

AETO Errata

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- 1) You can voluntarily eliminate any friendly unit, but it's eliminated perm.
- 2) A bomber that is unassigned from convoy escort duty is returned to base at the end of the Air Movement Step.
- 3) A natural roll of "5" is still an abort, even if the Radar Bonus is applicable.
- 4) Germany cannot invade France or Low Countries, etc. until after Poland is conquered and the Sitzkrieg has ended *unless* Germany is at war with the Soviet Union.
- 5) Yugoslavia should be added to the minor nations list, but it cannot be activated.
- 6) Last sentence of [7.4] should say "two" Air Supply Chits.
- 7) Scapa Flow is not a supply source, but it is always considered in supply. Also, a minor nation's island hex is not a supply source, but is always considered in supply for that minor nation's units.
- 8) Any land unit may always move at least one legal hex, if it hadn't moved, regardless of terrain costs.
- 9) The Vidkun Quisling rule applies during the first turn of an invasion of Norway only.
- 10) ATPs must be purchased in the order of lower-ranged before higher-ranged ATPs first.
- 11) Naval units that are kicked out of a port (via conquest or enemy occupation of that port) are not interceptable.
- 12) A heavy bomber return fire roll of "1" is always considered a miss, regardless of the calculation.
- 13) The stacking limit of "exempt" land units in any one single hex is "4".
- 14) The Finnish air bonus against Soviet units last until Finland is conquered, regardless of the outcome of the Winter War.
- 15) The German Air Blitzkrieg Bonus does not apply to strafing attacks.
- 16) Commandos are like Paratroopers for naval transport purposes.
- 17) A roll of "2" is always a naval-AA hit against attacking bombers if any DDs are present, or if the AA value is at least "one".
- 18) Rule [8.10] should say that a naval unit cannot be scrapped if sunk via a "doubles result".
- 19) Any naval unit that is assigned as convoy duty escort *must* remain as such during at least one Strategic Warfare Phase.
- 20) Subs do not prevent outgunned enemy naval movement during the End Phases.
- 21) A player that is moving his ships may "bump" one adjacent hex any friendly sub in a hex that those ships intend to enter. The enemy player, however, is to decide 'which' hex the sub is bumped to. The opposite applies as well (i.e., a moving sub can bump an enemy ship).



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