

# GLOBAL WAR: World War II Worldwide 1939-1945

## ADVANCED RULES and ERRATA – 6 April 2024



This set of expansion (“Advanced Game”) rules, optional rules, and errata is dated above, and is always subject to change. Use the most recent edition. *“No game is ever finished, only published.” – James F. Dunnigan.*

The bulk of the Advanced and Optional rules were designed by Wes Erni. Rules with an asterisk (\*) are “Ben Rules” suggested by R. Ben Madison.

Advanced Rules 1-6 should be used together as a package. Optional rules can be added on an *ad hoc* basis. However, Rule 6 might be considered an “Optional” part of the Advanced Game, the same way as the “Lettered Events” (Rule 4).

**Helpful Note:** With this game, as with any wargame, always **photocopy the countersheet** before punching the counters. This will help you identify any missing counters, as well as help you find counters that might be on the back of other counters.

### **1. Japanese Indian Ocean Naval Raids**

Once the Pacific Naval Phase is active, the Japanese fleet can make its presence felt in the Indian Ocean. U-Boat placement (8.2): If the difference between the two dice rolled for the U-Boat Table (example: if a  +  were rolled, the difference is 3) is less than number of ships in Midway (specifically), any Convoy engaged by a U-Boat in 2B or 2C is SUNK.

*Note: Rule 1 is strongly recommended, even if not using the rest of the Advanced Game rules. The U-Boat Table in Global War was designed with this rule in mind.*

### **2. Advanced Morale Cities**

At start, all US Morale Cities are placed on their “back” sides (Algiers, Montréal, Singapore). These Cities can’t “compensate” for a failed Blitz roll prior to the Pearl Harbor Turn (when these 3 Cities are flipped to their US sides). When France falls, Algiers is placed in the US East Coast box; on the Pearl Harbor Turn, flip it to its Chicago side and return it to High Morale.

Front “D” City movement: Chungking can only be moved to Low Morale through Front D activities. If the player builds “Over the Hump”, he has the option to move Soviet Cities to Low Morale on Front D.

### **3. Operation Catapult**

Immediately after the Fall of France, players must decide if they will execute “Operation

Catapult” (the Mers el-Kébir raid, eliminating the Vichy French Fleet as a possible threat). If you do, deploy Vichy units (Syria and Madagascar) as normal. If you don’t, the only Vichy unit placed on the map is the Vichy fleet (at peace, in French North Africa).

The first time either the Syria or Madagascar Political Event is rolled, merely place the relevant Army, Vichy side-up. The second time rolled, flip to the appropriate Axis Army.

The Vichy Fleet goes to war (flips) when the Syrian Army is attacked (either side). While at war, Malta will be instantly Besieged (if possible) whenever the “Rommel” Military Event is rolled. When attacking the Army (with Fleet) in French North Africa (after Torch is rolled), always roll two dice; if the Vichy fleet is at War, take the lowest die; if the Vichy fleet is at Peace, take the highest die (a Churchill Raid would be unaffected). Discard the Vichy Fleet Tile after Torch is successful.

#### **4. Lettered Events**

The circled letters (e.g. ©) on Turn Chits now cause random events to occur. Each event can only happen when it is drawn, if conditions are right. See “4a” for the early turn “©” Event. *These can really change the flow of the game – it makes sense for the player to treat the entire “Lettered Events” package as an optional rule within the Advanced Game.*

##### **“Q” Event Chit: Norway.**

If Norway is the ‘top’ Distraction on Front A, and Finland is currently “Mannerheim”; the Allies invade Norway first. The Soviets immediately lose 1 “Cannon Meat”, and the Evening Telegraph roll will dictate Hitler’s reaction:

If “Quisling” is the current Political Event, the Axis commit fully to taking Norway. Roll two dice to resolve the “Norwegian Campaign”; the high die indicates the cost to the player; the lower die indicates how many “Front A” Axis Attacks were needed to conquer Norway. If the player was unable or unwilling to spend the required amount, only one Front A Attack is required to conquer Norway.

If the Axis conquer Norway it has the following game effect: Place the Norwegian Convoy with the Pearl Harbor Chit (it enters play then). If the player DID spend the money to fight in Norway, the starting U-Boat is placed on Turn 4. After conquering Norway, the remaining Axis Attacks continue normally.

If Quisling was NOT the current political Event, the Axis pivot fully into Western Europe. Place the Norway Army Tile on Turn 6 (revealing “Netherlands” on Front A), and then place both the Norwegian Convoy and the starting U-Boat into the “tan Turn Chit” cup. All Front A Axis Attacks are normally executed (starting with the Netherlands) Turn 2. On each blue-shaded (Winter) Turn in the future (use the Norway Army as a reminder), the player may disregard any one ‘European Theater’ Attack (Front A, B, or C). The Norwegian Convoy and U-Boat enter play

when drawn from the Turn Chit cup (draw again immediately to get the next Turn Chit)

**“R” Event Chit: Sea Lion.**

If this turn results in a Blitz on Front A, Hitler fully commits to “Operation Sea Lion”. The Barbarossa Chit will be delayed to Turn 8, on Turns 4-7, all Front B Axis Attacks are treated as “A” Axis Attacks instead. The ASW Tile will be delayed until Turn 17 (it will still appear then, on its “Enigma” side).

**“S” Event Chit: Genda.**

Remove one random Carrier (in cup); Defeat one red “Meatball” of equal or less Value (than the Carrier lost) of your choice in any Sea box (if possible).

**“T” Event Chit: Montgomery.**

During the UN Attack phase this turn, only one Attack can be made in the ‘C Region’ (Front C, the Vichy areas, Italian East Africa). However, that attack will be automatically successful.

**“U” Event Chit: de Gaulle.**

Discard any one “face-up” Vichy Army (Syria or Madagascar) on the map or on the Counter Tray, if possible. *The unit must be on its “Vichy” side, not German or Japanese.*

**“V” Event Chit: Bulgaria.**

If both the Romanian Army and Tito are “face-up”, add one Front B Axis Attack this turn.

**“W” Event Chit: Guderian.**

If Front B is Active, and the Panzer has been Discarded; place the “Tiger” Panzer on Front B.

**“X” Event Chit: Me 262.**

If the UN has Air Superiority, Discard the USAAF Tile. The USSTAF now operates in the Pacific.

**“Y” Event Chit: Nimitz.**

Flip the Naval Actions Tile. You may now save up to two Naval Actions for the rest of the game.

**“Z” Event Chit: Soviet T-34 Tanks.**

If the “4 PzA” Panzer is in play, and it is not a “Summer” (May-to-August) turn, place the Panzer on the next “May-June” turn on the Calendar (Discard if Turn 22 or later).

**4a. Early Turns “P” Lettered Events**

The © Event chit uniquely has a different possibility depending on which Turn it is drawn on.

**Turn 1: Nomonhan.**

If the Political Event is “Sinkiang”, reduce “Cannon Meat” by -1. At your option, you may

continue to lose additional Cannon Meat, each one removing a Front D Axis Army to the Reserves (a total of 4 Cannon Meat lost removes all but the Capitol).

### Turn 2: Spain.

If France falls this Turn, Spain may enter the war. After your Operation Catapult choice, you can choose to spend 0-6\$ for “Spanish Aid”. Roll one die and add the amount of Aid:

7+ = UN Spain

4-6 = Spain Neutral (no Effect)

1-3 = Axis Spain

If Spain is about to enter the war, appropriately place the Spanish Tile on Front A (nothing further is done with Spain Turn 2). On Turn 3 (Axis Attack Phase), resolve the “Iberian Campaign”:

If Spain is Axis, 3 Front A Axis Attacks are expended to “conquer Gibraltar”; the remaining “A” Attacks are applied to Front A normally. If Spain is UN, flip the “South” Army (Front B Reserves) to its “Szalasi” side, and roll two dice; the higher die is number of Attacks spent conquering Gibraltar, the lower die is the amount of money the player spends. If the Player is unable or unwilling to spend the required amount, flip the Spain Tile to Axis (and use the same “3 Attacks spent” protocol).

Conquering Gibraltar: The player must immediately move one Allied High Morale city to Low Morale, move the Churchill Tile 2 turns later, and place the Spain Tile on Front C. If Spain is Axis, also flip the Vichy Algeria Army to its “Arnim” side.

Effects of the Spanish Tile: While present (either side) on Front C, Spain acts as another -1 DRM for Front C, and Malta can only roll one die. However, if UN Spain is on the map (anywhere), Partisans can be bought for only \$1 on Front A. The Axis Spain Tile is Discarded only by the successful resolution of the Tunis Siege. The UN Spain Tile is moved to Front A when the pink “Get Mussolini” Strategy Tile is placed (where it still helps Partisans), but is Discarded when the Pink “D-Day” Strategy Tile is placed.

### Turn 3: *Vive la France!*

If France has “Fallen”, and the player did NOT launch “Operation Catapult”; roll one die. If the number rolled is greater than the number of Armies (planes) on Front A, AND the player is willing to spend ‘that number rolled \$’, the French establish a strong government in exile and the player receives the French “Farewell gift basket”. This returns Algiers to the High Morale box, buys “Rick’s Place”, and negates all 3 Front A Axis Attacks on Turn 3.

## 5. New Details for Each Front

Front A: “Operation Pointblank”.

In order to achieve Air Superiority, you must first Defeat the Me-109, and then place “Bomber Command” on Turn 19. While on the Calendar, the Bomber can’t be used; but every additional time you Defeat that Me-109, you may move your Bomber one Turn earlier on the Track. When the current turn has that Bomber present, you may pay to achieve “Air Superiority” normally.

#### **Front B: Sevastopol and Leningrad.**

The first time you suffer a Blitz during a “red disk” Turn, Sevastopol has fallen. Move a Soviet City in High Morale to Low Morale, but do NOT make a Blitz roll (no ‘free’ counterattack either). You must also move Stalin 2 turns ahead on the Calendar. *Rotating the Turn Chit on the Calendar might be a useful reminder.* The second time you suffer a Blitz during a “red disk” turn: Leningrad falls (same consequences). Further Blitzes on Front B are handled normally.

#### **Front C: Tobruk.**

The first time you suffer a Blitz during a “yellow or white disk” turn, Tobruk falls. Move one Allied City from High Morale to Low Morale, but do NOT make a Blitz roll (no free counterattack). Also place Churchill two turns ahead on the Calendar. Again, rotate the Turn Chit as an indicator. Further Blitzes on Front C are handled normally.

#### **Front D: Japan First?**

When the “Romanian Coup” succeeds, the UN player may switch priority to the Far East. The Soviet Union is now at war with Japan (place the Soviet status marker over the D+1 DRM – they only get that bonus when Germany surrenders), place the Pink (Manchuria) Tile, do NOT flip “South” to “Szalasi”, and the USSTAF now operates in the PACIFIC Theater (the USAAF flying in Europe). If Japan Surrenders before Germany, the USSTAF replaces the USAAF, and the “Spruance +1” Tile is brought to the Atlantic (all ASW and Convoy Escorts get a +1 DRM for the rest of the game).

#### **Front E: Ceylon.**

If Japan is at war (and the Pacific Naval Phase is being executed), and the 32<sup>nd</sup> Army is in Reserves, the first time a “yellow disk” Turn is drawn does NOT automatically result in an Aleutian Invasion. Instead, roll two dice; if the sum (the Optional Doolittle rule might add) is greater than the combined number of ships in “Coral Sea” and “Midway”, then invade the Aleutians normally; but if not, Japan invades Ceylon instead. Place the 32<sup>nd</sup> Army (face-up, it can be Attacked) in the “Madagascar” box – it operates as a second army there for game purposes. If not removed by UN action, the 32<sup>nd</sup> Army will still be Recalled during the next “yellow disk” Turn (still only one invasion allowed per game).

#### **Front F: Guadalcanal Revisited.**

The instant the Siege of Guadalcanal is placed, move the “Yamamoto” Tile (wherever it is) to the Coral Sea. As with Rule 11.3, point “1”, this could create an immediate Kishu. (After taking the loss, the Japanese will still have 4 ships in the Coral Sea, and could Kishu again during the Naval Phase). When Attacking the “Guadalcanal Siege”; in addition to any other normal modifiers, subtract the number of ships in the Coral Sea (so there can be as much as a -8 DRM for naval

modifiers).

In the same vein, when creating the “NAF Tinian” air base, immediately place the “Taiho” (if still face-up on the map) in the Philippine Sea box (same protocols as when Yamamoto ‘teleports’).





### **6. New Japanese Naval Missions Protocol (Optional)**

Every ship in the Philippine Sea adds a +1 DRM to the Japanese Naval Missions roll (11.1), but the player is allowed a re-roll (second roll is final). If the end result is 7 or more, two Japanese ships from Kure Naval Base sail: the strongest ship goes to the Sea Box with the most ships, while the next strongest ship goes to the Sea Box with the fewest ships (‘ties’ are broken in the normal fashion).

### **7. Reconnaissance (Optional)**

If the next turn is not mandated to be Barbarossa or Pearl Harbor, the player may, instead of Bombing (8.7), draw a Turn Chit and place it on the Calendar next turn. During the Turn End phase, roll a die with a +3 DRM; if your recon Bomber would ‘hit’ with that result, the Turn Chit drawn early indeed becomes the next Turn’s Chit (USSTAF always ‘hits’). If the result wouldn’t hit, draw a new Turn Chit, and then put the “failed recon” Turn Chit back into the cup.

### **8. Overwhelming Superiority Advantage (Optional)**

Refer to 9.2 last paragraph (green box). When making a UN Attack, if a  Hits (but **only** because of the “ always hits” rule), or if a  fails (again, **only** because of the “ always fails” rule), then you must roll two dice. If the sum rolled is greater than the number of UN Morale Cities in High Morale, the Attack fails; otherwise the Attack succeeds.

### **9. More Problems for Malta (Optional)**

If South Africa is neutral AND the Western Med is “hostile” (either because of a Spain Tile on Front C, or the Vichy Fleet is at war), it costs \$3 to reinforce Malta.

### **10. More Problems for Japan (Optional)**




After Germany Surrenders, the USSTAF replaces the USAAF as the “Pacific” Bomber.

### **11. Doolittle Raid (Optional)**

When the US enters the war, Montréal does NOT flip to its New York side. During the Pacific Naval Phase, the player can use the newly drawn Carrier to launch the “Doolittle Raid”: place the

carrier in the Kure Naval Base box. Effects: Montréal immediately flips into being New York, and the Carrier in Kure adds a DRM equal to its strength to the “Ceylon or Aleutians” Invasion roll. Once that roll is done (or if the Doolittle Raid happened after that Invasion roll), remove the Carrier from play (it can be rebuilt).

## **12. A Bridge Too Far? (Optional)**

During the Churchill Phase (8.8), the player can conduct a Commando Raid (only) even when Churchill is on the Turn Record Track (either 1, 2, or 3 Turns ahead) by first moving an Allied (non-SU) City from High to Low Morale. If the player rolls a , , or ; they could immediately use this option again (moving another City), etc.

## **13. Victory Conditions (Optional)**

[Coming, sooner or later!]

## **14. “Fireside Chats” or “A Little More Butter, A Little Less Guns” (Optional)**

During the Industrial Phase (12.0), players can remove the President from the Leadership Box, placing him 3 turns ahead on the Calendar – then flip a US City in Low Morale to its “non-US” side, and place it back in High Morale. At game’s end, face-up US Cities in High Morale count as 2 VPs each.

## **15. Random Barb & Pearl (Optional)\***

*Ignore the rule on “Hitler’s Orders” (5.3.4), and ignore the rule that connects Barbarossa and Pearl Harbor with each other. Replace them with this rule:*

Barbarossa and Pearl Harbor can only occur after France has Fallen (7.3.1.1). On any Turn after France has Fallen, if you draw a red disk Turn Chit, Barbarossa occurs. Return the Chit just drawn to the cup, and place the Barbarossa Chit in the current Turn box. Play it normally. Likewise, on a Turn after France has Fallen, if you draw a yellow or white disk Turn Chit, Pearl Harbor occurs. Return the Chit just drawn to the cup, and place the Pearl Harbor Chit in the current Turn box. Play it normally. Obviously, each one can only happen once.

*This was the original way the game was designed, until the more historically accurate system of Hitler’s Orders, Barbarossa, and Pearl Harbor all being interconnected was added. Using this rule is obviously more “game” and less “historical simulation”, but you can use it to spice things up a bit. It may cause Pearl Harbor to happen before Barbarossa, and one can happen two or more turns after the other one happens, depending on the random luck of the draw. In any case, never put the Barbarossa or Pearl Harbor chits in the Turn Chit Draw Cup!*



## **16. Essex Class Carriers (Optional)\***

The four 4 strength “Essex Class” carriers are marked with a “\$3” plate. They cost \$3 to rebuild (and take 3 turns), not 4, because of mass production.

*Ben likes this rule because it drives investment toward the more efficient mass-production of Essex Class carriers. Wes doesn't like the rule because it makes the player's decision obvious.*

## **17. Simple Sieges (Optional)\***

*The Siege rules are complex and cumbersome, but reflect actual historical events very well. Players seeking something less baroque should substitute this rule (which is in fact the original rule in the game, replaced later on by the “Siege Tightens” dynamic).*

When any event deploys a Siege Tile on a Front, the Siege Tile never flips to its “Siege Tightens” side. Instead, the Siege Tile simply remains there, with a strength of 3, until it is defeated by a Player attack. While the Siege Tile is on a Front, you are not allowed to attack any Army there other than the Siege. Axis Armies continue to deploy normally while the Siege is present.

## **18. AOI Success Boosts Italian Morale (Optional)\***

As long as the “AOI” (Italian East Africa) Italian Army is in Italian East Africa, it can't be flipped to build the Italian Partisan unit under any circumstances. It is **only** removed from Italian East Africa when it is physically defeated by an Allied attack. *Italians won't start partisan warfare against Mussolini if they are convinced they are still winning the war in Africa.*

## **19. Destroyer Deal Revisited (Optional)**

When playing the Destroyer Deal Lend-Lease Event (8.10), instead draw **two** Carriers from the Carrier Cup. Remove the Carrier *of your choice* for Lend Lease, and return the other to the Cup.

## **20. British Election Interference (Optional)**

Just prior to rolling for the US Presidential Election (5.3.1), the British may conduct “extraordinary interference” in the Election. The cost: Player must immediately spend as many \$ as the Germans have Armies in the Front “A” Reserves (0-5, not counting the Blitz). The effect: the player can roll two dice for the Election – and count the lower roll.

*The British did a massive amount of pro-FDR ‘interference’, but they also did a boatload of pro-Willkie support before the Republican Convention (hedging their bets, as Willkie was perceived as actually the most pro-British of the possible nominees).*



## 21. No Malta (Optional)\*

*The Malta counter in the game, along with its various associated rules, provides a tense and exciting sub-game on the Mediterranean Front. It does so at the expense of simplicity and time.*

Players should feel free to omit the Malta counter from the game, and ignore any rule pertaining to Malta. In Rule 12.6, ignore the Malta reference (you can build “Rick’s Place” at any time.)

---

### Global War Clarifications (as of the date on p. 1)

*Note: These are not “errata”. They are answers to questions that some players have had about the interpretation of particular rules. You may find them helpful.*

(6.0) The Evening Telegram: The “Torch” Event happens before the Axis Attack phase (the DAK in Reserves, ready to Attack, does NOT prevent the Invasion). Once placed, the Axis Army in North Africa remains (it might flip to Arnim though) until Defeated.

(6.1.2) Political Events: Torch, Romanian Coup, and Aung San can only occur once – but before that happens, keep checking each time they are “rolled” to see if the proper conditions apply.

The “☐ always Misses and ☒ always Hits” rule ONLY applies to UN Attacks (phase 9.0).

Syria: Flip the Syria Vichy Army in the Near East to its German side.

(6.1.3) The Commando Unit stays on the Counter Tray (irrelevant which side is ‘face-up’) until a Commando Event is rolled that can be legally executed (place the Commando on its ‘proper side’ with an Army). When that Commando is removed, it is flipped and placed in the Commando box (awaiting a new Commando Event that affects the “face-up” Axis Nation).

(7.0) Axis Attack phase: Prop Units are the first target, then an ongoing Siege, then Partisans/Malta. If the Front is clear of all these, the Attack either deploys an Army from Reserve, or creates a Blitz.

(7.1.2) “Siege Effects”: When Axis Attacks on a Front with a “face-up” Siege result in a Blitz, the “free Counterattack” possibilities are outlined in the example below:

*Example: The Stalingrad Siege Tile is face-up on Front B, which is “full” (Capitol and all 4 armies present), and the Axis have two “B Attacks” this turn. The first Attack triggers a Blitz (Partisans can’t block due to the Siege) – assuming a “Fizz”, the resulting “free Counter-Attack” (which can only be applied to the Siege Tile) succeeds in flipping Stalingrad to its “Tightens” side (if the counterattack had failed, a second Blitz would have then occurred). The second Front B Attack this turn simply flips Stalingrad back to its “face-up” side. If there wasn’t a second “B Attack”, this phase (and turn) would have ended with the “Siege Tightens” Tile on Front B (“Tightens” Tiles are only Discarded when they are present at the beginning of the Axis Attack phase, and no Axis Attack occurs on that Front).*

(7.2) A Partisan CAN attempt to block a Blitz, but can't be used in any way while a Siege Tile is present on its Front. Communist Partisans can be bought normally.

(7.3.1.1) The Fall of France: When France falls, any remaining Front A Axis Attacks on the current Turn Chit that have not yet been played *do still get played!* But they appear as German airplane deployments on Front A. *Example: It's Turn 3 and Turn Chit #3 is drawn, with the "7A" Axis Attack order. All that's left on Front A is the "Paris" (Eiffel Tower) chit, and you spend your \$2 to prop it up. The Germans roll a [3:3] and Paris falls. This uses up the first Axis Attack on Front A – and there are six left. Since France has fallen, you deploy Göring (7.3.1.1 [1]) as the Front A 'capital'. Now you must deploy aircraft for the six remaining Axis Attacks. Use four of them to deploy the four actual German aircraft on Front A; this leaves two Front A Axis Attacks remaining. The first one is automatically a Blitz, since there are no airplanes remaining. (You deploy the Blitz, and roll two dice to see if the game ends; you roll way below the number of remaining UN High Morale Cities, so the war continues. Remove the Blitz and use your free attack – you attack the 2-strength Do 17, and your roll of [5:5] kills it.) That leaves one Front A Axis Attack remaining, so the Do 17 returns to Front A. There are no more Axis Attacks on Front A this turn.*

(7.5) The Panzer (4 PzA) is deployed each turn Front B is Active (regardless of Turn Chit Attacks), unless it is Winter, or a Front B Blitz just occurred. When "Operation Kutuzov" first occurs, the "Tiger" is created (even if on the Counter Tray due to Winter), and the "4 PzA" never reappears. That "Tiger" is Discarded when Defeated, and can only reappear on Front B through the Advanced Event "Guderian" (it can reappear Turn 19 after it was removed due to Winter). If "Wacht am Rhein" occurs, the Tiger will be Deployed onto Front A; regardless if it had been previously Discarded, had to yet to appear, or is currently on Front B. Once the "Tiger" is Defeated on Front A, it is Discarded for good.

(8.5) Escorted Convoys can only "shoot" when they are in a "Sea Zone" capable of receiving an ASW Tile (i.e. a Sea Zone labeled "ASW").

(8.9) Stalin's "Shock Attack" (executed during the 9.0 UN Attack phase) is bound by "Siege/Panzer/Army" Attack priorities. However, Churchill and Bombers (who act during the 8.0 Economic Phase) are not.

(9.0) Although Military Events are noted during the Evening Telegram Phase (6.1.1), all Military Events actually happen during the UN Attack Phase. Players may find it useful to place small, colored dice (one color for positive DRMs, another for negative DRMs) on any modified Front on which you are contemplating an Attack.

(9.9) Reopening the Burma Road does not cost anything; 9.9 just clarifies you can instantly attack Front D unfettered later that turn.

(11.3) *Clarifying bullet point #1, third sentence: If this results in a Kishu, Yamamoto remains as a (temporary) "5<sup>th</sup> ship" – once the mandatory Japanese loss is taken, there will be 4 ships remaining after the Kishu* (there can be two Kishus in the same Sea Box this turn). *The protocol marked in green also exists during the Advanced Rule, Front F: "Guadalcanal Revisited".*

(14.1.1) The "No Axis Attacks" Tile does not change Panzer or Commando activities.

(14.2) When conducting a free attack (thanks to a Blitz ‘fizzle’), all UN Attack phase modifiers and Conditions apply.

**General Rule:** Tiles that are Discarded might have “back sides” that will enter play later.

---

## **GLOBAL WAR ERRATA as of the date on p. 1**

1. (10.3.1) If the Italian “AoI” is still present in Italian East Africa when the Siege of Tunis concludes, it is Discarded from play (flip it to its Partisan side, which is now available to build). *This may be changed by optional rule 15, above!*

2. **1939 Scenario Setup:** In rule ⑤, the Germans should get one U-Boat at start. If your setup sheet has a date at the top, this erratum is already included. If not, include it. In rule ①, ignore the instruction to set up the green Turn Chits in Calendar boxes 1, 2, and 3. Instead, get another random draw cup (not the same cup as the other – tan – Turn Chits!) and put the three green Turn Chits in that cup. See #5 below. *The presence of different Partisan units on the back of those green Turn chits means that the identity of one “hidden” Turn Chit is obvious even if the Chit is on its Partisan side. The player should not have access to this future information.*

Admiral Spruance starts the 1939 scenario in Hawaii on his +2 side.

3. **1943 Scenario Setup:** The Japanese “17<sup>th</sup> Army” listed in Front F Reserves, should be the “32<sup>nd</sup> Army”. The Spruance Tile should be on its “+1” side.

4. The reference in the rules to “B-17 Liberators” in the context of the Battle of the Atlantic should be changed to “B-24 Liberators”.

5. (4.1) This rule now refers to drawing (instead of flipping) green Turn Chits, as addressed in Erratum #2 above. Draw the green chits from their cup instead, since they are not on the map yet.

6. (8.7) Bombers **can** be used against a Panzer. The “Wacht am Rhein” Tiger can only be attacked (by Bombers/Churchill) the next turn (8.7 & 8.8 occur before the Tiger is placed during 9.0).

\* \* \*