

T&T Errata/Clarifications

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NOTE: Errata/updates in **red**, clarifications in **green**.

Player Aid Cards [reverse]

Infantry moves **2** (not 3).

Axis Player Aid Card [Setup]

The Axis sets up a cadre in **Munich** (not Hamburg).

1.3 Straits

[Map errata: Azores should be depicted as a **Straits – circled and shaded**.]

2.21 Major Power Capitals

[2nd para] Defeat: If a Major Power's Capital is **solely Enemy occupied** at the end of a Combat phase, it is Defeated: place a . . .

7.0 Year Start Phase

7.13 Peace Dividends

. . . (15.1) unless it **Violated a Neutral (15.4) or** was involved in a Battle in the previous Year.

8.3 Diplomacy Wild Cards

Diplomacy Wildcards (**yellow textboxes**) allow one to add **friendly or remove Rival Influence from** one Neutral chosen out of several options . . .

8.43 West Satellite

[2nd bullet] . . . in New York **and the West can build USA units with its Production (but see 8.45)**.

8.46 Violation of [USA] Neutrality

If USA Neutrality is Violated by the Axis (**the West and USSR cannot do so**), . . .

11.0 Movement]

[2nd bullet] • Units cannot enter Rival **occupied or** owned Territory without having previously . . .

11.2 Sea Movement

[2nd para] . . . but must stop upon entering a **[non-Straits] Coastal Land Area (or an Enemy Straits)**.

11.3 Air Movement

[2nd para] . . . **must return to undisputed** Friendly Land Territory **if they move**.

11.53 BattleGroups (Sea)

. . . begin movement in the same location and move **along the same route** into the same Sea Battle.

12.41 Targeting

[pink sidebar box p 14, add:] (**both Defending Factions fire at the Attacker**).

12.52 ANS Forced Retreats

[2nd bullet] • At the end of a Sea Combat Round, all **Participating Air units (i.e. took a Combat Action)** of both sides must Retreat (by ReBasing only).

[3rd bullet] • ANS units on Land must immediately Retreat if **without Ground Support at the end of a Combat or Supply phase.**

12.732 Submarine Escape [sidebar]

[2nd para] Escaped Subs do not halt Enemy Movement (no Strategic Movement) but Enemy forces in the area during future Combat phases can likewise optionally Re-engage Escaped Subs (one Battle Group . . .

12.75 Air Units

At the end of a Sea Combat Round all **Participating Air units** (see 12.52) must ReBase (13.2).

13.2 Mandatory AF ReBasing

At the end of a Sea Combat Round, all **Participating Air units** (see 12.52) of both sides must ReBase (eliminated if unable to do so).

14.11 Supply Lines

A Supply Line is a continuous chain of friendly (Land/Sea) areas between a Ground unit and a Supply Source for that Faction (i.e., a controlled **Home MainCapital** or **SubCapital**).

14.21 Trade Routes

A **Sea Segment** terminates upon entering a non-Straits Coastal area (as for Sea Movement).

15.21 Declaring War

[2nd para] Except for passing through a Straits, Players may not enter the Territory of a Rival or its Protectorates (8.13) **or enter Land areas containing Rival units** without previously Declaring War.

15.22 DoW Effects

[3rd bullet]: • Surprise: all Declarer units have temporary **FirstFire for that Player Turn** (but this can be negated by **Enemy FirstFire Techs** not also possessed by the Declarer).

15.4 Violations of Neutrality

[sidebar. p18] **Clarifying the Violator**

A Faction declaring a **Violation of Neutrality must Aggress (11.54) into that Neutral's territory with at least one unit.** To clarify a Violation of Neutrality, a Control marker . . .

15.41 World Reaction

These cards are added to the hand and can be used **normally thereafter.**

15.421 Armed Neutral Defeat

When **Enemy units have sole occupation of an Armed Neutral's Capital at the end of a Combat phase, it is Defeated: remove its units,** place the conqueror's Control marker on its Capital and adjust POP/RES accordingly.

15.423 Intervention

An Enemy of the Violator can convert an Armed Neutral into a Satellite (8.2) **by entering its Territory with a Ground unit (which remains).**

16.3 Military Victory

A Faction that controls two **Rival** MainCapitals/SubCapitals at **the same** time wins the game immediately.

17.0 Short Game

[2nd bullet] **Make a special Player Order die roll, then** each Faction adds additional . . .

18.0 Two-Player Rules

[2nd bullet] • Initial Setup cards are dealt face down. The Passive Ally (18.2) cannot inspect and play the these cards in 1936 (**for the 1939 Short Game it can inspect/play the top HALF of them**).

18.21 Passive Production

To begin the next New Year, the Passive Stack joins that Ally's hand, **usable** whether it is Active or Passive that Year.

Index [alphabetization errors]

- **Cities** goes after *Capitals*
- **Protectorates** goes after *Production*
- **Turn Order** goes after *Trade Routes*
- **USSR Winter Turn** goes after *USA Diplomacy*