

CASE YELLOW CLARIFICATIONS AND ERRATA

ERRATA:

Operation Dynamo Declaration

Rulebook page 22 - Allied special turn 3 declaration was not adequately presented. Paragraph 13.1c is re-written as follows:

c. The Allied player also has the option to declare Dynamo immediately after the first German Action Round of Turn 3 without waiting for drawing the Allied Move Action chit. If declared, the Allied player takes the unused Allied Move Round chit not in the cup, places it on the Action Round Track in the 2 box, and declares Dynamo. The German player gets 3 VPs for this action. The Allied player conducts Round 2 as a Move Action round. At the end of round, chit draws from the cup resume for the remainder of the turn.

Rulebook page 22 - example following paragraph 13.1c contains an error: Line 2, change Turn 7 to Turn 6

Map hex 3331 (both sides) and hex 3331 on the Scenario 4 Fortress Holland map card: This hex should be clear terrain.

Rulebook page 21 – paragraph 12.11d: LOC must be traced to an Allied controlled south or west map edge hex.

CLARIFICATIONS

- **Rulebook page 21, paragraphs 12.12f and g:** The German player waits to perform Panzer Refit and return to the map during the End Phase of the turn on the Turn Record Track containing the Panzer Refit Ends marker.
- **Victory Points & Victory Conditions Player Aid Card:** West map edge hexes: hexes 1006 through 1505 and hexes 1600 through 2200 all count as west map edges.

Replacement Points:

a. Scenario Book paragraph 5.3g, h and i: Replacement markers are placed on the appropriate boxes on the map, but cannot be taken until Turn 5 (Playbook paragraph 5.13) when they are received and utilized.

b. Scenario Book paragraph 6.3g, h and i: Replacement markers are placed on the appropriate boxes on the map, but cannot be taken until Turn 5 (Playbook paragraph 6.13) when they are received and utilized.

c. Scenario Book paragraph 7.3g: Replacement markers are placed on the appropriate boxes on the map, but cannot be taken until Turn 5 (Playbook paragraph 7.14 and 7.15) when they are received and utilized.

Player Aid Card #2, Terrain Effects Chart:

- OT is an abbreviation for other terrain

FREQUENTLY ASKED QUESTIONS

Q - The Dynamo port is attacked. Germans flub the attack, getting an Engaged result. Then the Allies draw a Move chit. How is the evacuation affected?

A - Engaged Allied units cannot move. They remain engaged until the next action round when the Engaged combat resumes again. Now, if you had units stacked in the Dynamo Port in excess of the units engaged in combat, they could evacuate before the Engaged combat was resolved at the end of movement.

Q - Can Better Defense markers be used on Maginot Line hexes (occupied ones, obviously)?

A - Yes they could be used in Maginot Line hexes. The Maginot was composed of ouvrages (forts) and lesser defensive works at intervals, but the ground in between had to be defended (the primary task of the RIFs (fortress inf rgts). The markers would show that the French were doing a better job of defending in depth in the intervals. Having said all that, you'll need every one of those markers pretty much west of the Meuse to bolster your lines there :-)

Q - I have a Parachute unit (1/2-5-2) in hex 3924 (on the other side of a river crossing from Rotterdam). There is a combat strength 1 Dutch infantry unit in Rotterdam. It is the German combat round. If I attack across the river with the German unit, I start out on the 1-2 column. I can ignore the river shift, because FJs create bridgeheads. I get a shift to the left for the city, which puts me at 1-3. If I commit three air assets, I can push the CRT to 2-1. If I roll a 4 (an ENG result), I will eliminate the unit (because my TR is higher than the Dutch infantry). Do I now control the city hex?

A - You have eliminated the Dutch unit, but their stubborn resistance prevents an immediate advance. If the Germans have a Move Action Round before the Allies do, you'll be able to advance into the city and control it. Otherwise, a Dutch unit just might slip back into the city before you do.

Q - Should defensive works be considered enemy occupied hexes during German retreats?

A - The German unit will have to avoid the Defensive Works. Per rulebook rule 10.9 the defensive works can be destroyed by movement or advance after combat into the hex. In both cases the German unit is in charge of when and how it moves so a coherent reduction of the defensive works can be effected. A retreating German unit has its mind on escaping from the attacking unit, not on taking the time to destroy defensive works in its path.

Q - The TEC note for major rivers says "Motorized Units attack at crossings only" Is that correct? If so, does a bridge head count as a crossing for this rule?

A - Yes, motorized units may attack only through a crossing hex-side. While major rivers can be crossed anywhere, the only way to project the combat power of a mot unit across a major river is to get the AFVs across in a timely manner. Bridgeheads are not crossings. Bridgeheads just hold the far side to negate the defender river shift but they don't provide the needed bridges.

Q - Assume player A has just drawn the dreaded third consecutive action chit from the cup. What happens to that chit (or other consecutive chits) once one of player B's chits is drawn?

A - The chit is not lost. The third chit goes back in the cup and, as do any other of Player A's chits that are drawn until a player B chit is drawn.

Q - Does the 22LL Division use all of the drop modifiers, or just the +3 for an eliminated parachute regiment?

A - 22LL uses just the one DRM for the eliminated parachute regiment, if it applies. If the parachute regiment has been eliminated, that one DRM will be quite enough to cause the 22LL Division a lot of trouble unless you are blessed with a very good die roll.

Q - What is the significance of Lines of Communication vs. Lines of Supply?

A - Line of Communication (LOC) is used primarily for VP determination: connecting the French Channel ports to the rest of France, for Paris and Maginot isolation and also for Better Defense marker removal. Line of Supply (LoS) is critical to movement and combat functions.

Q - Once any red star unit enters to the Dyle Plan area, does it have to stay there till release by Dynamo?

A - Yes it does.

Q - What about other, non-red star units? Do they have to stay there too if they enter the Dyle zone?

A - The non-red star units do not have to remain if they enter.

Q - If German units enter the Dyle Plan area from the eastern border can they exit to the south or west?

A - Yes, they can. The prohibition applies to only to German units entering from the south or west.

THINGS TO REMEMBER

Gamer: ZOC rules, especially the panzers ignoring ZOC in many cases: I'm not used to *some* units being able to ignore. In the past, it's been all or nothing for this.

Ignoring ZOCs: Vacant hexes between Allied units become magnets for German panzers to motor through. It's not that most Allied units did not have the means for putting down defensive fire to slow or stop such movement, but that the Germans moved too quickly for Allied WWI era command and control to make it happen in most cases.

Gamer: The limit on the combat shifts is something I overlooked too. I realized after a couple combat phases that 3 or 4 column shifts are not allowed for the Germans. I *thought* it was too easy to break through, now I know why.

Combat shifts: It still pays to mass for an attack. That basic military tenet is rewarded here because you need decent initial odds to raise the final odds to 5-1 or 6-1 with the two net shifts. The Germans do have the luxury of utilizing armor shifts plus multiple stuka air assets to neutralize multiple Allied defensive terrain shifts and still obtain the net two shifts. The Allies are less fortunate, both in that their armor is less effective and air units are less plentiful, and that they only get a one column net shift.

Gamer: I forgot about the German's ability to create bridgeheads "on the fly" for use during combat if they succeed.

Bridgeheads: Creating bridgeheads is a big plus for the Germans, and is absolutely vital along the Meuse where terrain shifts heavily favor the Allies. My rule of thumb was that a bridgehead equaled one Stuka Air Asset saved that I could use elsewhere.