

# North Africa

## Clarifications and Errata (29 July 1976)

### CONSOLIDATED ERRATA:

#### *Crusader, Cauldron, Supercharge, Kasserine*

The following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components. The errata follow the sequence of the North Africa Standard and Exclusive Rules Folders.

#### STANDARD RULES:

##### [13.13] (CORRECTION)

There is a typographic error in the example: the second unit would expend one (1) Movement Point to enter the map.

#### CAULDRON:

##### Cauldron Map

1) The starting locations for the following two units were inadvertently omitted from the map:

Axis-  
2-3-12 7th IT Bersaglieri Regt. in hex 0632.

Allied:  
3-4-9 4th SA Inf. Bde. in hex 0812.

##### Cauldron Rules Folder:

[19.2] (OMISSION) One Axis unit is missing from the Initial Deployment Schedule:

15th Panzer Division. 1-2-12 3/115th Int Bn. (2825).

#### CRUSADER:

##### Crusader Map

1) All of the Allied Fortified Box Hexes are considered to be surrounded by Allied minefields on all hexsides. Allied units in these hexes receive the Fortified Box benefits as described in Case 10.3 of the Standard Rules.

2) All of the minefield hexsides on the map are not Allied minefields. Only those minefield hexsides within four hexes of Tobruk (hex 1103) and those between the 3800 and 3900 hexrows are,

in fact, Allied minefields. All other minefield hexsides on the map are Axis minefields. Players may wish to indicate this by going over them in pencil.

3) The starting locations for three British units were inadvertently omitted from the map. Deploy these units as follows:

1-1-15 CIH in hex 3717;  
4-4-9 III in hex 3915;  
5-3-2/1-10 7A in hex 3225.

#### Crusader Rules Folder

[19.3] (OMISSION) The following units were omitted from the Initial Deployment Schedule:

Axis:

Unit Type: 3-4-7  
Hex: 9 Bers (0607).

Unit Type: 2-2-9  
Hex: 3/132 (1213),  
Hex: 1/132 (1212)

Unit Type: 4-2-2/1-9.  
Hex: 132(1209).

Unit Type: 2-1-2/1-7.  
Hex: 21 (0407).

British:

Unit Type: 4-2-3/1 -9.  
Hex: 13 (2009).

Unit Type: 2-1-2/1-9.  
Hex: 22G (1317).

[19.3] (CORRECTION) The following units were assigned incorrect deployment hexes. They should be initially deployed as follows:

Axis:

Unit Type: 1-2-11.  
Hex: 1/104(3614 not 3619).

Unit Type: 1-1-2/1-7.  
Hex: 12 (3214 not 3619)  
Hex 205 (1405 not 1406).

#### KASSERINE:

##### Kasserine Map

OMISSION: Each of the Allied Fortified Boxes should be considered to be surrounded by Allied Minefields. Allied units in these hexes receive the Fortified Box benefits as described in Case 10.3 of the Standard Rules.

#### Kasserine Rules Folder

#### WEATHER (OMISSION)

Turns One through Four are Good Weather Game-Turns.

Turn five is a Fair Weather Game-Turn. Turns Six and Seven are Poor Weather Game-Turns.

Turns Eight and Nine are Fair Weather Game-Turns.

Turns Ten through Twelve are Good Weather Game-Turns.

Turn	Weather
1-4	Good
5	Fair
6-7	Poor
8-9	Fair
10-12	Good

#### SUPERCHARGE

##### Supercharge Map

1) Provisional Minefields A are Allied Minefields in Scenario One and Axis Minefields in Scenarios Two and Three.

2) The following hexsides should be indicated as both Allied and Axis Minefields, rather than strictly Allied Minefields: Hexsides 1509/1608, 1509/1609, 1510/10609, and 1610/1710.

#### Supercharge Rules Folder

[18.31] (CORRECTION) Unit 9A is incorrectly listed as to Unit Type. Unit 9A is actually a 4-2-6/2-6. The listed set-up hex is correct.

[18.32] (CORRECTION) Unit "20" is incorrectly listed as to Unit Type. Unit "20" is actually a 2-1-4/2-10. The listed set-up hex is correct.

[18.33] (ADDITION) The Axis Player begins the Scenario with sixteen Victory Points. These are in addition to any Victory Points he may earn in the course of the Scenario.