

Mrs Thatcher's War (White Dog Games, 2017) Official Errata *as of 7 April 2020*.

Rule 4/6 on BBC News: The link to 11/6/2 should read 11/7/2.

Rule 6/3, "Supply Ground Forces": The three bulleted "Supply Effects" should be replaced with the following text:

(.) No Escorts: If there are no Escorts at San Carlos, the Player must flip two British Stacks of Ground Units to their Out Of Supply side.



(.) One Escort: If there is only one Escort at San Carlos, the player must flip one British Stack of Ground Units to its Out Of Supply side.

(.) Two Escorts: If both Escorts are at San Carlos, then there is no requirement to flip any British Stack of Ground Units to its Out of Supply side.

(.) For purpose of the above rules, a Stack that was already Out of Supply before the Escorts were sent to San Carlos may be counted as having been "flipped" Out of Supply. (Example: If a British Stack at Douglas Station is already Out of Supply, and you send one Escort, the Stack at Douglas Station counts as the one Stack you must flip, so no additional Stacks need be flipped.)

Rules 6/5 and 6/6 (clarification): *If you strictly follow the procedure, if you have an Escort in the same Sea Zone that attacks a different target and you elect to resolve that combat first, it instructs you to send the Escort to TRALA, effectively leaving the Carrier "unescorted" in its part of the following engagement against the other Grupo. This was not the intent; the Carrier should be 'escorted' if it was 'escorted' at the start of the phase. Read this rule (and the Task Force Table) as instructing you to send ships to TRALA "at the end of all engagements". Naturally, if you have an Escort and a Carrier in the same Sea Zone, I would do the Carrier combat first and send it to TRALA and then conclude by doing the Escort combat.*

Rule 6/6 (second sentence) should read "A die roll of 6-7 indicates damage to these 'notional' escorts..." etc.

Rule 11/6, "Patrol": The die roll of  should read . (So just write in a tiny dot in the middle of the last die!)