

The Second World War 1.00 ERRATA (2 Aug 2010)

THE FOLLOWING ERRATA APPLY TO THE SECOND WORLD WAR VERSION 1.00:

Page 2: Errata: Components, bullet 4: Delete the fourth bullet. It was left over from a previous Beta version. There are no 1/2 inch counters in the game.

Page 5: Errata: Playing pieces. Change the following text.

There are **two** types of counters. Markers and Units.

Page 8: CHANGE: The Carrier Air Groups (CAG) rule should read as follows:

Carrier Air Groups (CAG)

Each CV unit has a CAG. The size of the CAG depends on the CV unit's nationality.

CAGs are always ready, even if they or their basing CV unit is flipped. See Reorganizing CAGs.

If a CAG takes a hit and its basing CV unit does not, place an "CAG Flipped" or "CAG Eliminated" marker on it's basing CV unit (as appropriate). Flipped CAGs may not support attacks, but they may still initiate them. If a CV unit gets flipped, so does its CAG.

CAGs cannot defend against strategic bombing.

Japanese and US CAGs get a +1 bonus when attacking enemy naval units.¹

CAG Sizes

Japanese and US CV units have large CAGs (signified by the twin "airplane" symbol on their counters).

All other nationalities' CV unit CAGs have small CAGs (signified by their single "airplane" symbol). If they are flipped, small CAGs must subtract one from any attack or defense rolls they make. (The flipped side of the CV unit says "CAG -1" as a reminder).

Page 12: Clarification: The 1st paragraph in the example of activation and deactivation has some redundant text. The cleaned-up version should read:

TF A spends one NMP during a Western Allied player-impulse. For this NMP, the controlling player can perform any or all of the following actions.

¹ Naval aviators were trained to attack shipping, so they get a bonus against naval units. Commonwealth, French, German, and Italian CAGs are not doubled when attacking naval units because their attack aircraft were markedly inferior to their Japanese and US counterparts.

Page 13: Clarification: Active naval forces are always considered to occupy all hexes of their MH. Add the followign case under Task Forces for clarity.

TFs at Sea

Whenever a TF is at sea (not in a port), it is considered to occupy the MH in which it is stacked, and not any individual hex.²

Page 16: Clarification: Under Ground Zones of Control (GZOCs), add...

Minor power unit GZOCs do not extend into land hexes that they are not allowed to enter.

Page 19: Errata: Make the following text change to the Strategic Bombing main rule:
STRATEGIC BOMBING

The Western Allies may attack the Axis powers with strategic bombing. Strategic bombing may only be performed by British and US/SB units. If successful, they can reduce a target country's available resources or **interfere with its production**. There are two types of strategic bombing: daylight raids³ and night raids.⁴ The possible results will depend upon which type of mission was performed.

Page 20: Rule Change: Replace the Raider Combat rule with the following Convoy Escort rule:

CONVOY ESCORTS

Naval units that are on the RD are **convoy escorts**. If enemy convoy escorts are in the same RD zone as a raider when it uses the raid convoy action, roll one die. If the die roll corresponds to a box containing a convoy escort, resolve combat between the raider and that unit. (Also see [Convoy Raiding > Raider Hunts].)

Convoy Escorts and Subs

Subs that are raiding convoys on the maps can encounter convoy escorts if they are raiding in the same RD zone as those escorts. The mechanic is the same as detailed above.

Page 20: Errata: Change GZOC to AZOC:

² This abstraction is to help make naval movement and interception easier and more transparent. The naval forces are sailing and zig-zagging to hide their location from enemy forces at all times anyway.

³ US bombing strategy was based upon engaging the Luftwaffe in a battle of attrition with the added luxury of hampering the German industrial effort. In a postwar interview, Göring observed that the greatest effect was upon Germany's transportation infrastructure, and not on factories.

⁴ Night raids were used to reduce casualties among bomber forces caused by enemy fighters. At night, only flak and night fighters were a threat, but accuracy was a non-starter.

SUBS VS. NAVAL

If an attacking sub is in an enemy **AZOC**, it takes a -1 penalty on its combat strength.

Page 21: Errata: The bonus for Marines performing an amphibious assault on their landing attrition roll is incorrect on the Landing Attrition Table. The MR counters are correct (+2).

Amphibious Assault DRMs

+2 MR units are assaulting

Page 23: Clarification: Under Minor Power Units, insert the following sentence...

Minor power units may not enter land hexes controlled by any country other than their home country unless they are both a major power's ally and not otherwise prohibited from doing so. **Their GZOCs do not extend into hexes that they may not enter.** If a country's units can enter any country other than their home, it will state so in the country's special rules.

Page 26: Clarification: Under Supply Routes, add...

SUPPLY ROUTES

Supply routes must always be traced from a hex to be supplied and end at a friendly supply source. **Do not count the hex you start in when counting.** ZOCs may block supply routes. Each supply route may travel up to two supply route jumps. If a friendly supply source cannot be reached, the hex is isolated.

Page 29: Clarification: Under Atlantic Charter, make the indicated change.

ATLANTIC CHARTER

The Atlantic Charter takes effect in Summer 1941. The Western Allies may not declare war on any country that is not a belligerent Axis ally. **Once the Charter comes into effect**, if the Western Allies gain control of a country that was not controlled by them at the start of the 1939 scenario, they do not gain any resources from it.

Page 30: Errata: Axis immediate victory condition incorrect. Change the following text.

CW SURRENDER

If Britain and the Soviet Union surrender, the Axis win an immediate victory.

Page 31: Errata: Canada not listed under Commonwealth description.

CANADA (CA)

Canada begins all scenarios as a Commonwealth committed ally. All Canadian units deploy in Canada.



Page 33: Errata: German sub build time incor-

rect in rules.

German SS units can be rebuilt in **four turns instead of the usual five.**

Page 34: Errata: Add Germany to the list of countries that Hungarian units may enter.

Deploy all Hungarian units if Hungary becomes a German committed ally. They may enter **Germany**, Hungary, Poland, the Soviet Union, and Yugoslavia.

Page 37: Clarification: Under United States > US Units > LB Units, change the following sentence...

LB Units

All non-Philippine, US LB units become long range at the beginning of 1944. **US LB units can be rebuilt in two turns instead of the usual three.**



Page 42: Clarification: Under Step 2, change the following sentence...

Because it is a minor power unit, the Polish units' GZOCs do not extend into Germany, so the German IF unit does not have to flip for moving from GZOC to GZOC.

Page 44: Correction: Under Step 3, change the following sentence...

The Japanese player gets a **+3 bonus (1 CAG, +1 CAG vs. naval, and +1 NM).**

COUNTER ERRATA

- (Errata) One additional Br/IF unit should be a Home Guard unit. The counter is incorrect. There should be a total of 2 Br(Home Guard)/IF.
- (Change) On all 1-Hit CAG CV units (Br, Fr, Ge, and It), remove the "CAG Eliminated" text and replace it with "CAG -1" (CAG minus one). A single aircraft silhouette has been added to the back of the Jp/CV units. See the rule change for Small CAGs above.
- (Enhancement) All Jp China units have a White Background.
- (Enhancement) All Jp Manchuria units have a Dark Green Background.

REINFORCEMENT DISPLAY

In 1943, the US should get 3 x CV instead of 2.

SCENARIOS

All Campaign (full game) Scenarios, the US should receive 2 x RT and 4 x ST. The numbers for the Theater Scenarios are correct.