

# WORLD WAR 3 1976-1984

## WORLD WAR THREE ERRATA (as of February '75)

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

[5.44] (Clarification) Although the number of Strength Points that may move along a specific pipeline is limited to the smallest number of Merchant Ships in a Holding Area in that pipeline, any number of Strength Points may attempt to use other pipelines. In other words, Strategic Movement by sea is not limited to a single pipeline; nor does it have the limitation of two Strength Points that Land Strategic Movement has.

[5.51] (Clarification) The Movement Allowance of Amphibious units is twenty-five hexes whether transporting Land Strength Points or not.

[5.54] (Clarification) This does not include ASW units; it does include Coastal Defense (CD) units.

[5.56] (Clarification) Note that this is an exception to 5.42.

[6.5] (Clarification) The ASW Strength of a Land unit is equal to its total Strength Points: A land unit with a Strength of 3 would have 3 ASW Strength Points.

[6.51] (Omission) Missile-firing submarines (SSBN's) may not be subjected to Transit Attack from a land-based Zone of Control.

[6.55] (Omission) Transit Attacks are conducted in **exactly** the same manner as normal naval combat; there must be an Attack Differential of at least +0 for the Transit Attack to be conducted, e.g., a surface-B fleet of 16 Strength

Points may not undergo a Transit Attack by 10 Land Strength Points. This rule also applies to Transit Attacks conducted during the Naval Supply Judgment Phase.

[8.21] (Correction) Eliminate the exception in line 8.

[9.2] (Clarification) The last sentence refers to supply for movement purposes only. Combat supply is determined at the instant of combat.

[9.23] (Omission) These supply units move in the same manner as Land Strength Points. They have no intrinsic Defense Strength and are automatically eliminated if attacked by an Enemy unit. Supply units exert no Zone of Control. They are placed on the board on an Industrial Hex during the Reinforcement Phase; thereafter, each is treated like a Land Strength Point for movement purposes.

[12.1] (Clarification) The maximum Movement Allowance of surface units is 30 hexes.

[12.6] (Addition) Friendly naval units may never stack with or move through Enemy units (naval or land). They may, however, stack with and move through Neutral units. An exception to this is stacking with Enemy Merchant Ships. As Merchant Ships are not actually in the hex with the Merchant Ship counter (remember that they represent an **allocation** of shipping) naval units may freely stack or move through Enemy Merchant Ships.

[13.1] (Clarification) If surface ships and submarines are stacked together and trace a supply route to the same base, they undergo Transit Attack separately. Submarines are still attacked individually, they do not contribute to the defense of the surface ships.

[15.0] (Clarification) Coastal Defense (CD) units are considered naval units.

[15.36] (Clarification) ASW units may only be attacked by un-Depleted Surface-A and ASW units. SSN's, SS's, CD and Surface-B units may never attack ASW units, except when the ASW

unit is performing an escort. An ASW unit stacked with other Friendly Naval units that are under attack does contribute its Defense Strength to the defense of the hex. However, the ASW unit may take losses only if the Enemy naval unit have un-Depleted Surface-A and/or ASW units in the attack.

[19.1] (Omission) Industrial Hexes captured by the East Bloc Coalition do not require oil to function. (The Soviet Unit has sufficient oil to supply these areas.)

[19.2] (Omission) Industrial Hexes recaptured by the Western Alliance are subject to all oil restrictions to be able to function.

[22.3] (Omission) ICBM's and SAC's are automatically eliminated if attacked by Enemy Land units. Nuclear Destruction Markers are passable by Land units; after their initial function (destroying Industrial Hexes and units) they merely denote a destroyed Industrial Hex. Industrial Hexes destroyed by nuclear strike may be rebuilt.

[22.32] (Clarification) This rule also applies to Overruns.

### COUNTER MIX (Correction)

The "West" Self-Defense unit should be "South Africa".

### MAP (Correction)

There should be a port symbol in hex #1702.

Hexside 2524/2525 is passable to naval units.

### GENERAL

The term "Blocked Hexside" should be read "Mountain Hexside."

"Impassable Sea Hexside" is impassable to both naval and land movement. For example, a Land unit could not move from France to England.

If two land masses are in one hex (for example, hexes #1337 or #2022) they are passable by Land units at no extra Movement Point cost. (Note, as above, that hexsides 2342/2242 and 2242/2142 are considered Mountain Hexsides.)