

BRUTE FORCE ERRATA

June 3, 2003

A. Map.

1. Naples should have an airfield with a flak factor of 4.
2. Trondheim, Norway, is a town not a minor city.
3. La Coruna, Spain, should be a port with a naval capacity of 3.
4. The railroad in Tunisia ends in hex 4622 (Gabes). Hexes 4721 and 4821 have a road not a railroad.

B. Counters.

1. The two German Stuka counters (A 1 1 6) should have a bombing factor of 6 not 1.
2. The Italian ARI and LIT armor units should be divisions on the full strength side not corps.
3. The German 10-12-5 airborne corps should have a flak factor of 1 on the full strength side.

C. Rules.

1. 12.0 Armor Bonus – Whenever a player uses armor to “negate” the other player’s armor bonus (12.01, 2. or 12.02, 2.), both players are considered to have “used” the armor bonus and rule 12.03 applies. Example: The attacker has one armor corps and two infantry corps. The defender has one armor corps. The attacker negates the defender armor bonus per 12.02, 2. At least half of any attacker losses would have to be armor factors.
2. 9.05 Terrain and Combat – When attacking a major fort through both fortified hexsides and non-fortified hexsides, the attack is considered to be through non-fortified hexsides for purposes of the terrain DRM when half or more of the effective attack factors are attacking through the non-fortified hexsides.
3. 19.41 Planning a. 3) – Note: Gibraltar is considered to divide the Western and Mediterranean theaters. The Gibraltar sea zone is considered to be a part of both theaters.
4. 19.41 Planning a. add 5) – A planned invasion may be postponed provided that the area, hexes, and units do not change. Example: An invasion planned for JUN 1 could be postponed until JUN 2 and so on.
5. 19.42 Restrictions – Change “the” to “their” in line 2. The transports must be of the same nationality as the assaulting units.
6. 19.47 Beachheads – The beachhead counter must be of the same nationality as the assaulting units. When placing a beachhead counter during the Reinforcement Phase, at least one ground unit of the same nationality as the beachhead counter must be in the hex.
7. 21.06 Flak and Naval Bombing – Note: Flak is fired against each two printed naval air factors.
8. 22.11 Planning – Note: A planned airborne assault may be postponed provided that the target hex and units do not change.
9. 22.12 Procedure – The transports must be of the same nationality as the airborne units.
10. For purposes of rules 23.6 and 23.7, each full strength naval unit is considered the equivalent of four defense factors. Each reduced strength naval unit is considered the equivalent of two defense factors.
11. Clarification of the optional leader rule 28.05: Only a level 4 leader may use an attack bonus when overrunning an enemy stack during the exploitation phase.

D. Scenarios.

1. Overlord (section 36.21): The (5) U.S. F 4 2 8 air units should be (5) F 4 4 8 air units.
2. Overlord (section 36.21): Add the Mulberry counter.