

7.1.1 OSL Detection (clarification): Only if one side has detected unit(s) in the OSL square at the end of movement will all units in the square be removed to the TSL. If all units in the OSL square are undetected they are quite literally "ships passing in the night" and therefore no TSL can ensue (at least at the end of that round).

8.1.1 and 8.1.2 (correction): Ranges for sonar are the same for both OSL and TSL play (not just TSL as worded).

8.3 Huff Duff (correction): O-47 units do not have Huff Duff (the counters are correct).

9.1 U-Boat Torpedo Combat (additions):
- Use a D10 (not a D6) to resolve U-Boat Torpedo Combat.
- For each hit roll another D10. If the DR = 0 the hit is a dud. Each hit on a Convoy is treated as if against a separate TR unit (*can't imagine why anyone would want to pump multiple torpedoes into a TR….*).
- The DRM against a Convoy in Tight Formation should be +1 (not -1).

9.3 Surface-to-Surface Combat (clarification): Players use a D10 (not a D6) to resolve Surface-to-Surface Combat. The table on the map is correct.

10.4 Convoy Determination (clarifications):
- Disregard the instruction to determine the tonnage of a convoy when it is created (this is a hold-over from an earlier version of the rule). You only need to determine tonnage when a ship in the convoy is sunk.
- Line formation is indicated by a Convoy unit without a Formation marker (tight/loose).
- Loose Convoy formation is the same as Straggle (the counter designation was changed but not all of the old text references were caught).

11.2 U-Boat Consumption (correction): The first line should read, "A U-boat consumes 1 fuel point…" (missing the 1 here).

12.10 US Aircraft Availability (addition): The first section referring to months should read January, February and March (add January).

16.2 German Set Up (correction): The rule reference should be to 17.0 (not 19.0).

The Counters:

The factors on the top of the two Me-109 fighter units should be 6-0-0 (not 6-0-6).

The U Boat Roster:

The Damage log section of the roster is for use in a variant (to be published in a future issue). Players do not need to fill out this section of the roster to play the game.