

*Axis Empires: Totaler Krieg! Errata and Clarifications* (As of October 1, 2012. New stuff since the May 1, 2012 document appears **in red.**)

## Rules

- **Introduction / Glossary:** Devastation markers now count for **control** if they are **in Germany, Britain, France or Russia**. An island is one hex of land surrounded by All-Sea, Strait and/or Beachhead hexsides.
- **Game Components / Counters:** The unit-type symbol for “helicopter” is missing; it should have appeared next to the symbols for Armor/Panzer/Tank, Mechanized and Cav-Mech. There is only one helicopter unit in the game: the German 2 Flsj unit that arrives with Axis card #45.
- **Combined Game Sequence of Play:** Events during a particular segment or phase are always performed in *TK* first and then in *DS*, not just the Conditional Events Segment.
- **0.4:** The Axis factions always win if they score an Automatic Victory on either map. The Allied factions always win if they score an Automatic Victory on *both* maps.
- **1.3.4:** Colonial units (including German colonial units) do not need supply to be placed.
- **2.3.4.2:** When breaking down a colonial multi-step unit, you cannot take non-colonial steps from the Force Pool.
- **4.1.1:** You cannot use an airborne or helicopter unit stacked on a Beachhead marker to conduct an Airdrop.
- **4.2.1.2:** An HQ unit stacked on a Beachhead marker cannot provide Ranged Support except across the marker’s Beachhead Hexside.
- **4.2.4.1:** On an Ad result, the attacker decides whether to retreat or take a step loss, just as he does on an Ex result.
- **6.1.1:** Placement of a *No Occupation* marker in an Axis country activated by an Allied DOW is voluntary.
- **7.1:** When you are placing a counter on the Turn Track that could be considered either a unit or a marker (such as a paratroop unit/Airdrop marker), place the piece so that its unit side is face-up.
- **10.2:** In the first bullet, change the words “Prohibited Hex” to “hex in a Neutral Minor Country.”
- **10.2 and 13.6.1.1:** An Allied unit or marker with a Posture of War cannot trace a supply line through a PAC hex **or use a PAC Supply Convoy**.
- **13.2:** Status, Alignment and Posture are checked for a Country at the moment such a determination is needed.
- **13.6.1.1:** Allied units can’t use PAC Supply Convoy markers (and vice versa).
- **13.6.1.2:** Ignore the words “or Neutral” in the first four bullets under “Voluntarily Ending a Policy”. A clarification has been added for cases where more than one Policy could be ended at a time.

- **13.7.1:** In Step 4, fortress units (like the Ams fortress) are also restricted to the hexes listed in 2.3.3.4. In Step 8, you should also remove any Influence or Neutrality markers in the Minor Country.
- **13.7.2:** The Vichy *Res* unit goes in the owning faction's Force Pool.
- **13.8.6.1:** Remove all references to the French Convoy in this section. Only the French Surface Fleet can be subjected to an Axis or Western *Neutrals Pressured* event.
- **14.10:** Devastation markers now count for control only if they are in Germany, Britain, France or Russia.
- **14.24, 16.3.2, 16.5.2:** A unit belonging to a country with a No Occupation marker cannot leave that country (similar to Free Passage restrictions). **Once placed, a No Occupation marker can only be removed by Influence (15.19).**
- **14.37.4:** Delete the © paragraph in this section.
- **15.11:** Delete the words “or marker” from the first sentence – the *Delay Reduction* event can only be applied to a unit.
- **15.18:** You need only eliminate a step in the hex if it is a colonial or Minor Country step.
- **15.28:** Remove all references to the French Convoy marker in the *Vichy Fleet Activated* and *Vichy Fleet Attacked* selections. The Western faction cannot select *Vichy Fleet Attacked* if the Axis faction has already added the French Surface Fleet to its Force Pool.
- **15.30.1:** By “on the map” we mean a support unit in a hex or Naval Zone Box, not one on the Turn Track.
- **15.30.2:** Support units belonging to a Country with an LOC Damaged marker in the *DS Strategic Warfare Box* cannot be selected for Pacific Commitment.
- **16.1.1:** Conquest requires Axis ground units to occupy the City and Partisan Base hexes within a country, not merely control. When applying this event to France, during Step 1 do *not* remove the Syria French Dependent marker along with all other French non-V counters. Syria remains a French Dependent in this instance.
- **16.2.2:** *Before* removing all the Russian units from the map in Step 5, perform an Emergency Breakdown (2.3.4) of any Soviet multi-national units on the map.

### Scenarios

- **A.2.1:** The *Barbarossa* Training Scenario uses both maps, not just the East Map. (You need the Western map to place all of the Axis Seasonal Replacements.)
- **A.2.3:** The Austria and Czechoslovakia Ceded to Germany markers should also be in the Ceded Lands Box.
- **A.3.3 and C.4.3:** Bremen is in hex w3821, not w3921.
- **C.5.2 and C.6.2:** The French Surface Fleet has been removed from play.
- **C.7.3, C.8.3 and C.9.3:** The Rumanian 1-1-3 cavalry unit is an *Exp* unit, not a *Res* unit.

- **C.8.2:** The pending Soviet card is 31a *Rumyantsev Offensive*, not 31.
- **C.9:** A bonus 1944 scenario, “Closing the Ring,” has been added to the Living Scenario Book. It was designed for the printed game but had to be cut for space.

### Map

- **Naples (w2424) and w2524:** Ignore the rough terrain in these two hexes; that is a printing error. **You can use the graphic below as an overlay.**

### Counters

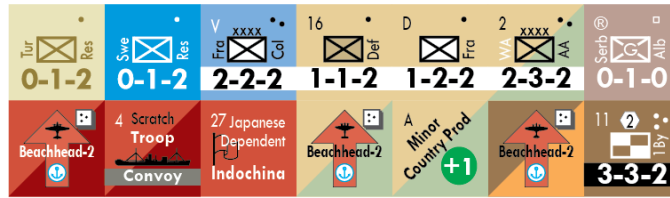
- The Turkish 0-1-2 Res infantry unit is misprinted with a “1” where it should say “Res”.
- The Swe 0-1-2 Res infantry unit is misprinted with “D-N” where it should say “Swe”.
- A French 2-2-2/1-1-2 *Col* unit is misprinted showing two stacking dots on each side; the 1-1-2 should only have 1.
- The British *Def* inf/port-a-fort unit should be a 0-1-0 on its port-a-fort side.
- The British *Fra* colonial infantry unit should be marked on the back that it can be placed in a British city and the Africa or US/Canada Boxes.
- **The Western AA infantry unit is a Western multi-national unit; it should have a “WA” Nationality ID.**
- The Western Minor Country Prod marker should say +2 on the back, not +1.
- The Western and Soviet Beachhead markers should have a ship symbol on their Beachhead-1 sides, not a plane symbol.
- **The Russian *IBy* HQ is not a Soviet multi-national unit; ignore the “Sov” Nationality ID.**
- **The Serbian *Alb* 0-1-0 infantry unit (used only in the ® game) should be a garrison unit.**
- You can use the graphic below (which includes 3 errata counters for *Dai Senso*) to create new counters or paste the corrections over the appropriate counters. Decision Games is also reprinting these errata counters.

### Player Aids

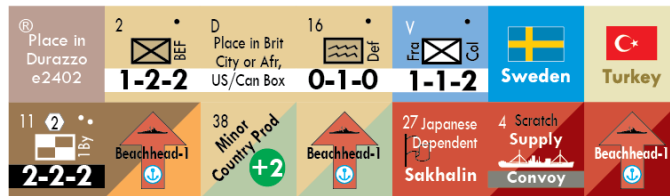
- **Axis Sequence of Play:** The rules reference for Permanent Conditional Events should be 16.1 (not 16.3).

### Cards

- **Axis #41, Axis Partnership:** The rules reference to a “Partnership country” should be 13.8.5, not 14.8.5.
- **Soviet #38, Soviet Partnership:** The rules reference to a “Partnership country” should be 13.8.5, not 14.8.5.



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