

Nationality Combat Modifiers: The following set of charts correct the Ground Combat Results Table (Section 10), the Air-to-Air CRT (Sections 7 and 11); and the Air-to-Sea/Naval CRT (Section 7), as the columns and rows were changed late in development. Please refer to the following modifiers for First, Second, Third, and Fourth rate units.

(Note It is suggested that players print the revised tables off on the front of a sheet of cardstock paper, and print off the reminders regarding nationality-modifier upgrades on the reverse side of the same sheet):

The War: Europe 1939-1945 – Nationality Combat Modifiers

Ground Combat Nationality Modifiers				
	First Rate Attacker	Second Rate Attacker	Third Rate Attacker	Fourth Rate Attacker
First Rate Defender	0	+1	+3	+4
Second Rate Defender	-1	0	+2	+3
Third Rate Defender	-3	-2	0	+1
Fourth Rate Defender	-4	-3	-1	0

Air-to-Air Combat Nationality Modifiers				
	First Rate Attacker	Second Rate Attacker	Third Rate Attacker	Fourth Rate Attacker
First Rate Defender	0	+1	+3	+4
Second Rate Defender	-1	0	+1	+2
Third Rate Defender	-3	-1	0	+1
Fourth Rate Defender	-4	-2	-1	0

Air-to-Sea/Naval Combat Nationality Modifiers				
	First Rate Attacker	Second Rate Attacker	Third Rate Attacker	Fourth Rate Attacker
First Rate Defender	0	+1	+3	+4
Second Rate Defender	-1	0	+1	+2
Third Rate Defender	-3	-1	0	+1
Fourth Rate Defender	-4	-2	-1	0

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Air-to-Air Combat Table (pg 28 and 60): On the 2-1 odds column a “6” should yield a “DD” result; on the 3-1 odds column, a “6” should yield a “DD2” result; and on the 4-1 odds column a “6” should yield a “DD2” result.

1.0 Introduction

1.2 Definitions

Atlantic Port: ...north and/or west of Gibraltar only...

Depleted: Delete the word “all” after Depleted units are...” in the first paragraph and insert “(Exception – Depleted German units are considered Third Rate, see Section 10.8.4;...) at the start of the parenthetical statement. Also, add a final sentence, “A Depleted unit that suffers one or more additional Depletions is eliminated.”

3.0 Sequence of Play

3.3 Planning and Diplomacy

Players actually announce their targets in accordance with rule *16.1.3 Resolving Diplomatic Rolls*

3.4 Declaration of War (DOW) Segment

Axis Major Powers always announce their DOWs first.

3.9 Supply Segment

3.9.2 Repairing Depleted Units

Third sentence should read “Depleted air units may be repaired at double the normal cost if they performed an air mission during that Operations Segment; are adjacent to enemy units; or both.”

4.0 Logistics

At the end of the second paragraph, append: “A Major Power may only pick one type of LE per turn.”

DAS is also considered a form of “interception” as does not require an LE.

5.0 Strategic Warfare

5.1 The Submarine War, Anti-Submarine Warfare, and Surface Raiders

Second paragraph should read “it doesn’t take any SMP’s to move U-Boats/ASW to the U-Boat War Box”

5.1.3 Computing Losses from U-Boats and Raiders

First paragraph should read “the minimum British and U.S. SMP level is 2, not 1.”

5.1.3.5 Espionage and the U-Boat War (Ultra)

Last sentence should read “two turns in a row” means two SW turns in a row.

5.2.1 Critical Industry Hits

Third sentence should read “1 SMP loss for each 20 NARFs” not 15, to comport with Section 5.2.

6.0 Strategic Warfare

6.2 Alliance at the Start of the Game

6.2.1 France and Britain

Clarification: Add the following sentence to end of the first paragraph: “Britain may not provide air support to French ground units and vice versa. [Exception: Free French units].”

7.0 Naval Operations

First paragraph, fourth sentence should read, “Naval units can only conduct one mission per turn (excluding naval base changes)”

7.7 Amphibious Invasions

7.7.1 Invasion Capacity

An ARM unit doesn't get to use its First Impulse Movement in amphibious assaults on empty beach hexes, as the invasion **IS** the ARM unit's First Impulse Movement. The ARM unit, plus second-wave ARM/MECH/CAV may exploit off the beach using Second Impulse movement.

7.7.2 Assaulting Beach Hexes

Naval units **must move** to the beach hex in order to conduct an amphibious assault. The three Sea Area invasion zone rules merely indicate the scope and breadth of the invasion frontage. Players may not have Fleets “stand off” in the Casablanca Waters Sea Area and send ground units through the Straits of Gibraltar to invade the beach at Oran. Fleets would move to the Oran beach hex and respond to any air attacks prior to resolving the amphibious invasion.

Also, the second paragraph should read “...only one third of the assaulting first wave *factors* may...” not “*units*.”

7.8 Naval Interception

Clarification: A Naval Force cannot be intercepted *and battled* twice. It is, however, possible for the same Naval Force to be intercepted by more than one opposing naval force. (e.g. if Germany moves a Fleet from Kiel to Narvik, the British could intercept in the Norwegian Sea Area with one force from Scapa, one force from Newcastle, one force from Glasgow, etc. but only engage in one naval battle. If the Germans survive that battle, they can move on to Narvik.

7.9 Naval-Air and Naval Combat

7.9.9 Naval-Air and Naval Combat Results

The Naval Combat Results Table at 1-3 odds/”3” result should read “AD” not “DD”

Example of Play, Air and Naval Combat:

In the example, the Italian Fleets need a “7” or less to succeed with the Naval Interception and thus need a “3” or less on the die roll due to the Nationality Rating modifiers.

8.0 Strategic Movement (Stratmoves) & Strategic Movement Points (SMPs)

8.1 Stratmoving Ground Units

8.1.1 Strategic Movement Process

Add a sentence at the end of this section, “Stratmoves must be conducted through friendly-controlled hexes.”

8.5 Other Limits and Special Cases

8.5.3 Special Case – Soviet Union

The second to last sentence in the first paragraph should read, “...costs twice the normal SMP cost” instead of “two SMPs.” (e.g. Stratmoving a Depleted unit within the 1939 USSR boundaries costs 1 SMP, not two)

8.8 Map Board Boxes

8.8.2 Strategic Movement Process

The “first 3 Soviet units” must be the most expensive in terms of NARF costs which are placed in the Urals Box.

9.0 Ground Unit Movement

9.6 Stacking Limits

Fifth paragraph, fourth sentence should read, “If a successful First Impulse attack contained at least 1 ARM unit...”

9.6.2 Stacking in Bridgeheads and Breaches

Second paragraph, first sentence should read, “...as a result of a First Impulse ground attack involving at least...”

10.0 Ground Combat

10.6 Effect of Terrain on Ground Combat

10.6.14 Different Types of Terrain in the Same Hex

Clarification: The term “cumulative” in this context means that one adds the city defense bonus after any doubling or tripling of defense factors. In TW, one uses the highest applicable terrain multiplier – “cumulative” does not mean that all possible terrain multipliers apply to the defenders.

10.8 Ground Unit Nationality

10.8.4 Fourth-Rate Ground Units

The first bullet should read “Suffer a +3 modifier when attacking Second Rate ground units”

11.0 Air Operations

11.5 Counter-Air Missions

Clarification - Counter Air – the air combat modifiers arising from aircraft type (FTR, MDM, TAC, etc.) do not apply to counter-air attacks on planes that stay on the ground as there's no actual air-to-air combat in that case. Modifiers due to Nationality Ratings do apply.

11.5 Air Combat

11.5.1 Strafing and Bombing Airfields

The fourth bullet's first sentence should read, "...counter-airing units to different target hexes 1 target hex at a time..."

The fourth bullet's third sentence should read, "...has committed all of his planes to different target hexes..."

11.14 Airborne Operations

11.14.2 Target Hexes

The last sentence should include the following: *[Exception: fortresses with a Siege marker on them may be attacked via airborne assault]*

14.0 National Resource Factors

14.6 Conquered Major Powers

To Broadening the example in this section, assume Germany captures Sedan and Calais in Spring 1940. The French NARF base is reduced by 8 (100% x [4+4]); the French NARF Base in Summer 1940 would begin at 77, not 85, before computing the value of conquered France in 1940.

14.6.1 Special Cases: Conquered French, Soviet, and German Cities

Clarification: USSR may not dismantle and move any industry prior to a German DOW on the USSR or if the USSR declares war on Germany.

15.0 Building and Repairing Units

15.1 Unit Construction

15.1.5.7 Capture of Shipyards [Added]

If an enemy Ground Unit captures a shipyard, it is immediately depleted in the same manner as a Fleet. A captured, Depleted Shipyard may be repaired at a cost of 4 NARFs/space/turn. Any "new construction" Fleets or CVs in the Shipyard when captured are depleted to the same level as the Shipyard. Fleets or CVs undergoing repair at the time of the capture sails to the nearest friendly Shipyard.

16.0 Diplomacy and Espionage

16.1 Influence

16.1.3 Resolving Diplomatic Rolls

Second paragraph, first sentence should read, "Every minor country target..." instead of "neutral target country..."

Example #1, fifth line from the bottom should read, "Spain's inherent minor country..." removing the word "neutral."

16.2 Universal Diplomatic Modifiers

The third Event should read, "Britain, France, or the United States declare war on any minor neutral country..."

18.0 National Rules: France

18.5 Armistice Terms Offered to France

18.5.6 Mers-el-Kebir

If the British player sinks *all* Vichy fleets, there is no die roll for any Vichy Fleets joining the Axis.

22.0 National Rules: The U.S.

22.5 Anglo-American Diplomacy

22.5.2 Bases for Destroyers and the Undeclared Naval War

If the U.S. loans an ASW to Britain under this section, the ASW unit are part of the "At Start" U.S. Force Pool.

23.0 Minor Countries, Colonies, and Occupied Areas

23.1 Conquering Minor Countries

Clarification of "immediately surrenders" in the first sentence: Even if a minor country's capital has fallen, the invader must conclude all Impulse attacks. (e.g. Germany has invaded Belgium on First Impulse Spring 1940, attacking both Brussels and Antwerp. Both battles must be resolved, even if Brussels fell on Germany's First Impulse attack.

23.22 Gibraltar

First paragraph, fourth sentence should read, "INF, STA, or MOT unit" as Britain has no INF units

23.35 Malta

Malta is a port city, as well as a one-hex island, which can possess one ground combat unit and Flak unit(s).

23.48 Spain

The first sentence should read, "Spain begins as a German Sympathizer."

24.0 Oil

First paragraph, second to last sentence should read, "...reduces Germany's current number of oil factors, by 1."

26.0 Weather

26.1 Weather on the Eastern Front

26.1.2 Eastern Front Weather Preparation (or lack thereof)

Clarification: Only one modifier applies. If Germany chose an LLE in the preceding Fall Turn, ignore the -1 modifier.

26.1.3 Eastern Front Mud

26.1.3.1 Eastern Front Spring Weather

Prior to Germany and the USSR at war, all Eastern Front Spring weather turns are "Heavy Mud"

26.1.3.2 Eastern Front Fall Weather

Prior to Germany and the USSR at war, all Eastern Front Fall Turns are "Light Mud."

28.0 Variants (Optional)

Second paragraph should read, " the Axis (or Allied) player must announce before the first roll if they will a.)..."

28.1 Axis Variants

26.1.1 Italian Variants

#2, Italian Armor: Clarification – if Italy obtains this variant, the Italian Army may implement this Variant regardless of the Italian Army's current quality rating.

29.0 Additional Optional Rules

29.14 Strategic Warfare in the Med

Delete the word "unDepleted" from the pro-Submarine modifiers

Scenarios

All SOPs ~ Strategic Warfare:

There exists a strategic bombing modifier that depends on the U-Boat results (published rules, page 20). Therefore, Germany concludes U-Boat warfare before strategic bombing. On the card, steps 5B-D should follow step 5J.

#2 Norway:

- a.) For purposes of determining victory conditions, German “control” of Narvik, Bergen and Oslo means that the city/map board box is occupied by a German ground unit.
- b.) The French INF unit is 2-5, not 1-5

#3 France 1940

- a.) Playable area should include all of France.

#5 Regia Marina:

- a.) At the end of the first paragraph under *Axis Forces*, **Italians: Fall 1940**, insert a new sentence, “Historical Set-Up (Optional) – Italian Fleets must be initially set up in Taranto.”

#7 Barbarossa 1941:

- a.) Under “**Axis Forces – Romania**” – delete the last sentence – “Romania is not worth 13 NARFs”
- b.) Change the second sentence in the second paragraph under **Soviet Free Builds** to state “An investment of 10 NARFs in the Build Segment of both the Summer and Fall 1941 turns will...”
- c.) Within the first sentence of **Unit Placement**, add “and East Prussia” after “...Western Poland...”
- d.) Soviet air units must initially be three hexes from the Nazi-Soviet border, defined as per Rule 21.4 – within three hexes of Soviet border with Poland/East Prussia.

#9 Bolshevik Hordes 1944-45:

- a.) Correction: the Soviets begin the scenario with four 2-3-2 FTR units, not five.

#10 Campaign Game 1942-43:

- a.) Axis Forces: **Germany** – insert “one 8-8 ARM in the Units Eliminated [in Supply] Box.”
- b.) In Placement of Units: **Germany** – second paragraph, last sentence, insert “...0515, 0415...” after 0516
- c.) Britain has only four 1-5-4 TAC in the scenario, not five; delete the unbuilt 1-5-4 TAC from Britain’s initial scenario force pool.

#12 Full Campaign Game:

- a.) In the initial setup, please note that ships under construction are included in the At Start Forces – they are not part of the 1939 Force Pool additions
- b.) **Axis Political Situation** should include, “Spain begins as an Axis Sympathizer”
- c.) The Belgian Fortress must be placed in 1431.
- d.) SOP
 - i. Axis Operations Segment, Step W), insert “AV’s” at the beginning of the parenthetical statement.
 - ii. German East Front Attrition (as per 10.3.6) occurs during the Soviet End Segment (15H), not in step 10E.

Map Errata:

- a.) **Turku**, Finland (hex 0320) should actually be in hex 0520. This is real errata. Helsinki, hex 0519, has been moved from the eastern edge of hex 0619 to avoid putting it in the same hex as Tallinn. This isn't exactly accurate, but necessary for game purposes; b) Finnish hex 0019 should contain the city of Oulu, one of the original (very optimistic) Soviet objectives in the Winter War.
- b.) **Abadan** (hex 3901) should have 3 oil barrels on its map symbol, not 2 (a 3-oil factor hex as per Rule 24.3).
- c.) **Hex 0925** shows land from both Denmark and Sweden. The map thus implies that it's possible to move units by land from Denmark into Sweden via hex 0925; the map shouldn't indicate so; there is no land bridge between Denmark and Sweden. It is an error.

Designer's Notes:

- a.) Third paragraph of **Strategy and Operations** (p.31) should insert "at normal cost" after the word "units" in the second line; and add "at normal cost" after the word "repair" at the end of the third sentence.
- b.) Clarification and Designer Comment – DAS and AV's: Rules Section 11.2.3 - The non-phasing player is specifically permitted to intercept AV DAS. If the attacker has an AV (or thinks he does) possible only via OAS, that can be short-circuited by DAS. The attacker cannot resolve the air battle until the movement phase is over (as combat comes after movement), so in effect the DAS will force the attacker to turn the AV into a battle, provided that the DAS would make a difference. If the odds would have been 6-1 or more regardless of the DAS, the attacker can AV the ground unit anyway and keep on moving. Of course, the counter to the DAS-ruins-the-AV technique for the attacker is to have destroyed such irritating DAS units via counter air well before any ground unit started moving.

[Example: Suppose it's a German ARM/MECH stack making a 4-1 First Impulse attack on a French 2-5 INF; Germany has added a 1-7-6 MDM on an OAS mission making it 6-1; the French throw a 1-5-4 TAC as DAS; Germany counter-counters with three 1-5-4 TAC (overkill, but bear with me). Assume no other French air within range. What happens?

Answer - the Germans, if they want to eliminate the French 1-5-4 TAC, can halt, end movement, and make a normal First Impulse ground combat, wherein the French TAC will probably be eliminated on the first round of air combat, then the Germans will destroy the 2-5 INF in regular First Impulse combat. Or, the Germans can proceed with the AV - the French air cannot conceivably influence the AV, so it flies home (intact), and the German stack keeps on moving. In effect, rather than engage against unfavorable odds, the DAS unit aborts and flies home. As a practical matter, the Allied player would do a quick check to see if his French air unit could influence the AV at all – if not, the unit would not even take off.]

Naval Combat Cards:

- a.) "Crusiers" should be "Cruisers."

TEC:

- a.) Definition box for *Objectives Cities*: add final sentence "...defending units do get the +1 combat factor per unit defensive bonus, just as they would for non-objective cities."
- b.) *Mountain Hexes* – the TEC indicates that ZOC's do not extend into or out of mountain hexes, whereas the rules indicate that it's only ARM, MECH and MOT units that do not have ZOC's extending into or out of mountain hexes. The rules (Section 10.6.5) are correct.

Counter Mix

- a.) Britain should have one additional 1-12-5 Fleet.