2014 Annual
Combined Addenda as of Oct. 1, 2024

SET EUROPE ABLAZE

The Rules:

2.2 (correction): The bracketed reference should be "(see "Card Notes" on the PAC)".

3.3.3 (addition): Insert "Flip Network units in the Ready to Deploy Box to Active Status" as the first sentence. (It is performed before units in the Arriving Box are moved to the Ready to Deploy Box).

5.4.6, second line (correction): Change "5-14" to "5-9" and **third line:** Change "15" to "10". The PAC is correct.

6.2.4 (correction): The Recovery Action cited should be "8.3.3", not "8.3.4".

6.2.11 (clarification): As per Case 6.2.7 flip all on map Maquis SPs to their demoralized side when overall Morale is first reduced to -1 or -2. Revalorized units in a given area still suffer the -1 die roll penalty so long as overall Morale is -1 or -2.

6.3.8a (correction): Change "always retains its status" to "assumes a Quiet status".

6.3.9b (correction): Change "Organization" to "End" and delete "next". This is done during the End Phase as noted in the Sequence of Play.

6.3.9c (correction): Change rule to say "Network units that begin this Phase in the Ready to Deploy Box are flipped to their active status."

8.1.3 (correction): The last exception case reference should be "8.3.4", not "8.3.5".

8.1.13 (addition): The Active player always selects a result (within the number of available results listed) if more than one can apply to an enemy unit.

8.2.1c (clarification): "inflicted" means the action result's actual value.

8.2.4b (clarification): A successful German Propaganda Action affects both the Area selected (Demoralizing it) and a modification to the Maquis Overall Morale.

8.2.5b (addition): Please add "plus Flushing/Capturing all Networks" after "SPs".

8.3.1d (clarification): Units performing EID Actions in an Impulse are limited to just two of them, and may take no further Actions that Impulse.

8.6.9e (clarification): Selection of Demoralization for the Area reduces the number of Maquis SPs eliminated by 1, not all SPs lost.

8.6.9h (clarification): If the only units in a given area are demoralized Maquis and losses are called for, they cannot be selected. If all Maquis in an area are demoralized, the Maquis player cannot use them for Actions.

8.6.9 Example (deletion): Please delete the second sentence. It no longer applies (it was an earlier version).

Action Resolution Example #1:
- **(addition):** The German player gains 2 VPs for a Network being Flushed. He increases his VP markers to reflect this gain.

Action Resolution Example, Example #2:
- **Step 2 (correction):** Change "Flushed" to "Deactivated".
- **Step 3, Line 4 (correction):** Change "Active Detachments" to "Active Networks".
- **Step 8 (addition):** "The German player gains 2 VPs for Flushing 1 Network. He adjusts his VP markers to reflect this gain."

9.1.2 (clarification): The last sentence means that if you are using DP markers to indicate Direct Interdiction, you don't get the EVP VP award and VPs for the DP markers therein.

11.1.2 (addition): The SOE HQ should be setup in its box in England on the map.

The Charts:

Sequence of Play, End Phase, Step 3 (addition): Insert "Flip Network units in the Ready to Deploy Box to Active Status" as the first sentence.

Action Dice Table
- **Maquis Morale, -1 Maquis die line (addition):** Please add "or Maquis demoralized in the Area selected" after "Negative" on the line.

- **Maquis Hero** (addition): A Maquis Hero provides +1 die to all Maquis Action rolls in the Area.

Successful Action Results Table
- **German Propaganda 12, 14-15, 17-19 result** should state: "Area is Demoralized and Maquis Overall Morale reduced by 1".
- **German Propaganda 20+ result** should state: "Area is Demoralized and Maquis Overall Morale reduced by 2".

Action Summary Table
The entry should say, "…if the dice total is less than or equal to the defender's, the Action is a failure." This will now match the text in 8.6.6.

THE DEPTHS OF COURAGE

Nothing reported so far.