

2015 Annual

Consolidated Addenda as of Oct. 20, 2017

BETRAYAL!

The Rules:

3.4.4C (addition): Add "towards and/or" after "move" in the first line.

The Counters:

(Correction): Both German Paratroop and Airborne units should have a movement value of 1 and not 2.

The Map:

Regroup Table (change): Delete the asterisks in this Table and the text, "and Reduced Allied Air on a 6 roll".

(Omission): Le Havre should also have a Port symbol in it.

THE SEEDS OF DISASTER

The Map:

(Omission): The Antwerp Area in Belgium and the Metz Area in France should each have a mobilization symbol (Red Dot).

The Rules:

21.4 (change): In the case the game moves early to Active Hostilities, all BEF units *except* the 2nd BEF Corps should be put in play immediately. The 2nd BEF Corps will continue to arrive on Week-Turn 3.

SPRINGTIME FOR HITLER

The Rules:

6.1.2 (correction): Change "greater then" to "less than" on Line 5.

The Counters:

(Correction): The "Schmitt" counter's name should be "Schmidt."

STRANGE VICTORY

The Rules:

11.1 Victory Points (clarification): Note that the VP conditions are a tiered, conditional set:

- 1.) Each "A" area captured provides 1/2 VP.
- 2.) A "B" Area captured provides 1/2 VP **IF** you have a captured "A" Area that has not been used to score for another "B" Area. (So if you had captured 5 "A" Areas and captured 6 "B" Areas, only count 5 of those "B" Areas for VPs.)
- 3.) A "C" Area provides 1 VP **IF** you can tie it to a captured "A" and "B" Area that has not been used for any other "C" Area VP scoring. (So having captured 4 "A" Areas, 4 "B" Areas and 5 "C" Areas, only count 4 "C" Areas for VP purposes.)

Note: This scoring method eliminates the gamey trick of the player "tunneling" to the coast to score the higher VPs without concern for protecting his rear by capturing Areas there.