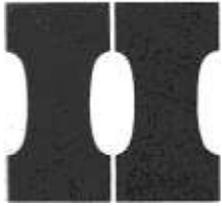


WORLDWAR



ADDITIONAL ERRATA AND ADDENDA

(as of Oct. '74)

As a result of additional post-publication playtesting, the following errata has been assembled to clarify and correct various errors or ambiguities in the original World War II game components. This errata is in addition to the previous one and should therefore have a cumulative effect on the game.

[5.85] The Allied Player may not conduct Amphibious Assault or even conduct Naval Transport operations into the Baltic Sea without the permission of the German Player or until the Allied Player controls all of Denmark. This also includes tracing supply by sea.

[5.89] The Allies may not conduct an Amphibious Assault into any non-African Mediterranean coastal hex as long as rule 6.53 is in effect. This requirement is determined at the beginning of the Allied Player-Turn.

[8.47] (further clarification). Units may only ignore the Zones of Control of Enemy units which they themselves are overrunning. Units may not enter an Enemy occupied hex from a hex which is in the Zone of Control of an Enemy unit which is not the object of that particular overrun.

[9.74] (Addition) Supply Lines may not be traced through hexes which are not "friendly". A friendly hex is defined as a hex which the Player was the last to have had units enter or pass through or was the last to exert an uncontested Zone of Control upon. All home-country hexes are Friendly at start (to owning Player and his allies).

[13.0] ALLIED VICTORY CONDITIONS

(modification) Hexes 1614, 1714, and 1814 should not be considered part of Germany for victory purposes. The Player is also reminded that Russian units are considered Allied units for the calculation of victory.

MAPSHEET MODIFICATIONS

1. Russian Atlantic Coast: Unlike the rest of the Atlantic coastline, not every hex on Russia's Atlantic coast is considered to be a port. Only Murmansk (1902) and Archangel (2104) are considered ports.

2. Additional Port hexes: 1207, 1508, 1902, 2007, 2104, and 1317 are considered to be port hexes.

3. Alteration of Denmark: The tip of Denmark in hex 1208 should be eliminated, making 1209 the northernmost Danish hex.

4. Traversable Sea Hexsides: The following hexsides are traversable by units and supply lines (but not rail movement): 1209/1309, and 2316/241 S. There is no additional cost to traverse these hexsides and units may retreat through them. Treat 1209/1208 as a traversable "blocked" hexside.

[17.0] ADDITIONAL OPTIONAL RULES

[17.1] RATIONAL STALIN OPTIONS

The Red Army was in poor condition to face the German invasion in 1941. One major reason for its unpreparedness was the Great Purge of 1937-39 in which the Officer Corps of the Red Army was decimated. The exact percentage of the Officer Corps that was executed, imprisoned, sent to labor camps

or simply disappeared will probably never be known but estimates range from 400/0-80%. The efficiency of the Red Army was so damaged that they were forced to abandon the corps system prior to the war. The poor showing of the Red Army in the Russo-Finnish War suggests that the officers that survived the Purge, while perhaps politically loyal to Stalin, were not particularly good militarily. The effect of the Purge on the Red Army is reflected in the game by the use of initial set-up and by prohibiting the Russians from building any units of more than two Strength Points during Peace-Time. The Rational Stalin Rule assumes that Stalin was not as paranoid as he was in fact and that the Purge either never occurred or was restricted to political functionaries and did not touch the Red Army.

[17.11] OPTION ONE

Substitute units of three Strength Points for all units listed as two's and units of two Strength Points for all units listed as one's in the initial set-up.

The Allied Player is allowed to build Russian units of three Strength Points in size during Peace-Time.

The Allied Player still may not stack Russian units during Peace-Time except for the purpose of building up units.

[17.12] OPTION TWO

The Allied Player may build Russian units of three Strength Points. However, he may not exceed in initial placement the total number of Strength Points originally given. For the 1939 Scenario the total is 22 Points; for the 1940 Scenario the total is 21 Points; for the 1941 Scenario the total is 33 Points.

The Russians are allowed free Set-Up, i.e., the Allied Player may place Russian starting units anywhere he desires within Russian territory.

The Allied Player is allowed to build Russian units of three Strength Points in size during Peace-Time. The Allied Player still may not stack Russian units during Peace-Time except for the purpose of building-up units.

[17.2] MODERATE NAZI OCCUPATION

With their oppressive, brutal occupation policies, the Nazis alienated and enraged practically every civilian population that they conquered. To simulate the effect of a more sensible, velvet-handed occupation Players should eliminate the creation of anti-Axis partisans. Note that pro-Axis Finnish partisans are still possible.

[17.3] FINNISH PARTISAN CONVERSION Any pro-Axis Finnish partisans which are able to trace a supply line to Germany at the end of the Axis Player-Turn may be converted to regular Finnish Combat units on a Strength-Point-to- Strength-Point basis. There may never be more than six Finnish Strength Points (total of both types) on the map at any one time.

[17.4] AIR ZONE SUPPRESSION

Total the number of British/US Strength Points exerting an Air Zone on a given hex. Total the number of German Strength Points exerting an Air Zone on the same hex. Subtract the smaller from the larger number; the remainder is the stronger Player's effective Strength Points which are exerting an Air Zone upon the hex (for Naval Transport purposes). Note that one still need only to contest (not match or overmatch) an Air Zone in a given hex in order to conduct an amphibious assault.

[17.5] INCREASED AMPHIBIOUS FLEXIBILITY

The Allies may accrue, for use in Game-Turn 21, whatever Amphibious Transport Points they did not use in Game-Turn 20.

[17.6] INCREASED GERMAN OVERRUN CAPABILITY

German units (not other Axis units) increase the effectiveness of their overrun in the following ways: German units may conduct more than one overrun per Movement Phase and German units may ignore the Zones of Control of all enemy units which are going to be overrun in that Movement Phase. Units conducting overruns must be moved first, before any units not participating in overruns. Players will note that this optional rule (which simulates a higher degree of motorization and coordination than was the case) is substantially a restatement of the standard, first edition overrun rule unmodified by subsequent errata.

[17.7] FULL MOTORIZATION OF THE GERMAN ARMY

All German units are treated as mechanized units. The Reinforcement/Replacement cost of these units is reduced to one point per Strength Point. (Costs for other German units remains the same as in the standard rules.) Use of this rule with 17.6 will result in a super-mobile German Army; proceed at your own risk.

[17.8] MOBILE DEFENSE

German Mechanized units under attack may retreat before combat if their destruction in the given situation is not guaranteed on the Combat Results Table and if they are not being attacked at "r+ 7" differential. They may not so retreat if they are stacked with infantry or if they are defending in a hex in Germany, or if they are out of supply, or if they are in any situation where they could not retreat according to the rules of retreat-after-combat. If the Mechanized unit does retreat before combat and the hex it occupied is vacated, the involved Allied units may advance into it (and are considered to have participated in combat that Phase).

[17.9] COUNTERATTACK PROVISION [EXPERIMENTAL]

Note: The WWII Combat Results Table is a purely attack-result system. As an experiment, Players are urged to try the counterattack provision described below and to give us their analyses of its effect upon the game.

[17.91] Whenever a unit or stack of units is attacked, it may conduct a counterattack (before any retreat, immediately after the attack is resolved, during the enemy Combat Phase).

[17.92] Counterattacks are made by the surviving units against anyone of the hexes of involved attacking units. If the survivors were out of supply during the attack, or if there are no surviving units, the counterattack is rolled on the Zero Differential column. If there are surviving units (in supply) they calculate the differential for their counterattack as if the original attacker's units were in the same hex (in supply) as the counterattackers.

[17.93] If the counterattackers inflict losses upon the original attacker equal to or greater than their own, they have the option to stand their ground (if there are survivors) and maintain possession of the hex (the original attackers are never retreated). If the counterattack fails to inflict such losses, the counterattackers must retreat in the normal manner. Counterattackers may never advance-after-counterattack.

[17.94] Overruns are not subject to counterattacks.