

STRUGGLE FOR EUROPE ERRATA

September 25, 2004

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.
5. Kronstadt, Soviet Union, is a town with an airfield and a flak value of 1.
6. Several coastal ports do not satisfy the "at least one all sea hexside" requirement specified in the first sentence of Rule 2.11. They are, nevertheless, coastal ports. Examples include Leningrad, Danzig, Lubeck, Valencia, and Genoa. Note also the absence of a letter indicating an inland port in these hexes.
7. The rail ferries were left off the Brute Force maps. There are rail ferries at Messina and the two straits in Denmark. These straits function like the strait at Istanbul that is referenced in Rule 2.13.
8. Hexes 4722 and 4822 in southern Tunisia are escarpment hexes not mountain as shown on the Brute Force maps.
9. The Coast Road does connect to hex 2739 from hex 2738 (Cairo).

B. Counters.

1. The two German Stuka counters (A 1 1 6) in Brute Force 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 in Brute Force should have a flak factor of 1 on the full strength side.
4. The two Soviet airborne corps in War Without Mercy should be divisions. The corrected counters are in the Brute Force counter mix.
5. The rail movement cost printed on the back of the Soviet partisans should be +8 not +4. Each partisan is worth 2 bombing factors.
6. The Soviet CA (-) E 6 9 5 F should have a shore bombardment factor of 6.
7. The Italian 2-4-4 MTN XXX and 1-2-3 INF XXX are actually reduced strength corps.
8. Struggle for Europe was designed and developed with supply units having a movement factor of 6. After playtesting the North Africa campaigns for module 3, some players believe that a movement factor of 5 for supply units plays better. Feel free to use a movement factor of 5 if both players agree.

C. Rules (2nd Edition).

1. 4.04 The Movement Phase is subdivided into three phases.
 - Construction Phase – Initiate fort and airfield construction.
 - Naval Movement Phase – Move naval units including sea transport of ground and air units.
 - Ground Movement Phase – Move ground units, leaders, and supply units.Ground units, leaders, and supply units being sea transported may complete their movement after debarking.
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. 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.
4. 14.04 Overrun – Exception: A stack may move one hex to perform an overrun provided the hex being overrun is clear, the weather is clear, and the requirements of rule 14.01 are satisfied.
5. 15.03, 16.13, and 16.14 Air Return to Base – Air units performing airfield bombing and naval bombing missions execute their mission after air combat and return to base just before escorting and intercepting fighters return to base.
6. 16.13 Airfield Bombing - Change “(rounded up)” to “(half or more rounded up)”. Example: A 6 factor bomber halved by flak needs a 1 or 2 to hit. A 2-factor fighter hits on a 1 or 2. Add to Note: The bombing player must form as many 2 bombing factors groups as possible. Any remaining bombers may make a roll if they total 1 or more effective bombing factors. Example: Five 2-factor bombers, halved by Mud weather, may make three rolls not five.
7. 18.04 Port Evacuation – Naval units may leave port at the end of the enemy Combat Phase if all friendly ground units in that hex are eliminated and the attacker does not advance into the port. The ships are considered to be at sea in that hex.
8. 19.12 Offensive Carrier Missions – Carrier strikes versus ports must be planned like invasions and airdrops. One carrier counter strikes must be planned two turns in advance and two or more carrier counters strikes must be planned three turns in advance. All carriers attacking the same port in the same game turn must be in the same task force. Ground support missions must be planned when the invasion is planned.
9. 19.32 Restrictions – Ground units, leaders, and supply units may move after being sea transported provided they have sufficient MPs remaining and did not transit more than four sea zones. The weather effects on movement are determined by the weather in the weather zone(s) in which the ground movement is conducted. Air units are USED when they debark.
10. 19.36 Evacuated units are converted to infantry RPs. They do not also count towards special replacements.
11. 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.
12. 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.
13. 19.42 Restrictions – Change “the” to “their” in line 2. The transports must be of the same nationality as the assaulting units.
14. 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.
15. 19.5 Interceptions – When the non-phasing player attempts interception of naval units, he must identify all air and naval units that will attempt interception in that hex before rolling for any. The phasing player may then similarly identify all air and naval units that will counter-intercept. If the counter-interceptions are made in the original interception hex, no more interceptions may be attempted to that hex for that combat. If, however, the counter-interceptions are enroute, then the intercepting player may attempt to intercept those units and so on.
16. 21.02 Flak Factors - Change Exception to: The following major naval bases add the indicated number of factors to their flak factor when firing flak versus naval bombing missions.
 - Scapa Flow: +2
 - Greenock, Portsmouth, Brest, Toulon, Wilhelmshaven, Kiel, and Taranto: +1
 - Brest and St Nazaire when captured by the Germans: +1
 Except for Brest and St Nazaire, this special capability ceases when the base is captured by the enemy.

17. 21.06 Flak and Naval Bombing – Note: Flak is fired against each two printed naval air factors.
18. 22.11 Planning – Note: A planned airborne assault may be postponed provided that the target hex and units do not change.
19. 22.12 Procedure – The transports must be of the same nationality as the airborne units.
20. 23.15 Naval Supply Replenishment – The Allied player may replenish supplies at Gibraltar only if Gibraltar is currently a British limited supply source per Rule 23.63.
21. 23.6 and 23.7 Supply - 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.
22. 23.63, section 3) Change – Gibraltar is a limited supply source for the British player provided hex 2446 is free of Axis ground units and Axis ZOCs. It may supply up to four defense factors.
23. 27.24 Air Replacements – When playing the multi-year campaign scenarios, players do not roll for air replacements. Instead, countries accumulate air RPs. Six accumulated air RPs may be expended to replace an air unit. The maximum number of air RPs that a major power may accumulate is equal to their current Active Air limit divided by 3 (rounded down). Minor countries may accumulate a maximum of 2 air RPs.
24. 28.04 Severe Winters - Also, add one in the East (Zones A and B) through April 1.
25. 28.05 Leaders (clarification) - Only a level 4 leader may use an attack bonus when overrunning an enemy stack during the exploitation phase. (addition) – German leader HOTH has full level 4 capabilities on the JUNE 2 turn when playing the Barbarossa scenario.
26. 28.12 b. Interception 1) – Since Patrol waves are “at sea” part of the turn, they are treated differently from other naval units in the port hex. They may not provide defensive shore bombardment (they are performing another mission). They may not provide flak support to other non-patrol naval units in the port hex nor may they receive flak support from the port or other non-patrol naval units in the port hex. They receive a –2 DRM during port evacuations. Naval bombing missions against them must roll interception as per Rule 16.24 and do not receive the +1 bombing DRM for being in port. Patrol markers are removed when they attempt an interception or at the end of the enemy player segment.
27. 28.12 c. Naval Air Combat – Each land based fighter (LBF) unit (not factor) may take on (4) CV points. Roll the Naval Air Combat Results Table once for each (2) CV points. The following DRMs are used.

- 1 if the LBF has an air combat factor equal to 2
- 2 if the LBF has an air combat factor of 3 or more

Optional surprise:

- +2 first carrier attack versus a port
- +1 second carrier strike versus a port

Additionally, a one column shift left on the flak table is applied for the first carrier attack versus a port.

Each (4) CV points of CAP may take on one land based bomber (LBB) unit (not factor). Roll the Naval Air Combat Table once for each LBB counter. An X result is treated as an A result and an A result is treated as an H result. The following DRMs are used.

- 1 if the LBB has an air combat factor equal to 1
- +1 if there are only (2) CV CAP points rather than (4)

28. 28.12 c. Naval Air Combat Phase – Only one disrupted marker may be removed by consuming one air replacement. Only one air replacement may be used per quarter for naval air.

29. 28.12 g. Naval Repair – The roll to determine the number of months of damage is made when repair is initiated. No roll is made for transports or U-Boats. Transports require either 3 or 4 months to repair depending on nationality. U-boats require 3 months to repair.
30. 9.02 Restrictions (addition) – No more than three ground units may attack from a single hex during a movement or combat phase.
31. 28.01 Zone of Control Limitations (addition) –
 - f. Major forts mitigate the effect of an enemy ZOC projected through one of its fortified hexsides. A normal ZOC is reduced to a limited ZOC; a limited ZOC is reduced to no ZOC.
 - g. Units may retreat through an enemy controlled hex containing undisrupted enemy airborne units, that airdropped during the current player segment, as if they were retreating through a limited ZOC.
32. 22.16 Airborne Units and Retreats: (addition) – Friendly units may retreat through a hex containing enemy airborne units provided that the hex contains a friendly ground unit. Note: This situation can occur when enemy airborne units airdrop into a hex containing a friendly ground unit and the enemy player elects to resolve other attacks first.

D. Scenarios.

Barbarossa Scenario:

1. 30.34 - If the city where the militia is supposed to arrive is Axis controlled at the beginning of the following Reinforcement Phase, the militia is laid aside. They may be brought on during the first Soviet Reinforcement Phase that the city is controlled by the Soviet player. The city does not have to be in supply.
2. 30.41 – The border referred to here is the Axis-Soviet border. Lwow is three hexes from the border and thus forces can be deployed there. Wilno is four hexes from the border and thus forces may not be deployed there.
3. 30.41 – At least half of the ground units and at least half of the air units in the Kiev and Odessa fronts must be deployed in Poland.
4. 30.52 – Axis air and naval units in Finland may not perform interception missions on the JUNE 2 turn. The above restriction is removed immediately if the Soviet player declares war on Finland.
5. 30.52 – The Finn 5 hex path from their 1939 border must be traced overland.
6. 30.56 (addition) – 11) Add +2 to all Soviet air and naval interception rolls. The Soviet player does not have air recon per Rule 19.51.
7. 30.6 and 31.6 – Replace the third and fourth sentences with: The Axis player receives half of the VPs for Soviet controlled cities that are unable to trace a supply path per Rule 23.13 to a Soviet full supply source. Similarly, the Axis player receives half of the VPs for Axis controlled cities that are unable to trace a supply path per Rule 23.13 to an Axis full supply source.
8. 32.3 – Add after the first sentence: Exception: Use the Soviet 1/42 – 3/42 air replacements for 7/41 – 12/41 as well.
9. 32.54 – German strategic warfare forces affect the northern Lend Lease route only. Thus, if the Germans have severed the northern route, the roll is not made.
10. 32.49 (addition) – Use the Campaign Game Oil rules (Rule 40.6, Section 31. Resources).

Overlord Scenario:

1. 36.21 - The (5) U.S. F 4 2 8 air units should be (5) F 4 4 8 air units.
2. 36.21 - Add the Mulberry counter.
3. 36.41 – Note that all of the German corps have been broken down into divisions.

Blitzkrieg Scenario:

1. 35.54 – The Axis player may negate the effect of any two river hexsides through the Axis Combat Phase. None of the hexsides selected may be adjacent to a Maginot fort.
2. 35.54 – Allied interception missions may be flown at a maximum range of 3 hexes.