

5-02 Afrika 2nd Edition (24 Apr 08)

- 1) On Turn 6 CW Reinforcements, the listing for 3-5-6 Ind Inf Bde (3) s/b 3-5-8 Inf Inf Bde (3).
- 2) 2.7 mentions 0-1-0 rated Garrison units. Garrison units come in a number of different strengths, what matters is that they have "Gar" in their unit symbol. The immobile artillery unit in Tobruk is not a garrison unit (and must be supplied).
- 3) TEC note (a) applies Ax1/3 in the case of a River (the UP/Down entries apply to Escarpments).
- 4) Units with a MA of 0 are destroyed if they are forced to retreat.
- 5) Allied incoming SPs arrive at Allied controlled ports up to their current capacity.
- 6) For withdrawal purposes, Armor **means** armor (only).
- 7) Mussolini Rule: If a CW unit enters Libya, the Mussolini rule is waived for the remainder of the game.
- 8) The O'Connor options must be agreed to by both players.
- 9) For EZOCs, Negate **means** negate (no MP cost) when it comes to supply range calculation and truck point movement of SPs.
- 10) On the Turn 2 CW Reinforcements, the 3-5-7 Ind Inf Bde (14) is a normal reinforcement and is not going to the Restriction Box.
- 11) The Italian player can violate the 'must retreat one hex' rule if the retreat would cause him to violate his Mussolini Line unit requirements. He can take additional step losses in place to avoid infliction of a sudden death win for the CW player.
- 12) While artillery can advance after combat, they can only advance in ways they could have moved in regular movement.
- 13) *Suggested Optional for the Campaign Game and Compass Offensive:* The Italian units in Tripoli and any new reinforcements going there must remain in the Tripoli Box until the first Germans arrive.
- 14) In scenario 8.6, delete the Artillery unit setting up in B30.10. It is in excess of what should be available.