

Errata

War Without Mercy (as of November 15th, 1998)

The Counters (Correction):

The RR cost printed on the back of the partisan counters should read +8 (not +4). Each partisan is worth 2 bombing factors.

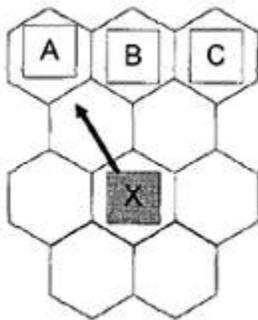
The Map (Omission):

Hex 2731 north (Kronstadt) should have a town and a Level 1 airfield in it as well.

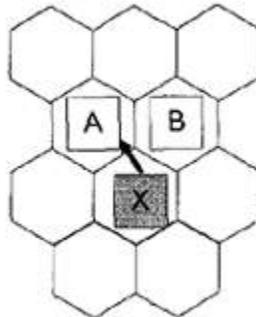
Rule 9.02 Restrictions (Addition): Insert the phrase "A unit or stack's" in place of the word "An" at the start of the sentence.

14.03 Overruns and ZOCs (Clarification): Units cannot overrun two adjacent enemy stacks during the same Movement Phase as the ZOC of the second enemy stack would cause the overrunning unit(s) to stop either in front of the first enemy stack (if the overrunning stack began some distance away) or in the hex containing the first enemy stack (if they began their move adjacent).

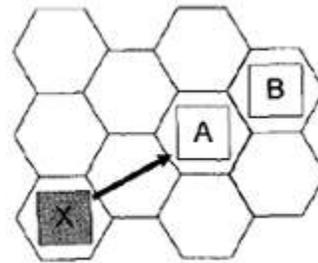
X cannot overrun A or B



X can overrun A but not B



X can overrun A and then B



Rule 15.0 Air Turn: (Clarification): Fighter air units flying escort missions are not considered "used", even if they engage in air combat during the turn. A fighter could fly an escort mission during the player's half of the turn, engage in air combat, and then fly an interception mission during the opposing player's turn (which then does "use" it up). Note that all of a player's air units are available at the beginning of his air turn.

Rule 16.12 Offensive Air Support (Clarification): Any number of air units may support the same single ground unit with their bombing factors up to the number of attack factors that single ground unit possesses. Also, bombing factors are not affected by the terrain type the defender is in but the total bombing factors committed is limited to matching the (reduced) number of ground unit attack factors attacking across or into that terrain type.

Rule 21.03 Procedure (Addition): Insert the phrase "A total of less than 1 or" at the front of the last sentence.

Rule 27.22 Special Replacements (Clarification): Regardless of what units were eliminated, all special replacement factors are INF type factors.

Rule 27.23 Ground Unit Replacement Restrictions (Clarification): Only eliminated units can be replaced. For example, if a PZ XXX is eliminated, a player may replace one of its divisions (break down the PZ XXX and put its divisions in the Replacement Pool). If there are not any PZ XXXs in the Replacement Pool, then a player cannot "replace" a PZ XX from the counter mix to increase his panzers on the map.

Optional Rule 28.01b (Addition):

For those unsure of what "between" means here, insert the phrase "(but not including)" on line three of this rule between the words "one and four" and "attack factors exert limited ZOCs."

Rule 29.4 Initial Placement (Omission): Danzig is neutral territory at start, neither side may occupy it.

Rule 29.53 Eastern Poland (Clarification): The border referred here is the red 1941 start line.

Rule 30.41 Soviet Initial Placement (Clarification): The border referred to here is the red 1941 start line. For example, Lwow (hex 1442SE) is three hexes from the border and thus can be set up in. Wilno (hex 3938NE) is four hexes from the border and out of bounds. Also, the INF XXX listed as deployed in each major city is in addition to the specific forces listed for each major city.

War Without Mercy

Some commonly asked questions and answers:

Q. What do the hexes printed with small "Rs" near Rostov mean?

A. See Standard Rule 19.35. Certain inland ports (such as Rostov) cannot be reached by naval units if enemy ground units occupy controlling hexes along the water route. The hexes are marked with a small capital letter ("R" in the case of Rostov).

Q. ZOCs are described as "rigid". Can a unit exit an enemy ZOC?

A. A unit is free to leave an enemy ZOC during the Exploitation Phase (if otherwise eligible) or on its next Movement Phase in the game turn. It must stop again as soon as it enters a new hex containing an enemy ZOC. In game speak parlance, ZOCs in SFE are perhaps better described as "sticky" rather than "rigid".

Q. On "EX" results, must offensive air units be lost if the attacker has fewer factors than the defender?

A. If the attacker has fewer factors than the defender but still manages at least 1:1 odds by adding in air units, and rolls an "EX", then the defender is totally eliminated, the attacker is totally eliminated, and the air units are unaffected (see Standard Rule 10.04).

Q. Can I roll the combat result die and see the result, then decide whether to use my Leader or Armor bonus?

A. The use of Armor and/or Leader bonuses must be declared (attacker first) before the die is rolled.

Q. Can I wait until the Post-Exploitation Phase to move my air units into position for combat?

A. No. Because there is just one opportunity for air units to move (in the Movement Phase), players must "anticipate" just where their exploitation combats will occur and place their air units there ahead of time to use them in the Post-exploitation Combat Phase.

Q. Are air units committed to Defensive Naval Bombing Missions, but which fail the interception roll still considered "used"?

A. Yes.

Q. Is it true that airfields built by players are eliminated by enemy units occupying their hex, while ones printed on the map are not?

A. Yes. Also players may build more airfields (or regular forts) than in the mix. (Optional Rule: A country cannot build more airfields than its Active Air Limit). Enemy airfields printed on the map that are captured or occupied become usable by the phasing player at the instant of capture or occupation.

Q. In Standard Rule 23.44, case 2, what does the phrase, "plus the overland length" mean?

A. The normal overland supply length is 6 hexes-see Rule 22.12.

Q. In the Barbarossa scenario rule 30.3, just which Soviet 8-8-5 and 10-10-5 Tank XXXs should be used?

A. Use the one step single-sided (non-backprinted) ones.

Q. For Exclusive Rules 30.59 and 32.61, should Soviet armor units simply be treated as infantry units (until the date specified)?

A. Yes. Before the July I, 1942 game turn, treat all Soviet armor units simply as infantry units for any combat purpose. Treat them as armor for movement (including rail and sea movement). They cannot claim any of the armor bonus provisions in Module 12.0 (the ñ DRM) or serve to nullify Axis armor's ability to claim a ñ DRM (see cases 1 and 2 in both Standard Rules 12.01 and 12.02). Soviet armor may still conduct Exploitation movement.

Q. Is Murmansk itself the actual location of the limited supply source mentioned in Rule 23.61, case 2?

A. Yes, so long as Archangel is Soviet controlled. Hex 1027 is simply the point to which Soviet units operating in Northern Russia/Finland can trace supply to if otherwise cut off.

Q. Are all the extra counters (the Hungarian and Rumanian armored divisions, Mannerheim Line forts, etc.) ever used?

A. War Without Mercy includes a fair number of counters that are not used in any of the scenarios, for example, the Ukrainians, the Rumanian and Hungarian armored divisions, etc. This is intentional and is not an omission. These pieces will be used once all The Struggle for Europe modules are published.