

## ERRATA

This errata has been published to clarify some rules that seem to be troublesome to many players. They also include a few minor corrections that were created by deadline pressures. We suggest that any rule which has an errata, be circled in the rulebook to remind you that an errata exists for that section.

### 2.3 TERRAIN EFFECTS (Clarification)

Terrain interpretation: Terrain applies only to HEXSIDES. If a hexside is not clearly MORE than half covered by mountain, marsh, or escarpment, it is considered a clear hexside. EXAMPLES: Beda Fomm/Antelat, Msus/hex eastward, and Sheleidima/Er Regima are all CLEAR hexsides. In addition, the two southern hexsides of the hex west of Mechill should NOT be considered mountainous.

### 2.5 ROAD BONUSES (Clarification)

Trails and tracks which pass through the same hex but do not join are functionally separated. Supply lines and bonus movement must follow the actual line of the trail or track and DO NOT automatically jump to a disconnected trail or track in the same hex.

### 2.6 ROMMEL BONUS (Clarification)

The Rommel Bonus is applicable to any one move of each Axis turn.

### 2.7 FORCED MARCHES (Clarification)

On a Regrouping Move, units may attempt to force march to the destination hex, but are disrupted at their original location if the attempt fails. Units which cannot reach the destination hex cannot move at all. Retreating or routed units which fail a forced march lose ONE STEP in addition to the disruption.

### 2.8 MOVEMENT INTO BATTLES (Correction)

The limit on units crossing a hexside into enemy battle hexes applies to any one MOVEMENT PHASE, rather than to any one TURN. (See: 4.4)

### 3.4 BATTLE FIRES (Clarification)

Units are fired individually. If one unit's fire eliminates a required target type, similar unfired units are free to fire at any target type. Only at the end of a battle turn are left-over single hits wasted against double-step units.

### 4.4 THE BLITZ TURN (Omission)

During the SECOND movement of a Blitz Turn, 1 or 2 additional units (depending on terrain rules, etc.) may enter the battle through each friendly hexside even if already crossed in the first phase.

### 4.5 THE WITHDRAWAL (Clarifications)

Withdrawals are cost-free moves in which units move ONLY towards Base along ANY established friendly supply line, and which reduces territory of the friendly supply network. Withdrawals are the only kind of movement possible during an enemy turn and can occur in 3 ways:

1) REFUSING COMBAT: After an enemy movement phase, one or more voluntary Withdrawals may be made by friendly groups just engaged; such Withdrawals will always be retreats, resulting in pursuit fire and disruption.

2) ROUT: One or more forced Withdrawals may have to be made when disrupted units are routed or retreat during an enemy turn.

3) THE PASS TURN: One voluntary Withdrawal move may be made without supply expenditure during a player's own turn, constituting the entirety of a PASS TURN. This type of Withdrawal may or may not be a retreat, depending of whether Withdrawal is from a battle or not.

Withdrawing units can NEVER enter battles or enemy hexes, even if they only contain disrupted enemy units.

### 6.0 DISRUPTION (Clarifications)

Disrupted units should be placed face-down on the mapboard, tipped back toward the owning player so that the current CV is preserved.

6.1 Disrupted units are always disrupted through at least one complete enemy turn. Thus units disrupted during an enemy turn (by refusing combat or rout) must remain disrupted through the following enemy turn before recovery is possible.

Disrupted units can take NO PART in battles (place them face-down behind the battle lines), eventually either recovering if the battle is won, or being routed if lost.

### 7.0 SUPPLY LINES (Clarifications)

Supply Lines are a function of the POSITION OF UNITS on the board. All supply lines must run from a unit to its friendly base, via chains of friendly units and/or the coast road. Units can, and often do, have several viable supply lines.

Off the coast road, variable chains of friendly units are required to establish supply lines: along tracks, a unit at least every third hex; along trails, a unit at least every other hex; across open terrain, a unit in every hex.

Supply lines can follow any route along such chains of friendly units and/or the coast road to base. Units cannot, however, trace supply lines back to themselves (in a loop along tracks for example).

The supply network consists of all friendly supply lines currently established by the position of units on the map. Portions of enemy supply networks MAY overlap without affecting supply function.

### 7.2 OASES

Jalo Oasis: located two hexes off the south edge of the mapboard, at the junction of the two noted trails. The oasis hex and the two offboard trail hexes leading to it, function as normal hexes (extrapolate the grid); battles may occur on these hexes, and supply lines may be established along the trails to, and through, the oasis. No other off-board locations may be occupied.

### 9.3 REINFORCEMENTS (Change)

Although the arrival times of units into the game are noted on the unit labels, units have some chance of arriving one month early. NOTE: No

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units can arrive early in the first or last months of a scenario.

During the reinforcement phase of Buildup, units (due) arrive in Base at no BP cost. But for each unit scheduled to arrive in the FOLLOWING month's buildup, one die is rolled;

- 1-2: Unit early. Arrives immediately.
- 3-6: Unit on time. Arrives next buildup.

For example, during buildup of month 2 (the first buildup of the 1941 game), the Allied player receives his month 2 reinforcements and the Axis player rolls one die for EACH of his nominal month 3 reinforcement units to determine which, if any, will arrive early. For each such die roll, the unit in question should be clearly indicated, but the identity of the unit should be kept secret from the opponent.

#### 9.4 REDEPLOYMENT (Clarifications & Additions)

Units may NEVER be redeployed within the enemy supply network. The friendly supply network may be reduced, but cannot be enlarged, as a result of a redeployment.

Units MAY redeploy OUT of Battles, as long as at least one friendly unit remains in the battle throughout the Buildup. Units may still NOT redeploy into or through Battles.

9.6 REFIT: During Buildup, units may redeploy to Base at NO BP COST for "refit". However, such units are unusable for any purpose for one complete month, until the following Buildup. Units under refit should be placed face-down "at sea" near Base.

#### 9.7 MINEFIELDS (Omission)

Minefields may NOT be constructed in existing battle hexes.

#### 11.0 SCENARIOS (Clarification)

Free deployment: Units must be initially deployed in a supplied position. The Allied player may deploy on supplied border hexes left vacant by the Axis.

#### 11.3 CRUSADER (Correction)

Allies Deployment: Maximum of FIVE units in Tobruk, which is mined.

#### 11.4 THE 1942 CAMPAIGN (Correction)

Allies Deployment: 5 supply cards

#### 11.5 GAZALA (Correction & Clarification)

Allies Deployment: Free deployment on, or east of: Acroma, Sidi Mufta, Bir Hacheim, the track to Bir Gubi, and the trail to Jarabub Oasis.

Following initial deployment, a special initial Buildup precedes the first month of play in this scenario. Each side has 30 BP to spend as in a normal Buildup. Other buildups in the scenario are as usual.

#### 11.7 1941-42 CAMPAIGN (Clarification)

The Malta Group becomes available as optional Axis reinforcements beginning February 1942 (Month 11).