

Descent on Crete

ERRATA (as of 24 March 78)

FORMATION DISPLAYS

Any time a reference is made to a hex on the East Map that ends with a xx33 (example: E1733), the hex number should actually be a West Map coordinate that ends in xx01. Also, when repositioning the units, it is necessary to subtract nine from the "xx" part of the hex number. In the above example, E1733 would become W0801 (E becomes W, 17 - 9 = 08, and 33 becomes 01). Alternatively, Players may wish to look under the overlap of the two maps and place the units in question by lining the hex underneath the overlap with the hex above.

CHARTS AND TABLES

Close Assault Value Table: Note 3 is incorrect — A Disrupted or Depleted unit has *one-half* Strength (rounding down), *not* 0 Strength.

Any reference to "Town" should refer to "Village."

COMMONWEALTH TURN RECORD TRACK

On Game-Turn One, the Commonwealth Player receives 5 (five) Command Points.

RULES

(33.2) (Clarification) Only the units listed are Disrupted; any other units in the hex are not. The

units Disrupted are those that were hit by the preliminary Luftwaffe bombing and strafing during early morning 20 May.

(34.0) The Australian unit designations were not included; they are as follows:

2/2FR: Headquarters of the 2/2 Australian Field Regiment (Royal Australian Artillery, serving as infantry); **A/2/2FR:** A Company; **B/2/2FR:** B Company; **C/2/2FR:** C Company; **D/2/2FR:** D Company; **H/2/2FR:** Heavy Weapons Company.
17CB: 17th Australian Infantry Brigade Composite Battalion; **2/4(17):** 2/4 Battalion; **2/5(17):** 2/5 Battalion; **RC:** Rifle Company.

16CB: 16th Australian Infantry Brigade Composite Battalion; **2/3(16):** 2/3 AIF Battalion; **2/2(16):** 2/2 AIF Battalion; **H/16CB:** 16th Brigade Heavy Weapons Company.

2/3FR: Headquarters of the 2/3 Australian Field Regiment (Royal Australian Artillery, serving as infantry); **A/2/3FR:** A Company; **B/2/3FR:** B Company.

7AusLAA(2): 7th Australian Light Anti-Aircraft; **AusEng:** Australian Engineers.

2/4: Headquarters of the 2/4 Australian Infantry Battalion; **A/2/4:** A Company; **B/2/4:** B Company; **C/2/4:** C Company; **D/2/4:** D Company; **MG/2/4:** Machine Gun Company.

2/1: Headquarters of the 2/1 Australian Infantry

Battalion; **A/2/1:** A Company; **B/2/1:** B Company; **C/2/1:** C Company; **D/2/1:** D Company; **H/2/1:** Heavy Weapons Company.

2/7: Headquarters of the 2/7 Australian Infantry Battalion; **A/2/7:** A Company; **B/2/7:** B Company; **C/2/7:** C Company; **D/2/7:** D Company; **H/2/7:** Heavy Weapons Company.

2/8: Headquarters of the 2/8 Australian Infantry Battalion; **A/2/8:** A Company; **B/2/8:** B Company; **C/2/8:** C Company; **D/2/8:** D Company; **MG/2/8:** Machine Gun Company.

2/11: Headquarters of the 2/11 Australian Infantry Battalion; **A/2/11:** A Company; **B/2/11:** B Company; **C/2/11:** C Company; **D/2/11:** D Company; **H/2/11:** Heavy Weapons Company.

2/1 MG: 2/1 Machine Gun Company; **2 RAE:** 2/8 Squadron, Royal Australian Engineers; **2/3 FR RAA:** 2/3 Field Regiment, Royal Australian Artillery.

19 IB: Headquarters, 19th Australian Infantry Brigade; **14 IB:** Headquarters, 14th Australian Infantry Brigade.

COUNTERSHEET

The "A/NH" Company is given an incorrect Strength on the back of its counter. The correct value should be 5 (five), which is printed on front.