

WAR IN THE WEST/WAR IN EUROPE ERRATA

[as of 20 April '76]

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components. The errata follows the sequence of the **War in the West** rules folders.

STANDARD RULES BOOKLET

[7.16] (Clarification) The movement around Africa described in this Case is called "Rounding the Cape."

[12.1] (Omission) When units of nationalities using different Combat Results Tables combine in an attack, the attack is resolved on the Combat Results Table most favorable to the attacker.

[14.42] (Addition) No more than one Mobile Supply unit may be included in a Line of Supply being traced in the Severe Weather Area.

[15.1] (Addition) MODERATE WEATHER AREA:

Snow Game-Turn: The cost to repair same-gauge Rail hexes is increased to five Movement Points per hex. Repair (conversion) of different-gauge Rail hexes is prohibited.

SEVERE WEATHER AREA:

Snow Game-Turn: The cost to repair same-gauge Rail hexes is increased to five Movement Points. Repair (conversion) of different-gauge Rail hexes is prohibited. Mobile Supply units have their Movement Allowance reduced to **zero**. They may not move at all during Snow Game-Turns in a Severe Weather Area.

[15.2] (Omission)

INTER-AREA RESTRICTIONS

Units moving from one Weather Area to another have their Movement Allowance and Supply Range determined according to the hex in which they **began** the Movement Phase. A unit's supply state and Combat Strength (due to weather effects) are determined at the moment of combat. A unit attacking across a Weatherline as its supply state and Attack Strength determined according to the hex which the attacking unit occupies.

[18.0] (Clarification) GENERAL RULE:

The Cycle Date given (1/8/40) applies only to an historical game beginning 3/5/40. In other Scenarios, French units may fortify beginning **ten** Game-Turns after an Axis unit has entered any hex of Belgium or France, or has attacked a Belgian or French unit.

[18.26] (Omission) Infantry units may not fortify in hexes containing non-destroyed printed fortifications.

EXCLUSIVE RULES BOOKLET

[22.13] (Clarification) Only the **arrival** of reinforcements is affected by the U-Boat War. The required withdrawal of units is not affected. Withdrawals always take place on their historical date.

[34.22] (Clarification) **War Deployment:** Greece also goes on war deployment when its neutrality is violated by any Player.

[37.1] (Clarification) For purposes of judging the Air Range of Friendly and Enemy Air Points for Extraordinary Air-Sea Interdiction, Air Ranges may only be traced from a non-Mountainous terrain hex which is in **Major Supply**. (This 12 hex range from a hex in Major Supply is the Amphibious Assault range referred to in 14.6.)

[38.25] (Addition) All Campaign Scenarios except Poland (39.5) begin with the reinforcements for that Cycle already arrived (and included in the unit deployments). The Allied reinforcements for the 9/39 Cycle are placed during the Reinforcement Phase of the First Game-Turn of the 1939 Campaign Scenario.

[38.4] (Omission)

FREE DEPLOYMENT (OPTIONAL)

The historical deployment of units is given for all Scenarios. If desired, the Players may experiment with free deployment. When using free deployment, units may be placed in **any** hex of the country or territory in which they were deployed historically, with the following exceptions:

1) Units must be placed on the "correct side" of any applicable Scenario Start Line;

2) All international borders covered by Friendly units or Zones of Control in the historical set-up must also be covered by Friendly units or Zones of Control in the free deployment.

In all Scenarios, the Second Player deploys all his units first.

The following are Corrections in the Scenario Initial Deployments:

[39.21] GERMAN — MAP SECTION C

An additional 6-5 should be deployed in hex 5427.

[39.22] POLISH — MAP SECTION C

A 4-4 should be deployed in hex 5816 (**not 5828**).

POLISH — MAP SECTION G

An additional 2-4 should be deployed in hex 0922.

[39.51] GERMAN — MAP SECTION C

An additional 1-5 KG should be deployed in hex 3315.

[40.21] GERMAN — MAP SECTION C

An additional 6-5 should be deployed in hexes 3815 and 3907.

[40.22] FRENCH — MAP SECTION C

One 3-10 (**not two**) each should be deployed in hexes: 2507, 2706, 2714.

Two 3-10's each should be deployed in hexes: 2603, 2707.

Two 3-4's (**not three**) each should be deployed in hexes: 2806, 2808, 2809, 2810, 2818, 2918, 3016, 3017, 3116, 3117, 3216.

Three 3-4's each should be deployed in hexes: 2610, 2715, 2807, 2912, 3013, 3014, 3015.

[40.52] NORWEGIAN — MAP SECTION F

One 3-4 in hex: 3207.

[41.21] ITALIAN — MAP SECTION E

One 4-6 should be deployed in hex 3414 (**not 3314**).

[42.21] GERMAN — MAP SECTION D

One 13-8 should be deployed in hex 2620 (**not 2322**).

[43.21] GERMAN — MAP SECTION C

One 13-8 each should be deployed in hexes: 0720, 2009, 3206.

One 10-8 should be deployed in hex 2006 (**not 2009**).

An additional 6-5 should be deployed in hex 1005. One 7-5 should be deployed in hex 1203 (**not 1005**).

[43.22] COMMONWEALTH

Ten (**not seven**) 3-8's should be deployed in Great Britain.

MAP CORRECTIONS

1) The Western Mediterranean/Central Mediterranean Sea Area border joins along hexsides C1833/C1733 and D1701/C1833.

2) Hexsides D2522/2621 and D2522/2622 are Blocked hexsides.

3) The Blocked hexside F2807/2908 should be deleted. Normal movement and combat is possible between those two hexes.

4) Syracuse, hex D2323, is a **Major Port** hex.

5) Hex D5111 is a Woods hex.

6) Hexes F5433, F5633, F5833 are Swamp hexes.

7) Hexes F1233 and G1101 are Clear hexes.

8) The city and Minor Port in hex D1805 is the port of Terranova.

9) Sevastopol, hex H2021, is a Personnel Center (applicable to **War in the East/War in Europe**).

TERRAIN NOTE

The coastlines shown on the map were designed to resemble as closely as possible the actual coastlines of Europe. They have not been rationalized to conform to the hexgrid. For this reason a number of hexes and hexsides contain very insignificant portions of land. In part, we have attempted to clarify the situation through use of the Blocked hexsides. However, some ambiguous hexes still remain. Players are advised to use their own judgment to come to some common agreement concerning problems of terrain interpretation.

CHARTS AND TABLES

[28.0] (Clarification)

The large separate sheet containing the German Production Spiral, Cost Chart, etc., is the Production Schedule.

POLITICAL POINT RECORD (Correction)

The first event listed on the Political Point Record is in error. Germany does **not** surrender when the Political Point Level reaches "0." Rather, Germany surrenders only when the conditions outlined in Case 32.16 are met. Additionally, if Spain and/or Turkey should join the Axis due to their Political Point Trigger, they surrender when an Allied unit occupies their capital city and the Political Point Total is "29" or less.