

War in the Aegean Addenda

as of July 9, 2006

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.

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

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 (correction): The rules call for using a D10 to resolve air combat. The chart actually uses a D6 and this is correct.

(correction): The First Example 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

(correction): 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 VP come into effect, and then the award is only for the Allied player. In essence, the German player will never receive this VP award.

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

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. This got past us in the editing process. 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