

# Arctic Disaster

Addenda as of April 30, 2018

## The Rules:

**6.0 Task Forces/Groups (clarification).** Units in a port are not required to be part of a TF/TG. They must be part of a TF/TG to leave the port.

**7.1 Maximum Speed (correction):** The first sentence of the second paragraph should read as follows: "All naval units *that are part of a TF/TG*, including those marked as Convoy PQ-17...." Note that any units that do so are bound by the Fuel Consumption rule (7.9). Also, on mandatory refueling turns, maximum speed is not allowed. The reality is that much of the 8-hour turn would've been spent refueling. (Historically, the RN was not very good at this.)

**8.6.1 German Air Base Restrictions (correction):** The reference to Narvik should instead be to Tromso.

**10.0 Detection (clarification).** Units in a port cannot be attacked as they cannot be detected while in a port.

**16.1 German Set Up (clarification).** A maximum of 10 Ju-88 air units from the 1+2/KG 30 formations can set up in Banak. The other 2x Ju-88 air units can set up at any German airbase subject to airbase limits.

## The Magazine:

**Front Cover (correction):** There is no story inside on the US invasion of Cuba. The interior Table of Contents listing is correct.

## The Counters:

Nine Allied subs (P45, P212, N47, N59, P54, N76, N52, N73 and Minerve) are missing their "T" torpedo attack capability icon on their front sides. These units can make torpedo attacks.

Three Soviet submarine units (S402, S403, and D3) are missing their yellow 1/8 gunnery and range factors on their front sides. Four other Soviet submarines (K2, K21, K22, and M176) have 0 AA factors that should not be there.

Player can carefully ink these changes in on their own counters or print out the replacement front side images below:

## Fronts:

