

# CONSOLIDATED ERRATA & ADDENDA (as of 31 July 73)

## NATO

### RULES

[11.15] (*clarification*) The type of supply received when within eight Movement Points of the appropriate supply source depends on the *nationality*: of the supply source, as explained in 11.13. Thus "any supply" means the *appropriate* supply.

[14.0] TACTICAL NUCLEAR WARFARE (*clarification*) The use of Nuclear weapons in the nuclear scenarios is *always voluntary*. Either Player may designate some, all or none of his individual attacks as nuclear at any time and remains free to make conventional attacks.

[18.3] LEVELS OF VICTORY (*change*)

The Levels for M + 31 both conventional and nuclear should be:

Warsaw Pact Victories:

<i>Decisive</i>	90 or more
<i>Substantive</i>	75 - 89
<i>Marginal</i>	60 - 74

DRAW	45 - 59
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NATO Victories:

<i>Marginal</i>	30 - 44
<i>Substantive</i>	15 - 29
<i>Decisive</i>	14 or less

[19.5] NATO NEUTRALITY (*clarification*)

As under Warsaw Pact Unreliability, at the beginning of the game the Player rolls the die once for each individual country to determine if that country becomes neutral.

GAME EXTENSION: (*addition*)

It is possible to play the M + 31 Scenarios for an additional fifteen Game-Turns. The only reinforcements are Warsaw Pact Supply Units at a rate of one per Game-Turn. If thus extending the game, use the printed (in rules folder) Levels of Victory for the Conventional Scenario and add 70 to printed levels for the Nuclear Scenario. Also, if extending the game, for the first ten additional Game-Turns, the Warsaw Pact Player rolls the die. This number of supplied divisions must be removed from the map and replaced on any hex on the eastern map edge. For the last five Game-Turns, twice the number on the die have the same procedure applied.

TERRAIN EFFECTS: (*clarification*)

Mountain hexes with a pass may be entered at the pass rate when entered from a clear terrain hex only