

**DFD Boxed Version**  
**Errata and Clarifications: February 22 2022**

**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.

**ALC-16 Greek Campaign:** Correction  
**Crisis Effects,** should read ES-1 Each GT

**ALC20:** Replace the 26AUS BG unit with 26 AUS.

**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-4:** Change to read: Initiative DR modified by 2 in Axis favor.

**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 ALC-12 (AfrikaKorps) to read (Taranto)

**Player 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.

**12.5 General Supply**

**Out of General Supply (OGS):** Change a) to read:

- a) The MA of a motorized unit is equal to its RMA (reaction movement allowance) (13.2.1). The MA of a non-motorized units is one-half of its printed MA.

**13.4.1 Eligible Overrun Attackers**

**Important note:** Delete “required” and insert “used”

### 13.7 Ground Unit Transport

**Airlift:** Second Important note should read:

Important: Units may be airlifted (airdropped and airlanding) from a friendly airfield or city hex on the map.

### 14.5 Combat Resolution

**First example page 18: The below paragraphs should read:**

a) Since the 1 Greek has the highest morale value (3), its result would be determined first. Cross reference the 3 line with the 9 column results in a “Qw”. Since the unit has two steps, it would take  $\frac{1}{2}$  of a step loss ( $2 \div 4 = \frac{1}{2}$ ). This one-half step loss will be added to losses suffered by the other groups. The unit is then disrupted and must retreat 1 to 3 hexes.

b) The 2 Arm (morale 2) would be resolved next. Cross reference the 2 line with the 9 column results in a “Qm”. Since it also has two-steps it also would suffer  $\frac{1}{2}$  step loss (add this one-half a step loss to previous group’s step loss). The unit immediately conducts a morale check. It fails and is disrupted. A disrupted marker is placed on the unit.

c) The 7 Motor (morale 1) would then be resolved. Cross reference the 1 line with the 9 column results in an “m”. The player must choose to make a morale check or conduct a withdrawal. The player chooses to conduct the morale check. In this case the unit passes its morale check. The unit does not suffer any adverse result.

e) The owning player must now conduct any withdrawal and or routs. In this case only one group (1 Greek) will conduct a withdrawal; thus, he may retreat the 1 Greek from one to three hexes (owning player’s choice). The defender has now completed his portion of the combat resolution. The Allied force received a total of one step loss, with two units disrupted and one forced to retreat.

### 15.1 Artillery Units

**Add Important note below 3rd bullet:** Nonadjacent artillery units are not subject to combat loss.

### 15.2 Anti-Tank Units

**Second to last bullet should read:**

The attacker cannot use non-mobile AT ratings when conducting mobile battles or overruns.

### 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).

### 19.9.2 Strike Types & Results

**Port Strikes, second bullet should read:**

Each hit on a **port box** inflicts one step loss on a combat unit or eliminates one dump or MSU.

### 20.2.1 Axis Shipping from Italy Boxes

**Second bullet:** Add Malta fleet.

### 20.4.1 Ocean Naval Missions

**Ocean Naval Missions:** Add Force H

### 21.2.1 Ghiblis Effects

**Important note:** delete the word “winter” and insert “Ghibli”

### 22.1 Nile River Valley (NRV)

**2nd Bullet:** Reference should read (22.2)

## 22.2 Middle East Tracks (MET)

Delete the important note.

### 22.2.2 MET Combat

**Example:** Change last sentence to read;

If the Axis player also had an air unit with a ground support factor of one and a zero- bombardment factor, the Allied player would then **only add one die, not two.**

**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).

## 23.1 Allied Event Cards

**ALC-15 Eighth Army (1942)** Change a)

Delete “28” insert “30”

**ALC-16 Greek Campaign:** Correction

a) **should read;** Shorten the game by one GT for each GT that the track starts the Event Phase in crisis.

**ALC-21 Operation Torch Buildup I:** Clarification, add to last important note:

Neutral Vichy units are automatically in GenS and do project ZOC normally.

## 23.2 Axis Event Cards

**AXC-2 At Start (Maps C & W)** change fortifications to read:

Adjacent to C2331 (Tobruk)

**AXC-5 Parallel War:** Change a) to read:

a) The GT that this card is played, AXC-8 is activated.

**AXC-9 Axis in Egypt:**

Delete Important Note.

## Scenarios

### 25.1 Axis Set Up

**Axis Reinforcements: GT 5 to GT 8:** should read 2 x Dumps

### 29.2 Allied Set Up

**Allied Events:** ALC-23 has been played.

### 30.1 Axis Set Up

**Destroyed Box: (German)** Delete

125, 382, and 433

### 30.2 Allied Set Up

**GT 32:** Delete 4 Ind, insert 3 Ind

## 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).

**Defender results, change to read:** the 3 Lt Arm should be placed in the Refit Box (it has an LOC to a friendly port).

**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,  $9 \times 2$  (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

**Results: Change to read:** The 2SG is eliminated and placed in the Refit Box (it has an LOC to a friendly port).

**20.1 Port & Shipping Capacity**

Delete the 5th bullet through 8th bullet. insert

• Port landing and embarkation is conducted using the following procedures:

**1)** At the beginning of any friendly Movement Phase (prior to any other movement), units arriving at a port from Ocean/Coastal Shipping Boxes and units departing a port via Coastal Shipping are placed in the port boxes for that port.

**2)** The opposing player may then conduct port strikes.

**3)** After the opposing player has conducted all desired port strikes, the phasing player:

**a)** Moves surviving departing units using coastal shipping to the coastal shipping boxes. These units will move to their destination port at the beginning of the next friendly Movement Phase.

**b)** Lands surviving arriving units at any time during the Movement Phase. Players may not withhold arriving units they must land during the Movement Phase they arrived at the port. If for any reason a unit is unable to unload at the port during the Movement Phase, the unit is destroyed.

**20.3 Coastal Shipping**

Delete all bullets, insert

• Coastal Shipping may be conducted during each friendly Movement Phase.

• The number of Coastal Shipping Boxes for each side is the maximum capacity of that side's coastal shipping (1 for the Axis, 3 for the Allies).

**Example:** After all port strikes have been conducted the Allied player may never have more units in Coastal Shipping Boxes than the capacity allows (20.1)

• Units being loaded for coastal shipping must begin the Movement Phase in a port.

- Units using Coastal Shipping may be attacked when embarking, while in transit (in a coastal box) and when landing.

Last Page NATO Symbols: Add



Mountain