

# Totaler Krieg! Official Corrections—January, 2000

## Map

**How to trim the map:** 1. Set aside the East Map. You don't trim it. 2. Grab the WEST Map and trim it along its long right (east) edge. Cut a straight line a half a hexrow in such that you cut Stockholm and Budapest in half (the long way). Don't worry, this trim will work properly for both sides of the map. 3. *That's it!*

**Soviet Border War Table Modifiers:** [Clarification] It is +1 for each Soviet armor, HQ, or Air Support unit in the Border Region.

**Off-Map Boxes:** [Change] The errata for rule 3.10.2 (see below) supersedes the text written on the map.

**Syria:** On the East Map, Standard side: Damascus should be a minor capital.

**Cyprus:** On the East Map, Both sides: The hexes e1713 and e1914 are considered All-Sea hexes. Ignore the little slivers of land in them.

## Counters

The star symbol on some pieces' upper-left corners denotes they are only used in the Random Campaign Game.

The Iraqi Reserve corps should have a star symbol on it.

The backside of the South Africa corps should read "Commonwealth or South Atlantic Box."

The "Turkistan" Ceded Border Marker is the "Central Asia Ceded Border Marker" referred to on Soviet Option card #32 (Alternate).

## Option Cards

**Printing errors:** One some Axis cards, the lightning bolts are solid black instead of red with a black outline. (They're still *Blitz* cards.)

**German Mobilization:** [Change] The Conditional Event should read: If either War & Peace Status Display Box does not contain a Truce or Policy Marker and a German unit occupies any city outside Greater Germany, place the following . . .

**Lebensraum:** [Addition] Add this second sentence to the second case at the top of the card: If Appeasement has ended, ignore Rule 13.1 (Limited War Effects) for the rest of the game.

**Lebensraum:** [Change] The Conditional Event should read: If either War & Peace Status Display Box does not contain a Truce or Policy Marker and a German unit occupies any city outside Greater Germany, place the following . . .

**Speer Appointed Minister (VITAL):** [Addition] *This was inadvertently left off and is extremely critical to play balance.* Add the following selection restriction at the top of the card, below its title: Cannot be selected unless Mobilization Limits has been revealed.

**SS Europa:** [Addition] Under the "Delay Box" section of the reinforcements, add "the SS Europa and Reich Annex Markers." Also, there should be a red box around the Seasonal Replacements.

**Axis Surprise Attack:** The date at the bottom should be Summer 1941, not 1942. (It supplemented *Barbarossa* historically.)

**Separate Peace:** [Clarification] Add the following selection restriction to all three faction's Separate Peace cards: Cannot be selected in a two-player game unless Red Star/White Star (15.12) is being used.

**Operation Jupiter:** [Change] The text at the top of the card *should* read: 1) Cannot be selected if both Appeasement and the Nazi-Soviet Pact are in effect. 2) Must discard the US Lend-Lease Bill Passed card upon revealing this card. 3) If available, activate as an Axis Minor Country one neutral Minor Country that shares land border with Greater Germany or any country or Dependent that contains an Axis ground unit.

**Operation Torch & Crusade in Europe cards:** [Change] Replace the word "Vichy" with the word "France". *The Conditional Event can occur even if France has never collapsed.*

**Pour la Guerre!:** [Revision] The first case at the top of the card *should* read: France is a Western Allied Minor Country that has never been collapsed, conquered, or liberated, or

**Balkan Pact:** [Change] The *Political Event* text *should* read: If Bulgaria or Turkey is an Axis or Conquered Western Allied Minor Country (but see 6.1), and if the Nazi-Soviet Pact Policy Marker is on the War & Peace Status Display, remove it and replace it with a Negotiation Truce Marker.

## Rules Booklet

**0.0 Victory Conditions:** [Change] Remove the last sentence.

**0.1 Seasonal Victory Point Check Procedure:** [Change] This rule *should* read: Count the number of all Allied Strategic Hexes under "Axis control." An Allied Strategic Hex is considered under Axis control if it is occupied by an Axis ground unit or Devastation Marker (15.4.2), or is in an Axis Minor Country or Conquered Western Allied Minor Country and not occupied by an Allied ground unit or Devastation Marker.

To this count, add one if the Surface Raiders Marker is on the VP Track (16.26).

Subtract the number of Axis Strategic Hexes under "Allied control." An Axis Strategic Hex is considered under Allied control if it is occupied by an Allied ground unit, Devastation Marker or, after a German Collapse (18.5.4.3), a Neutrality Marker, or is in an Allied Minor Country and not occupied by an Axis ground unit or Devastation Marker.

The final result is the Current Strategic Value.

**0.1.1 Limited War:** [Revision] The first paragraph *should* read: **Important Exception:** If the Nazi-Soviet Pact is in effect, do not count Soviet Strategic Hexes under Axis control or Axis Strategic Hexes under Soviet control. Likewise, if Appeasement is in effect, do not count Western Allied Strategic Hexes under Axis control or Axis Strategic Hexes under Western Allied control. See 14.1.2 and 14.2.1.

**1.1.1 Option Card Segment Procedure:** [Addendum] If it turns out that the Axis player selected an illegal Pending Option Card, in addition to returning that illegally played card to his hand, Total War immediately commences (13) if it has not already done so.

**1.3.4 Axis Italians:** [Revision] The second bullet *should* read: Italy has been conquered, collapsed, or liberated at any time during the game;

**1.3.5 Western Allied French:** [Revision] The third bullet *should* read: France has been conquered, collapsed (via Case Yellow 18.4.1), or liberated at any time during the game.

**1.4.1 Where Replacement Units Can Be Placed:** [Change] The Commonwealth, South African section *should* read: SA (South African) - the Commonwealth or South Atlantic Box.

**1.4.4 Partisan Unit Placement:** [Correction] The first bullet *should* read: Partisans may also be placed in such hexes France (but not in neutral Vichy territory) or an Axis Minor Country if that country has collapsed at any time in the game (12.3, 18.4 and 18.5.3).

[Revision/Clarification] In the last sentence of this section (in the gray box), remove the reference to Italy and France. If conquered, partisans can be placed in these countries.

**2.3.3. Placing Air Units in Specific Hexes:** [Addition] Add a new bullet: Off-Map Boxes cannot be used as a Base Hex for placing, or contesting enemy placement of, Air units in a Specific Hex.

**2.3.4 Placing Support Units in Naval Zone Boxes:** [Addition] Add a new sentence after the first non-italicized sentence: The path traced must be through a continuous chain of adjacent Naval Zones and/or Off-Map Boxes back to a friendly, home country port (10.4).

**2.3.4 [Revision]** The first bullet *should* read: The path traced cannot cross a restricted waterway (i.e. Copenhagen, Gibraltar, Istanbul, or the Suez Canal) unless that waterway is a friendly port (10.4). **Important:** The Suez Canal consists of both the Alexandria and Suez ports; both must be friendly ports in order to be able to trace a path between the Eastern Mediterranean Naval Zone and Indian Ocean Naval Zone. **Note:** Suez is not a port in the Eastern Mediterranean Naval Zone.



**2.3.4 [Addition]** Add after the sentence beginning with the words, "Bombers, and Interceptors:" Interceptors may contest enemy placement in Naval Zone Boxes (2.3.5.2).

**2.3.4 [Addition]** Add before the Caveat to all Naval Zone Box placement section: Note the Western Allied player may place friendly, or contest enemy placement of, Support units in the North Atlantic Naval Zone (from the US/Canada and South Atlantic Boxes) and Indian Ocean Naval Zone (from the Commonwealth Box). *These Off-Map Boxes are considered friendly occupied ports in their respective Naval Zones (3.10.2).*

**3.2 Political Restrictions:** [Clarification] "Ex" corps units and Axis Nationalist units are exempt from all of these restrictions. Non-German Axis (such as the Med HQ or an Italian 2-2-2 army organized from two Italian 1-1-3 "Ex" infantry corps) can be built up (only, not broken down) in Greater Germany and in other Axis Minor Countries. (Don't forget about Occupation of Axis Minor Countries, however; see 18.1.3).

**3.10.1 Procedure:** [Clarification] The third sentence should read: A unit cannot both move overland and use Naval Transport in the same Movement Phase.

**3.10.1 Procedure:** [Addition] Add the following to the end of the third bullet: Note Naval Transport between Off-Map Boxes can never be interdicted.

**3.10.1 Procedure:** [Revision] In the fourth bullet, third sentence, remove the reference the Indian Ocean Box. The Indian Ocean is now a Naval Zone.

**3.10.2 Off-Map Naval Boxes:** [Clarification/Addition] **General Rule section:** Ground units that enter/exit an Off-Map Box from/to a port hex across a Naval Zone count against that Naval Zone's transport capacity. *For example, unless using Convoy Support options (3.10.3), only one unit per Movement Phase can transport from either the US/Canada or South Atlantic Boxes to a friendly port hex in the North Atlantic Naval Zone.* Naval Transport strictly between Off-Map Boxes or between Off-Map Boxes and ports in a Naval Zone is mutually exclusive. Both are allowed in the same phase.

**3.10.2 [Revision]** Replace the entire rule with the following text:

**US/Canada Off-Map Box:** Ground units can exit this Box to a friendly port in the North Atlantic Naval Zone or the South Atlantic Box. This Off-Map Box is a British and US supply source (10.1). It is also considered a British and US home country port city occupied by a British and US ground unit.

This change allows unlimited Naval Transport from the US/Canada Box directly to the South Atlantic Box.

**South Atlantic Box:** May be entered from a port in the North Atlantic Naval Zone, the US/Canada Box, or the Commonwealth Box. Ground units can exit this Box to a friendly port in the North Atlantic Naval Zone or the Commonwealth Box. It is a British and US friendly port (10.4).

**Indian Ocean Box:** Indian Ocean Naval Zone. The only hexes in the Indian Ocean Naval Zone are the port hexes of Suez and Basra, hex e1628 (east of Basra), and the All-Sea hex adjacent to Basra.

*Designer's Note: The Indian Ocean has been changed from an Off-Map Box to a Naval Zone Box. It used to be an Off-Map Box with both Off-Map and Naval Zone properties. By moving its Off-Map functions to the Commonwealth Box and changing the Indian Ocean to a regular Naval Zone, we streamlined the rules and, hopefully, have eliminated some confusion. The Indian Ocean is subject to all the same rules as other Naval Zones. Note that the Commonwealth Box is an occupied friendly port in this Naval Zone, similar to the US/Canada Box in the North Atlantic Naval Zone.*

**Commonwealth Box:** May be entered from a port in the Indian Ocean Naval Zone or the South Atlantic Box. Ground units can exit this Box to a friendly port in the Indian Ocean Naval Zone or the South Atlantic Box. This Off-Map Box is a British supply source (10.1). It is also considered a British home country port city occupied by a British ground unit.

**3.10.2 Off-Map Naval Boxes:** [Addition] Add the following to the end of the Indian Ocean section: An Air unit can only be converted to a Beachhead (3.8) in the Indian Ocean's lone All-Sea hex provided Basra was the "base" hex for placement of that unit. Fleet units do not have this restriction and may be freely converted to a Beachhead in the Indian Ocean.

**6.1 War & Peace Segment:** [Extension] Also, for the purposes of breaking the Nazi-Soviet Pact via the Soviet Balkan Pact card (#33), the Soviets may not consider Bulgaria or Turkey if the Western Allies activated it as an Axis Minor Country.

**10.1 Supply Sources:** [Change] Delete the third bullet. *The Indian Ocean is a Naval Zone, so it cannot serve as a supply source.*

**10.2 Supply Lines:** [Clarification] Supply can be traced across Naval Zones and/or Off-Map Naval Boxes.

**10.2 Supply Lines:** [Addition] Add the following to the end of the third bullet: Note that supply traced between Off-Map Boxes can never be interdicted.

**10.4 Friendly Port and City Definition:** [Revision] Replace the last bullet with the following: The US/Canada and South Atlantic Off-Map Boxes are always Western Allied friendly ports in the North Atlantic Naval Zone. The Commonwealth Box is always a British friendly port in the Indian Ocean Naval Zone. Naval Transport cannot be used to enter the US/Canada Box. British and US one-step corps units can only be placed in this Box as Replacements (see 1.4.1).

**12.1 The Soviet Union:** [Clarification] Units belonging to the Soviet Union (but not Soviet Allied Minor Countries) are sometimes referred to as "Russian". Russian units include the two-tone units marked "Uk", "Sib" and "Cau" (except when the Ukraine, Siberia or Caucasus is an independent country in the Random Campaign Game).

**12.3 Vichy France:** [Clarification] Vichy France is only created when France collapses due to the Case Yellow card (18.4.1), not if it is conquered (18.1.1) or if it collapses due to the Operation Avalanche card (18.5.3).

**12.3 [Clarification]** Once Vichy France has been created, it is considered both "Vichy" and "France" as far as the rules are concerned, for the remainder of the game, regardless of subsequent events.

**12.3.1 Vichy Territory:** While Vichy France is neutral, the part of France north of the Vichy Border ("Occupied France") is considered a Conquered Western Allied Minor Country. This territory cannot be collapsed, conquered, or liberated separately from the rest of Vichy. *So even if the Western Allies occupy all of its cities, the territory remains a Conquered Western Allied Minor Country while Vichy is neutral. (Though the fact that there is no longer an Axis unit in Paris does allow Vichy to activate as a Western Allied Minor Country. See 18.2.2.)*

**12.3.4 Vichy France Internment and Repatriation:** [Change] This rule *should* read: When Vichy France is created it is a Neutral Minor Country, so apply Rule 18 (with errata) regarding Internment and Repatriation.

**12.4 Dependent Countries:** [Revision] The fourth bullet should read: Units cannot enter the Dependents of a neutral minor country until it becomes an active Minor Country (i.e. allied to a faction). This only affects Italy in the Standard Game, but may affect others in a Random Campaign Game.

**12.5.1 Soviet Border Regions:** [Clarification] The first sentence of the fourth paragraph *should* read: Soviet Border Dispute cards also allow the Soviet player (only) to temporarily treat specific Soviet Border Regions as part of the Soviet Union for Support unit placement, movement, and supply line purposes, but only when its Ceded Border Marker is on the Soviet Force Pool Display and only while that Border Dispute card is the Soviet Current Option card. *That is, you can't use any cities there as Soviet supply sources nor to place Soviet replacements.*

**12.5.1.1 Soviet Border Region Internment and Repatriation:** [Revision] Replace this entire rule with the following text: If the Soviet player fails to place his Current Option card's Ceded Border Marker by the time his next Option card is revealed and that Border Region is part of a Neutral Minor Country, immediately apply Rule 18 (with errata) regarding Internment and Repatriation.

**12.7 Partisans:** [Revision] The fifth bullet should read: Partisan units cannot participate in the same combat with units of another Minor Country - "Ex" corps are exempt from this restriction. **12.8 Axis Nationalists:** [Revision] The fourth bullet should read: participate in the same combat with units of another Minor Country (4.2.1).



**13.1 Limited War Effects:** [Addition] Before rule 13.1.1, add the following text: The following restrictions remain in effect until Total War breaks out or, if Limited War is still in effect, if the Axis Lebensraum Option card is revealed after Appeasement has ended (14.2).

**14.1.1 The Soviet "Forward Policy:"** [Change] The first sentence *should* read: Soviet units in Soviet Border Regions cannot leave the Border Region they are in during either the Soviet Operational or Reserve Movement Phases except to enter the Border Region's associated Minor Country or an Axis Minor Country unless the Region borders only Soviet Allied or Neutral minor countries.

Note that Eastern Poland borders Greater German (East Prussia), so that will always be a "sticky" area, but Finland, Rumania, etc. will usually offer the Soviets some garrison strength flexibility (depending on circumstances).

**14.1.1:** [Addition] Add a new third sentence: This rule only applies to Soviet Border Regions that have been ceded during play and are currently part of the Soviet Union (i.e., their Ceded Border Marker have been placed in the Ceded Border Markers Holding Box on the map).

**14.1.2 Economic Cooperation:** [Revision] The first sentence *should* read: Soviet Strategic Hexes under Axis control (see 0.1) and Axis Strategic Hexes under Soviet control are not counted during Seasonal Victory Point Checks.

**14.1.4 The Soviet "German Policy:"** [Change] The final (parenthetical) remark in the fourth bullet *should* read: (*but only if* that Border Region's Ceded Border Marker is not on the map near its associated Minor Country's capital as per 12.5.1.2).

**14.2.1 Economic Cooperation:** [Revision] The first sentence *should* read: Western Allied Strategic Hexes under Axis control (see 0.1) and Axis Strategic Hexes under Western Allied control are not counted during Seasonal Victory Point Checks.

**14.3 Change of Government, Reassess Policy, Armistice, and Negotiations Truce Markers:** [Change/Clarification] This entire rule, less the shaded text at the end, has been rewritten for greater clarity. It *should* read: Although similar in nature, each of these four Truce Markers' effects are slightly different in effect and/or duration (see 6.1).

The box on the War & Peace Status Display in which a Truce Markers is located determines which Allied faction's units are affected by its Restrictions. It is thus possible for some Truce Restrictions to apply between the Axis and one Allied faction while no Truce Restrictions apply between the Axis and the *other* Allied faction.

When a Truce Marker is in the Western Allied box of the War & Peace Status Display, Western Allied units are affected.

When a Truce Marker is in the Soviet Allied box of the War & Peace Status Display, Soviet Allied units are affected.

Truce restrictions do not apply between Western Allied and Axis factions within the Soviet Union, or between the Soviet and Axis factions within Great Britain.

**Example:** a Reassess Policy Marker is in the Western Allied War & Peace Box. If within the borders of the Soviet Union, the Western Allies and Axis can ignore the restriction of 14.3.1. This is mainly to prevent a crafty Allied player from using one Western Allied ground unit to affect the entire Axis campaign against the Soviet Union.

Partisan units are not subject to, nor do they subject enemy units to, the effects of Truce Markers upon their faction. Partisans are still subject to *Command/ Supply Failures* (14.4).

**Exception:** Partisans can neither attack from, nor be attacked in, a hex containing non-partisan units from their faction when their faction is subject to the effects of an Armistice, Reassess Policy, or Change of Government Truce (see below).

**14.3.1 Change of Government, Reassess Policy, & Armistice**

The Affected Allied Faction ("AAF") is restricted as follows:

It cannot attack Axis units during the *Blitz* and Regular Combat Phases.

Its ground units cannot ever enter the Zones of Control of Axis units,

regardless of the presence of other AAF units.

Its Support units *cannot* be placed in a Naval Zone Box containing an Axis friendly port.

It *may* contest any attempted placement of the non-Affected Allied Faction's Support units.

Its Support units cannot be placed in, and *no* Airdrops are allowed to originate from or end in, any Specific hex (including adjacent All-Sea hexes) of an Axis Country, or any Country or Dependent containing an Axis ground unit.

**Exception:** AAF Support units can be placed in, and its Airdrops may end in, Specific hexes containing or adjacent to the non-Affected Allied Faction's ground units. *In other words, they can still be used against the other Allied Faction.*

The Axis faction is also under the above restrictions in relation to the Affected Allied Faction. That is, they cannot attack AAF units, cannot enter AAF units' ZOCs, etc. *That is, read it again switching the words "Affected Allied Faction" and "Axis," and you'll have what we mean.* 14.3.2

**Negotiation**

The Affected Allied Faction ("AAF") is restricted as follows:

Its ground units *cannot* ever enter the Zones of Control of Axis units during the Operational Movement Phase, regardless of the presence of other AAF units.

Its ground units *cannot* perform Exploitation (4.2.4) if the defenders were Axis units.

Its Support units cannot be converted into Beachhead units and placed in All-Sea hexes adjacent to an Axis Country, or a Country or Dependent containing an Axis ground unit.

*No* Airdrops are allowed to originate or end in any Specific hex (including adjacent All-Sea hexes) of an Axis Country, or any Country or Dependent containing an Axis ground unit.

**Exception:** AAF Support units can be placed in, and its Airdrops may end in, Specific hexes containing or adjacent to the non-Affected Allied Faction's ground units. *In other words, they can still be used against the other Allied Faction.*

The Axis faction is also under the above restrictions in relation to the Affected Allied Faction. That is, they cannot attack AAF units, cannot enter AAF units' ZOCs, etc. *That is, read it again switching the words "Affected Allied Faction" and "Axis," and you'll have what we mean.*

**15.1 Mitigating Bad Luck:** [Change] Luck Markers never receive a modified Delay die roll. The number of turns ahead they're placed on the Game Turn is always equal to their **unmodified** Delay die roll. Thus, you don't really need to worry about the two sides of the Allied Luck Marker as there are no longer any Delay die roll modifiers to consider.

**15.3 Additional Minor Ally Replacements:** [Addition] There is a limit of one such replacement per minor ally per Season.

**16.16 Military Takeover:** [Clarification] The note at the end of this rule should read: **Important:** Each time this Event occurs, the Axis player chooses a Political Option (see 17.2.17).

**17.2.5 Churchill Pressures Neutrals:** [Change] The first bullet *should* read: If the Appeasement Policy Marker is still in the Western Allied box of the War & Peace Status Display and the Axis *Lebensraum* card (#8) has been revealed and discarded (see 1.1.1, first sentence), the Western Allied player can replace Appeasement with a Change of Government Truce Marker and lift Appeasement restrictions (14.2). *This lights the fuse that can explode into a shooting war with the Axis.* – OR –

**17.2.26 Unsuccessful Challenge:** [Clarification] This rule should begin: If there is not a Marker... (not "If there is no Truce Marker...").

**18 Conditional Events:** [Addition] After the paragraph that begins with **Important**, add the following section:

**Internment and Repatriation**

When territory changes ownership or status between factions during the Conditional Events Segment (as might occur during a Soviet Border Dispute, when Vichy France is created, etc.), immediately check the



following to see if units that shouldn't be in that territory become "interned:"

Allied units that suddenly find themselves in territory that they could not normally enter because of Appeasement (14.2.3) or Nazi-Soviet Pact (14.1.3) restrictions, or because that territory belongs to a neutral Minor Country (12.2.1), are immediately "interned." That is, immediately placed on the back of their controlling factions' Pending Option card. These units will return to the map (i.e., be "repatriated") when the Pending Option card becomes the Current Option card (see 1.1.1).

Axis units that suddenly find themselves in territory that they could not normally enter because it belongs to a neutral Minor Country (12.2.1) or Greater Germany (3.2, 12.1) are immediately "interned." For Axis units that find themselves in Axis Minor Countries they could not normally enter because of Political Restrictions (3.2), the Axis player may voluntarily "intern" those units or he must apply the effects of Occupation of Axis Minor Countries (18.1.3) during Step 3 of his Conditional Events Segment. German units (only) that find themselves in territory that they could not enter without breaking the Nazi-Soviet Pact (14.1) or ending Appeasement (14.2) while in effect may be voluntarily "interned" without disrupting that Policy.

**18.1.1, 18.1.2, 18.2.3 & 18.3.2 Conquest/Liberation of Minor Countries:** [Clarification/Addition] If France or Italy is conquered or liberated, its Fleet and Convoy Marker are permanently removed from the game. (In the case of France, the Vichy D-Class Convoy Marker is removed, regardless of whether Vichy has yet been created.)

**18.1.1 Axis Permanent Conditional Events/Conquest of Western Allied Minor Countries and 14.1 Nazi-Soviet Pact:** [Clarification/Change] The Exception should read, simply: If the Nazi-Soviet Pact is in effect, the Axis do not need to occupy any cities located within a country's Soviet Border Region in order to conquer or liberate it.

**18.1.3 Occupation of Axis Minor Countries:** [Change] Replace the word "Vichy" with the word "France". (This will only make a difference in the Random Campaign Game; for example, when neutral non-Vichy France is activated as an Axis Minor Country.)

**18.1.5 Fatherland:** [Change] Delete this rule.

**18.2.1 Re-activation of Conquered Western Allied Minor Countries:** [Change] The first part of the first sentence (before the comma) should read: The Western Allied player may re-activate a Conquered Western Allied Minor Country if,...

**18.4.1 Case Yellow:** [Addition] If the Western Allies fulfill a *Liberation of France!* Conditional Event (#14 Operation Torch or #21 Crusade in Europe), then France is no longer subject to Collapse via the Case Yellow (Axis #4) Option card.

**18.4.3.1 and 18.5.4.1 Crisis Severity:** [Change] If a Crisis occurs as a result of the Conditional Event from the Soviet of British Ultimatum, a second die roll determines the severity.

[Change] For a Soviet Crisis during Limited War, use the net count (again) from the Soviet Ultimatum card and roll another die. If it is (again) lower than the net count, the Crisis is "severe." If the die roll is greater than or equal to the net count, the Soviet government has "managed" the Crisis.

[New] For a Soviet Crisis during Total War, count the number of Soviet Strategic Hexes not occupied by Axis ground units and roll another die. If that die roll is greater than this count, the Crisis is "severe." If the die roll is less than or equal to this count, the Soviet government has "managed" the Crisis.

[Change] For a British Crisis, if the US Option cards have been added to the Western Allied hand, the Crisis is automatically "managed." Otherwise, count the number of city hexes in Great Britain not occupied by Axis ground units then roll another die. If that die roll is greater than this count, the Crisis is "severe." If the die roll is less than or equal to this count, the British government has "managed" the Crisis.

[Change] For a German Crisis, count the number of cities in Greater Germany not occupied by Allied (i.e. Western and Soviet) ground units and roll another die. If that die roll is greater than this count, the Crisis is

"severe." If the die roll is less than or equal to this count, the German government has "managed" the Crisis.

**18.4.3.2 Crisis Effect:** [Addendum] After effect "c," add the following: **Exception:** If the US Option Cards have been added to the Western Allied player's hand, this penalty is no longer suffered by the Western Allied faction. *Think of the Western Allied "capital" as being moved to Washington, D.C., which negates this Crisis Effect.*

**18.5.2 Operation Torch & Crusade in Europe:** [Correction] Delete the sentence in italics beginning "Just to clarify a point..." See instead the clarification of rule 12.3.

**18.5.3 Operation Avalanche:** [Correction] Partisans can be placed in that Minor Country after it has collapsed (whether it's France, Italy, or any other Axis Minor Country).

**18.6 Separate Peace Extension:** [Corrections] add a new, final bullet to the list reading: **Important:** After an SPE occurs, the Western Allied player may, during each of his War & Peace Segments, remove one Neutrality Marker and activate that country (12.2.2) as a Western Allied Minor Country.

Beginning with the paragraph reading "Victory is determined..." substitute the following:

[Changed] Victory is determined solely by the result of a final Victory Point Count. The Western Allied faction scores one VP for each Strategic Hex *not* occupied by an enemy ground unit or Devastation Marker (including those in neutral Minor Countries) and for each Strategic Hex currently devastated by the Western Allies (via Heavy Bombers or A-bomb attacks). The Axis and Soviet factions score one VP for each non-devastated Strategic Hex occupied by their ground units and for each Strategic Hex currently devastated by their Devastation Markers. Yes, this means that these regimes must occupy Strategic Hexes of their own color to count toward victory. *War weariness is a terrible thing.*

[Clarified] At least seven of a faction's total VP count must come from its own color Strategic Hexes (for the Axis, these Strategic Hexes must also be within five hexes of Berlin) or that faction automatically loses. That is, if the Soviets, for example, don't occupy at least seven Soviet Strategic Hexes during the final Seasonal VP Check of the game, they can't win no matter how many total Strategic Hexes the Soviets might occupy. *Yes, you might even see the Western Allies devastating an enemy-held Antwerp-Brussels just to make sure it is included in the Western Allied VP count!*

[Unchanged] Note that there are 9 Soviet, 9 Western Allied, and 18 Axis Strategic Hexes on the map (10 of which are within five hexes of Berlin), for a total of 36.

[Unchanged] A faction wins a Decisive Victory if it has 15 Victory Points. If two factions have 15 Victory Points, or if no faction has 15 Victory Points, everybody loses and a new phrase is coined by the press—"Atomic Winter."

[Updated] **Example:** At the conclusion of a *Separate Peace Scenario*, the Axis player occupies the following undevastated Strategic Hexes with his ground units 8 Axis, 1 Soviet, and 3 Western Allied, for a total of 12 - not enough to win. The Western Allies really stank with only 1 Axis Strategic Hex devastated and no enemy ground units in only 5 Western Allied and 3 Axis Strategic Hexes; their a total VP count is a paltry 9. The Soviets managed to occupy with their ground units the remaining 8 Soviet, plus 6 Axis, and 1 Western Allied Strategic Hex, none of which are devastated - the magic number of 15, enough to win! Since they have at least 7 Soviet Strategic Hexes, the Soviet victory is official.

**19.2.1 Vichy Setup:** [Clarification] The Colonial corps must be set up within the borders of neutral Vichy territory (i.e., not in Paris, Brest or Bordeaux).

## Reference Booklet

**Example 12 C:** [Revision] Replace all with the following: An Axis support unit (say, the German Type VII U-boat Fleet) is at large in the North Atlantic Naval Zone Box. The US units in the US/Canada Box may only move to the South Atlantic Box. Any US ground units, the Western Allied



15th HQ and Airborne corps that are on the map (in a hex) are unsupplied unless they can trace a supply line back to the US/Canada Box through the South Atlantic Box.

**Example 13:** The illustration for The Siege of Sevastopol is a complete FUBAR. Go by the text description of the units involved in the first two paragraphs and ignore the picture.

**Scenario A.1:** [Correction] Under "Initial Card Selection," delete the second paragraph. Players do not have any Pending Option cards to reveal on the first turn. Their initial Pending Option cards are revealed *before* the start of the game, as stated under "Special First Turn Rules."

**Scenario A.2:** The Australian 2-1-2 that sets up in Egypt should be a British 1-2-2 instead. The Australian 2-1-2 actually sets up in Tobruk (along with the 0-2-0 fortress and RAF Air Support unit).

**Scenario A.5:** The Soviets only receive four 0-1-2 infantry corps during setup instead of five. Do not set up a Soviet 0-1-2 infantry corps in Tehran. Also, the Fortresses and HQs that set up in Leningrad and Moscow are full strength units (0-6-0s and 3-3-2s) - they are not "reduced."

**Scenario A.7:** The German Convoy and ObK Logistics Markers set up in the Axis Available Box in this scenario and can be placed at the appropriate juncture by the player holding the Appeal to the Fuhrer Chit.

**Note:** A player is free to move or retreat Axis units onto or across the OKW/OKH line. A moving unit remains under the player's control until its move has been completed. A retreating unit remains under the player's control until the combat result has been fully implemented, and the player temporarily takes control of any additional units which become caught up in the retreat. Each player may place Axis replacements, support units and markers on both sides of the OKW/OKH line, and on the line itself.

The Political Restrictions *should* read: Skip all Axis War & Peace Segments. No declarations of war are allowed prior to a Separate Peace occurring.

#### Appeal to the Fuhrer Chit:

Other actions which require use of the chit include:

- placing the ObK Logistics Marker;
- placing the Allied Command/Supply Failure Marker;
- removing one overstacked Axis step from the OKW/OKH line;
- implementing a combat result received by an Axis force defending on the OKW/OKH line.

If an action is mandatory, such as removing an overstacked step from the OKW/OKH line, then the player with the chit must use it. If an action does not involve any choice by the Axis faction (e.g. a unit retreating unit from the OKW/OKH line has only one retreat route available), then the chit is not used. Implementing a Political Event (17.2) counts as a single action, even if it involves more than one decision. If a Political Event requires a player to select Axis units (e.g. Hitler Orders Attack), the player can only select units under his own control.

After a Separate Peace occurs, remove both Luck Markers (if in play) and move the "C" partisans in the Western Allied Force Pool to the Soviet Force Pool where they operate from for the remainder of the game. These units are placed on the map via Soviet Allied replacement steps (1.3.6) for the remainder of the game. The Western Allies immediately control all "N" partisans and no longer have to donate two of their Minor Ally Replacement steps to the Soviets for partisan recruitment.

**Scenario B.1:** Although outside the playing area, Alexandria is considered a supplied, British-occupied port on the Central Mediterranean for purposes of Support unit placement and tracing supply lines, with a path back to a British home country port (via Suez). *Thus, the Central Mediterranean is always subject to British, American, and Allied Support units' presence, even if Malta falls.* Note that the Italian Convoy Marker may setup and be placed in both the Western and Central Mediterranean. Also, the Political die roll modifier is calculated with there being an Axis Tide of 2 during all of 1942 and 1943 and 1 during 1944.

**Scenario B.2:** Do not roll on the Assassination Table when the Axis Material Shortages Marker comes into play. There is no "Bomb Plot" in this scenario. (Hitler lives!)

**Scenario C.1:** There's a few things to note here:

The Axis Convoy Marker begins in the Delay Box (not the Axis Available Box - it is inadvertently listed as starting in both places.)

The Soviets do not start with their Stalin Line fortress units; they are not used in any of the scenarios (just the campaign game that starts in 1939).

The Nazi-Soviet Pact Marker can't be set up on the map because its display is on the West Map; just keep it handy as a reminder that the Soviets receive Emergency Mobilization on the first turn of the game (in case you can't remember).

Persia is considered a Western Allied Minor Country. Either side can "liberate" it at any time, if they so desire.

**Scenario D.1 Gotterdammerung:** [Correction] A total of 16 (not 15) points can be earned in this scenario. Also, the US 15th Army begins the game at full strength.

**Scenario D.2 The Spanish Ulcer:** [Clarifications] Although outside the playing area, Malta is considered a supplied, British-occupied port on the Western Mediterranean for purposes of Support unit placement and tracing supply lines, with a path back to a British home country port (via Suez). Also note that the Western Allied Heavy Bomber unit is not used in this scenario and that British and Commonwealth reinforcement may arrive on the Allied 15th HQ unit (as usual).

[Correction] The current Political die roll modifier is +2 (not -2, that's the Delay die roll modifier).

**Important reminder:** The game begins with an Axis *Blitz* turn, but since the Axis player has no SS units on the map on the first game turn, he will not be able to perform any *Blitz* Combat on the first turn!

**Scenario D.3 Case Bruder:** [Correction] The current Political die roll modifier is +2 (not -2, that's the Delay die roll modifier). Axis Nationalists are placed according to their usual rules and trace supply to Istanbul.

[Change]: Delete the reference to the Western Allied Uprising Option Supplement card. It is not used in this scenario.

[Clarification]: Although outside the playing area, Malta is considered a supplied, British-occupied port on the Central Mediterranean for purposes of Support unit placement and tracing supply lines, with a path back to a British home country port (via Gibraltar). Similarly, Taranto-Brindisi and Istanbul are considered supplied Axis friendly ports at all times and Italian and German Support units may always freely base out of them, and are considered to be occupied by a supplied German unit for purposes of Support unit placement. Also, when the Allied player checks for "Liberation of Minor Countries" during his Conditional Events Phase, note that the Soviets also "Liberate" Minor Countries at this time, too!

## Random Campaign Game (*Dice of Decision*) Errata

### Map

If Czechoslovakia does not exist, the historical division of its territory applies. That is, Poland gets hex e3402, Hungary grabs hexes e3300 through 3304, and Germany gets all the rest.

### Counters

The star symbol on some pieces' upper-left corners denotes they are only used in the Random Campaign Game.

The Iraqi Reserve corps should have a star symbol on it.

### Tables

On the World War 1 Outcome Sheet, in the Victorious Central Power Table, you will often be called upon to roll on both the Austro-Hungarian Empire and Turkish Empire Tables (in that order). If the former calls for a roll on the Ataturk Table, ignore it. The Turkish Empire Table roll takes precedence.

### Cards

On the German Pre-War Diplomacy Reminder card, the second paragraph should read: "Keep this card handy as a reminder that the Axis



player makes this decision for any and all Neutral Minor Countries throughout the entire Game Turn (only) when the first Neutral Minor Country is activated as an Allied Minor Country during the Axis player turn."

**Communist German (Gameplay Changes):** The fourth bullet should read: Communist Germany liberates Minor Countries instead of conquering them (E.17).

**Czarist Russia (Gameplay Changes):** Add the following: Czarist Russia conquers Minor Countries of Democracies and Constitutional Monarchies, unlike the Soviet who liberates them (E.17).

Reference Booklet

Austria-Hungary

**E.2.1 Greater Austria-Hungary:** If Yugoslavia manages to "reactivate" itself and is, thus, an active (i.e., not currently a Conquered) Western Allied minor country when Greater A-H is conquered or liberated, it does not become the neutral minor countries of Croatia and Serbia at that time. Instead, it remains Yugoslavia - an active Western Allied minor country. Czechoslovakia

**E.5 A)** Ignore the bit about Hungary and Poland annexing their bits of Czechoslovakia. They don't. Czechoslovakia always retains its territorial integrity.

France

**E.6 France:** [Addition] If France starts the game as a neutral and is later activated, its forces are set up as at the start of a Standard Campaign Game (A.1). (Exception: if France is activated as a Soviet Allied or Axis Minor Country, place the Vichy D-Class Convoy Marker in that faction's Available Box.) Only use the Minor Country Setup rules in the event of a Limited Setup (19.1).

Also, if France starts the game as a neutral and is later activated as a Soviet (or Western) Allied Minor Country, a Soviet (or Western) Allied French replacement step becomes available. In no case is there ever an Axis French replacement step (although the Axis player may use Axis Minor Country replacement steps to bring on French replacements if France is an Axis Minor Country).

**E.6.2 Anglo-French Non-Cooperation:** [Revision] The last sentence should read: It is removed from the game (and its effects are lifted) when France collapses, is conquered or liberated.

**E.6.3 Communist France:** [Revision] Remove note two (2) at the end of this rule.

**E.6.4 Dominance/Expansion:** This rule should begin, "If Alsace-Lorraine (E.7.1) is in effect, negate it and skip to the bit about the Maginot Line forts, below. If not, in either of the following two events..."

**E.6.4 Dominance/Expansion:** [Change] Do not remove the *Pour la Guerre* card (#32) from the Western Allied Player's hand.

*Although all of its Delay Box additions are already in play (so just ignore that part of the card), the Western Allied Player might still need this card to activate a neutral France (and score come French Conditional Replacements).*

**E.6.4.1 French Dominance:** The French 1st Army, mech corps, and Alp corps are set up in Continental France when France is activated. All French Colonial units, including the 1-1-2 Colonial corps, are set up in French North Africa and/or Syria (if it is a French Dependent) when France is activated. These units may be mobilized up to their full-strength sides when France activates. Also, the French Fleet begins in the activating player's Available Box.

Germany

**E.7.14 Polish Corridor:** The second sentence should read, "If Poland is not incorporated into Russia (E.10.10), replace one Axis Ultimatum card (#1, 3, or 7) with a Limited War Production card."

Italy

**E.8.2 Italian Constitutional Monarchy:** The Italian ground unit that usually sets up in Tirana instead sets up in Italy.

Russia

**E.10.1 Russia - General Rules:** [Clarification] Rail/Road lines colored

red (plus the Tiflis-Mozdok road) are always considered to be in the Soviet Union for the purpose of the 1/2 MP Rail/Road benefit (see rule 5), even if they are within an Armenian Republic (E.12.1) or a Turkish Dependent Caucasus (E.12.2).

**E.10.1:** [Addition] Units of an independent Caucasus, Siberia or Ukraine are treated as Russian/Soviet units only for the purpose of the 1/2 MP Rail/Road benefit.

**E.10.1:** [Addition] Regardless of which side it is on, if a Ceded Border Marker begins the game in the Ceded Border Markers Holding Box, Russian units entering the respective territory are *not* subject to the Soviet "Forward Policy" (14.1.1). *That is, the "Forward Policy" only applies to territory which was not part of the Soviet Union (Russia) at the start of the game.*

**E.10.4 & E.10.5 Constitutional or Czarist Russia:** [Clarification] Russia replaces the Soviet Union. All references to "Soviet" should be read as "Russian."

**E.10.19 Ukraine:** The Ukraine begins as a neutral minor country with Neutrality. Place a Neutrality Marker in its capital, Kiev.

Conquered Minor Countries

Perhaps some clarification of this rule is in order:

If any non-Communist faction occupies all the cities of a Democratic/Constitutional faction's minor ally, it conquers that country.

In any other situation where one faction occupies all the cities of another faction's minor ally, it liberates that country.

If the capital of a conquered country is not occupied by an enemy unit, the country is reactivated by the faction to which the country belonged just before it was conquered. "Enemy" here means belonging to any faction other than this one.

**Note 1:** the above conditions must be met in the Conditional Events Segment of the faction that is conquering, liberating or reactivating the minor country.

**Note 2:** a faction cannot conquer or liberate its own minor ally. However, see the last non-italicized paragraph of rule 18.1.3, Occupation of Axis Minor Countries.

**Note 3:** a country that has been conquered cannot be conquered again, unless it is liberated or reactivated first.

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