

# War in the Aegean and Assault on Narvik

Combined Addenda as of Feb. 15, 2025

## War in the Aegean

### The Rules:

**2.0 (clarification):** On the ten-sided die, always read "0" as "10".

**2.2, Unit IDs (clarification):** The Cargo Value on the CV, CVE, and BB units is not what it seems. The rule prohibiting these units from transporting ground units is correct. This value is on these counters for a variant being worked on and is NOT a transport/cargo value. Mea Culpa for not putting a line in the rules under the Unit ID section about this.

**5.3.4 (addition):** In addition to the missions specified in the rules, Allied F and TB units may also fly ATM to the map.

**5.4.3 (clarification):** Tanks and armored cars cannot be transported via ATM. These are the "motorized" units referred to in Case 5.4.3.

**5.4.5 (addition):** Samos and Karpathos are rendered inoperable with 1 hit.

**5.4.10 (correction):** The rules reference should be to 5.5 (not 7.4).

**5.5.3 (corrections):** The rules call for using a D10 to resolve air combat. The chart actually uses a D6 and this is correct. Also in the First Example the differential should be +2 vs. +3 (5-3=2). Overall Air-to-Air Example Step 2 roll a 5 should be modified to a 6 because FB attacks F which is +1.

**5.7.1 (correction second paragraph):** There are no HB type units in the game, all are B type.

**6.2.1 (correction):** Ignore the reference to naval units with a MP reduced to 0.

**6.3.1 (correction):** Should read that 4 companies equal a battalion (not 3).

**6.3.4 (clarification):** The Level Bombing CRT is used to resolve NMB attacks.

**6.4.5 Torpedo Boats (new case):** The T factor on Torpedo Boats indicates, as Case 2.4.4 implies, these units attack with torpedoes as do Submarines. They are obviously not Primary ships as defined in Case 6.4.2 so they attack in the second round. Use only Step 2 of the Submarine CRT, however (they always acquire their target assuming they survive the gauntlet of gunfire to get in range).

**6.4.5 (variant):** In surface combat Torpedo attacks are resolved after any/all PB AND other surface warship gunfire (non-torpedo) attacks are resolved and results applied. If the torpedo-attacking ships are disabled/sunk before launching so be it. **Warning:** Although more "realistic" this may unbalance the game somewhat in favor of the Allies.

**7.1.1 (correction):** This rule contradicts 5.4.5. A hit bombing hit disrupts 1 ground unit (not all).

**7.1.2 (correction):** Ignore the parenthesized reference. This is a hold-over from play testing that for some reason didn't get edited out. The disrupted status of units is as shown in the Unit ID section of the rules.

**7.4.3 (clarification):** A die roll higher than a unit's Morale Rating is a failing Morale Check (and the unit could not attack).

**7.4.4 (correction):** References to 7.4.6 and 7.4.7 should be to 7.4.5 and 7.4.6 respectively.

**7.4.5 (correction):** Ignore the bullet about disrupted units attacking at half-strength. These units cannot attack, only defend.

**7.7.4 (reiteration):** If the Allied player attempts to invade other islands before securing control of Leros and Kos (not Leros and Rhodes), the Italian surrender check is modified as stated.

**8.2 Axis Reinforcements and 8.3.1 Allied Ground (corrections):** There are no off-map holding areas for ground units awaiting entry into the game. Just place them in a convenient location off-map until the deployment of the unit(s).

**8.4.5 (correction):** The Allied CF factors are increased by +2 (not converted to 2).

**9.1 Victory Point Awards (clarification):** Only when *Operation Accolade* is in play does the 35 VPe come into effect, and then the award is only for the Allied player. In essence, the German player will never receive this VP award.

### The Counters:

**German Commandos (correction):** The two German commando units in the game were printed with ordinary infantry unit type symbols on the front and back and not commando symbols.

**Axis Naval Unit Set Up and Reinforcements (clarification):** The ship names for the Torpedo Ausland Boats made it on to the counters, but not the numbers. You can use any of the named Torpedo A units where these are called for. Here are the names and numbers for the TA (Torpedo Ausland) units for those who want to have them appear/setup historically:

TA 10 = la Pomone	TA 14 = Turbine
TA 15 = Crispi	TA 16 = Castel
TA 17 = San Martino	TA 19 = Catafimi

Corrected counters appeared in issue #17 (with *Imperial Sunset*) of *Against the Odds*. Or you use the replacement images below to make your own.

Front	Reverse

### The PAC:

**5.1 German Air Availability Chart (correction):** The last column should read Turn 8+.

**Victory Point Award Chart:** Amorgos is worth 3 VPs as is Karpathos (the "second" Amorgos on the track). Any other un-named islands are worth 0 VPs.

# Assault on Narvik

(Items in black are all for the first printing of the rules. All of these were incorporated into the second printing of the rules except for the [item in blue](#) which is new and applies to the second printing only).

## The Rules:

**6.1 Initial Phase, last bullet (clarification):** Allied player designates any bases. This includes the two non-movable bases and the Puffer and Landing units (see Section 20.6).

**9.1 Actions (clarification):** A Ground or Naval Movement Action may include as many units as desired. All other Actions may also include as many units as desired as long as the action takes place in (Embarkation) or targets (Air missions and all attack actions) one hex.

**9.1.1 Reaction (clarification):** Reaction movement may include as many units as desired but as only one movement action can be made, each unit may move only once before the play passes back to the initiative player.

**10.1 Fatigue Level (correction):** Delete second paragraph, fourth sentence that begins with words "Maximum fatigue is indicated" as backsides of neither Allied units nor German fatigue markers can be used for indicating maximum fatigue. Leave the fatigue markers at the track (holdover from the prototype rules here).

**11.3 Allied Concealment (corrections):** This section SHOULD be numbered as 11.2 and the reference in it to 11.2 SHOULD refer to Section 11.1 (German Dummy Units) instead.

**12.2 Zones of Control (clarification):** Add to the end of the first paragraph: **Note:** See Case 15.3.1, second bullet.

**14.0 GROUND MOVEMENT (clarification):** For Action phase movement the player declares which units will activate before any movement is made.

**15.1 Ground Combat Procedure (clarification):** In the fifth paragraph note that subtracting AFL from strength can result in a negative number.

**18.1 German Air Points (clarification):** The German player can presently only acquire up to 29 APs. Future variants may alter this maximum limit, however.

**19.1 German Supply (clarification):** If even one German unit cannot trace a LoS the reinforcement/replacement DR check is put into effect. There is no other effect for German units if LoS.

**19.3 Lines of Supply (LoS) (addition):** German units may trace a LoS up to 10 hexes in length, to a railway that is connected to Narvik (unlimited length, but of course not cut by an Allied unit or ZoC).

## The PAC:

**AIR TABLE (clarification):** Battleship and Puffer units are also ones not affected by white boxed results.