

DFD Boxed Version

Errata and Clarifications: April 1 2020.

Items in red font are additions since April 2020

Map

Map W MET Tracks

Greece Track

Box "0" should be the same color as box 4.

Counters

25 Aus BG: should have a CF of 5 on the front of the counter.

Event Cards

ALC1: Nile River Valley: The 16 Aus BG should be the British 16 BG.

AXC5: Change the arrival GTs for the following units:

Ragg X & 64 Ctnzaro to read Turn 1 and the Babini & Maletti to read Turn 2. The Libya air unit should still arrive Turn 3.

Turn T+0 (Greek Situation and Activate AXC-10 should read:

Turn T+0 if ALC-12 has been played, or if ALC-12 has not been played on Turn T+0, first GT after ALC-12 is played.

Activate AXC-10 AfrikaKorps & put in play AXC-16 Operation C3

AXC-9: delete sentence that begins with "This event" and insert:

See AXC-9 details in 23.2 Axis Event Cards (AXC-9).

AXC16: Change Put in Play to read ALC12 (AfrikaKorps) to read (Taranto)

Play Aid Cards

Player Aid Card #3

CRT Key: "w" result should read"

w: All units disrupted and retreat 1-3 hexes.

Rules

4.0 Add after last bullet

Important:

- 1) The End Scenario marker cannot be adjusted past GT 38.
- 2) If a player delays playing an event card that depicts reinforcements arriving prior to the GT the event was played, those reinforcements so listed arrive on T+1.
- 3) If an event (such as AXC-10 AfrikaKorps) has not been played by the required discard GT, all reinforcements and event triggers on that card and all following cards are lost and the follow-on cards cannot be played.

15.6 Headquarters

2nd bullet, second sentence should read:

This also includes when determining enemy reaction capability during overrun and when conducting Exploitation movement (14.9.3).

22.2: Delete the important note.

22.7: Addition,

- When conducting combat in the French North Africa boxes, use the All Other line on the CRT.

- If VF units suffer a “w” or “r” result, they remain in their current box, treat them as if they were unable to conduct the full retreat distance (14.7.1).

23.2 Axis Event Cards: AXC-9 Axis in Egypt:

Delete Important Note.

Scenarios

29.2 Allied Set Up

Allied Events: ALC-23 has been played.

Examples of Play

Page 42

First column, Allocation Phase Should read:

Allocation Phase: The Allied player allocates a dump to activate the Allied base at Tobruk. The Axis base in Tripoli is automatically activated (12.2.4).

Page 43:

1st Player Impulse (Axis)

b) Defender Results: Change to read.

Cross-referencing the column with KDG’s morale of 2 yields a defender result of “**Qw**”. No steps are lost as the quarter-step loss is rounded down to zero (14.6). The Allied player then must retreat the KDG 1, 2, or 3 hexes and disrupt. The Allied player elects to retreat three hexes to C0603 (14.7) and disrupt.

Page 44:

1st Player Follow-on Impulse Movement Phase:

a) All Axis units are in GenS using the active base in Tripoli and the MSU in C0701.

e) 3) Defender results: Should read “place the KDG in the Destroyed Box (13.4.4).

Page 45:

b) 1) should read:

The Kasta, 5Pz, and Stab 200 participate in the attack.

b) 5) through 7) should read:

5) All mech units double their CF because of the mobile battle, thus the Axis has a total combat strength of 24 (5 Pz, 9×2 (mobile battle) then $- 2$ (2 SG AT) = 16; Kasta, $3 \times 2 = 6$; Stab 200, 2. The 2 SG has a CF of 3, resulting in a combat odds of 8:1 on the All Other terrain line, column 10.

6) Shift 2 columns to the right to column 13 for surprise (6.2).

7) Shift 1 column to the right to column 14 for the air support unit (19.5).

b) 10) Third sentence

Change C1206 to C1307