

DESCENT ON CRETE ERRATA (As of December 1978)

CHARTS

Any reference to "Town" should be instead "Village."

[9.71] Note 3 (correction) Disrupted and Depleted units are considered to be at one-half Current Strength, as stated in the rules.

[13.23] (deletion/addition) Delete the "Unit not Activated" line, as units not Activated never undergo Command Control (see Case 13.1). In addition, a Line of Communications to five other Friendly Headquarters will give a benefit of +1 when rolling on Table 13.24. This bonus is applicable only to Headquarters, and only after the 19th Game-Turn.

COMMONWEALTH TURN RECORD TRACK

On Game-Turn One, the Commonwealth Player receives 5 (five) Command Points.

COMMONWEALTH FORMATION DISPLAY

British: (1) The 156LAA/RA Anti-Aircraft unit has a Range of 3, which is printed on the actual counter; and (2) 23LAA/RM Machine Gun unit sets up the game in hex E2005 and remains there throughout the entire game (it is the infamous unit mentioned in Case 16.54).

New Zealander: (1) The 10th Brigade Headquarters should have a Brigade symbol on it; (2) the Major-General Gentry counter should have a Brigade designation on it; and (3) The 2nd New Zealand Division Headquarters is set up in hex E3015 in the Introductory scenario.

Note: The ranks given to the Commonwealth commanders are the ranks they held at the end of the war, not at the time of the battle for Crete.

GERMAN FORMATION DISPLAY

7th Parachute Division: (1) The Signals Section Headquarters should have a Brigade designation, as per the counter; (2) the General Suesman counter should have a Brigade designation; and (3) General Student begins set up in hex E2024 in the Introductory Scenario.

5th Mountain Division: (1) The Signal Sections Headquarters should have a Brigade designation; and (2) the 141st Regimental Headquarters (RHQ/141) should have a Brigade designation (the counter is printed wrong).

Note: Due to the fact that we confused which map would overlap "on top", any time that a reference is made to a hex on the East Map that ends with a xx33 (example: E1733), the hex number must be translated to a West Map hex number. Change the "xx33" to "xx01" and subtract nine from the "xx" part of the hex number. In the above example, E1733 would become W0801 (E becomes W, 17 - 9 = 08, and 33 becomes 01). Alternatively, Players may wish to look under the overlap of the two maps and place the units in question by lining the hex underneath the overlap with the hex above.

COUNTERS

(1) The A/NH counter should have a Strength of 5 (five) printed on the back of its counter; (2) the IR/SBHQ should have a Strength of 4 (four) printed on the front of its counter; and (3) King "Phillip" of Greece should actually be King George of Greece. The last King of Greece named Phillip was Philip of Macedon (father of Alexander the Great), who probably had little effect on the battle of Crete.

RULES

[6.18] (deletion) The last sentence in this case should be deleted.

[6.31] (correction) In the paragraph beginning with "1, 2 or 3", the sentence should read ". . Strength Point loss, and the owning Player may opt to place it into either Concentrated or Dispersed Mode for the duration of the Fire Phase. At the end of the Fire Phase, any such unit is immediately Disrupted."

[7.0] (correction) The last sentence should read "An Observing unit can always observe a directly adjacent unit (exception: see Case 7.11)."

[9.4] (correction) The fifteenth line should read "...this can occur is when a unit changes from Travel..."

[9.65] (clarification) A unit does not necessarily have to begin the Conditional Movement Phase adjacent to the Close Assaulted unit.

[9.66] (addition) A unit may not be prevented from performing a Close Assault by a Mode change caused by Opportunity Fire triggered as a result of the Close Assault.

[11.51] (clarification) The Case should read "Armor is prohibited from using Entrenchments. All other units may benefit from Entrenchments."

[11.71] (clarification) Therefore, if a unit performs Movement in one of the above mentioned hexes, it does not trigger Opportunity Fire.

[12.15] (reference) See Case 19.4.

[12.6] (deletion) Delete the phrase "...and artillery-type..." from the first line of this Case.

[13.0] (clarification) German Fire or Movement that allows the Commonwealth Player to perform Opportunity Fire automatically Activates unactivated Commonwealth units. Any unit so Activated may remain Activated by firing on German units. Thus, the Commonwealth Player may deliberately keep himself over his Command Point allotment, should the German Player allow him the option.

[13.34] (deletion) Delete the phrase "...or "M2"..." from the second line.

[19.35] (clarification) The third line should begin with "...considered halved..."

[20.4] (addition) Engineer units must be in Concentrated Mode to perform any of their special functions.

[27.26] (correction) If a unit begins a scenario in terrain it would normally be prohibited from entering, it is moved as Dispersed Infantry until it is in legal terrain (and it must be moved by the most expeditious route), at which point the unit may be moved normally. The owning Player decides when he first wishes to move the unit.

[27.27] (correction) Units that begin a scenario overstacked have until the end of the second Game-Turn of the Scenario to rectify the situation, else they immediately suffer the penalties of Case 10.32.

[33.2] (clarification) Only the units listed are Disrupted; any other units in the hex are not. The units Disrupted are those that were hit by the preliminary Luftwaffe bombing and strafing during early morning 20 May.

[34.0] (addition) The Australian unit designations were not included; they are as follows:

2/2FR: Headquarters of the 2/2 Australian Field Regiment (Royal Australian Artillery, serving as infantry); A/2/2FR: A Company; B/2/2FR: B Company; C/2/2FR: C Company; D/2/2FR: D Company; H/2/2FR: Heavy Weapons Company. 17CB: 17th Australian Infantry Brigade Composite Battalion; 2/4(17): 2/4 Battalion; 2/5(17): 2/5 Battalion; RC: Rifle Company.

16CB: 16th Australian Infantry Brigade Composite Battalion; 2/3(16): 2/3 AIF Battalion; 2/2(16): 2/2 AIF Battalion; H/16CB: 16th Brigade Heavy Weapons Company.

2/3FR: Headquarters of the 2/3 Australian Field Regiment (Royal Australian Artillery, serving as infantry); A/2/3FR: A Company; B/2/3FR: B Company.

7 AusLAA(2): 7th Australian Light Anti-Aircraft; AusEng: Australian Engineers.

2/4: Headquarters of the 2/4 Australian Infantry Battalion; A/2/4: A Company; B/2/4: B Company; C/2/4: C Company; D/2/4: D Company; MG/2/4: Machine Gun Company.

2/1: Headquarters of the 2/1 Australian Infantry Battalion; A/2/1: A Company; B/2/1: B Company; C/2/1: C Company; D/2/1: D Company; H/2/1 Heavy Weapons Company.

2/7: Headquarters of the 2/7 Australian Infantry Battalion; A/2/7: A Company; B/2/7: B Company; C/2/7: C Company; D/2/7: D Company; H/2/7: Heavy Weapons Company.

2/8: Headquarters of the 2/8 Australian Infantry Battalion; A/2/8: A Company; B/2/8: B Company; C/2/8: C Company; D/2/8: D Company; MG/2/8: Machine Gun Company.

2/11: Headquarters of the 2/11 Australian Infantry Battalion; A/2/11: A Company; B/2/11: B Company; C/2/11: C Company; D/2/11: D Company; H/2/11: Heavy Weapons Company.

2/1 MG: 2/1 Machine Gun Company; 2/8 RAE: 2/8 Squadron, Royal Australian Engineers; 2/3 FR RAA: 2/3 Field Regiment, Royal Australian Artillery.

19 IB: Headquarters, 19th Australian Infantry Brigade; 14 IB: Headquarters, 14th Australian Infantry Brigade.