

This document contains official errata for GMT Games' *Unconditional Surrender! World War 2 in Europe* (second edition released September 2017). The file includes corrections and changes made to improve play based on feedback.

We are sorry for any inconvenience. Our excuse is we are only human. – USE Design Team

The **Errata** section appears first. The **Questions** section appears last.

New or **Changed** entries from the last released Errata-Questions file are labeled as such.

Important notes appear in a blue-shaded box.

A **game designer comment** is in *italics*, sometimes in a tan-shaded box.

A rules **exception** is usually enclosed in brackets. [*Exception*: ...]

An *example* is in *italics*. *Example*: ...

Errata

Impact Summary

This file has all corrections and clarifications. Many of them do not impact play (e.g. simple punctuation errors). If a change impacts play, it will be labeled as **Minor**, **Moderate**, or **Major impact**. Unlike prior versions of the Errata file, changes with no impact are not labeled to reduce the clutter of text in this file.

Here is a summary of the number of changes that impact play.

Rulebook: 15x Minor; 2x Moderate

Optional Rules: 1x Minor

Playbook: 8x Minor, 1x Moderate

Counters: None

Map: None

Faction Cards: None

Flow Chart Cards: None

Player Aid Sheet: 1x Minor, 1x Moderate

Counters

Belgium, Will 1s, Back side: Change “3” to “2”. *No impact, if you used the rulebook’s value.*

Netherlands, Will 1s, Back side: Change “3” to “2”. *No impact, if you used the rulebook’s value.*

Poland, Prod 1s, Back side: Change “6” to “3”. *No impact, if you used the rulebook’s value.*

The three *Weather Jun Fair Oct +1* markers introduced in prior errata are no longer needed. Their associated rule 11.1.1 has been deleted. *You can still use the markers, just ignore the Jun Fair Oct +1 side.*

Map

Weather Track: Delete the Weather Limitations (11.1.1) text added in prior errata. Rule 11.1.1 has been deleted.

Hex row 32xx: Change “3315” to “3215”.

Faction Cards

None

Flow Chart Cards

Operations Phase, Supply Check Sub-Phase, start of 1st sentence: Change to “Each phasing unit in a hex”. *No impact if you followed what was in the body of the rulebook.*

Player Aid Sheet

Strategic Combat Results box:

- Before combat results: Add “**Important:** For **all results**, ignore the + # part of the CRT result.” *Image provided the near end of document.*
- Note: Change “Extra Factories” to “On-Map Factory Count”.

Ground Combat DRM Table: Change “-2 Attacking a unit in a hex affected by Poor weather” to “-1 Attacking a unit in a hex affected by Poor weather”. *Other unit or Air/Naval Support DRM remain as listed. Image provided near end of document.*

Minor impact

Weather Table:

- Delete the Weather Limitations (11.1.1) text added in prior errata.
- Weather Table: Replace with the image provided near the end of this document. Rule 11.1.1 has been deleted. *Instead of using rules, the potential outcomes on this new table mitigate the issue of the same weather occurring multiple turns in a row. Moderate impact*

Rulebook

Sequence of Play Table, 1st sentence: Add a period to the end of the sentence.

1.3.3

- Island, 2nd sentence: Delete “]” at the end of the sentence.
- Examples: All the text of the examples should be in italics.

1.3.6 Inland Port: Replace with the following.

Inland Port: A port that is not in a coastal hex is part of a Sea Zone. **Example:** *London in hex 2611 is in Sea Zone 10.*

1.3.10 Between the 2nd and 3rd sentences: Delete the repeated “restricted.”

2.1.1.1 Last sentence: Change “nor supply path trace” to “nor Supply Line trace”.

3.2.2

- Ground Units, 2nd sentence: Change “Both types” to “Both categories”.
- Garrison, 1st sentence: Change “unit is always” to “unit has only one side and”.

3.2.2.1

- 1st sentence: Change “two groups” to “two types”.
- 2nd sentence: Change “each group there are different types” to “each type there are different sub-types”.

3.3 3rd paragraph: Replace with the following.

Markers have no stacking limit and they do not impact the stacking limit of units. Units do have stacking limits.

4.2.3.1

- After the Very Important box, 2nd bullet: Add at the end of the bullet: “*Remember to pay all the movement costs to designate the Assault (4.2.3.3).*”
- After the Very Important box, 3rd bullet, last sentence: Change “*for each attack*” to “*for each Mobile attack (4.2.3.3)*”.

4.2.3.3 Example (after Example Continued), 2nd sentence: Change “into German” to “into the German”.

4.2.3.5 Fort Occupation

- Add at the start of the rule: “A brief list of fort effects is also in Fort (15.12).”
- 4th paragraph (before adding the new sentence above): Add to the end: “*The sole purpose of a performing the Army Operations Action can be to simply occupy or exit a fort.*”

- 7th paragraph (before adding the new sentence above): Add “An EZOC in a fort hex does not impact a unit’s ability to occupy or exit a fort. Also, a unit that starts its activation by exiting a fort in an EZOC may continue to move per ground unit rules.”

4.2.3.6 1st sentence: Change “Only a unit” to “Only a ground unit”

4.2.3.7 Last sentence: Change “location it can” to “location where it”

4.2.4.1 1st bullet, Exception: Change to

[Exception: If the Cooperation Limits policy is in effect, a unit using a canal (4.2.4.2) can cross Land hexes and/or move into (but *not* end its movement in) a different, *active* friendly country.] *Minor impact*

5.1 Combat Resolution Sequence

- Sequence Step 2, 1st bullet: Change “(14)” to “(14.0)”.
- Sequence Example, 1st paragraph, 1st sentence: Change “a Mobile attack” to “an Assault attack”.
- Sequence Example, Step 4, 2nd sentence: Change “-2 for attacking a unit” to “-1 for attacking a unit”.
- Sequence Example, Step 6, next to last sentence: Change “turn, even if it had MP left.” to “turn.”.

5.2.2 Example, 3rd paragraph, 1st sentence: Change “France” to “French”.

5.3.1: Ground Combat Prohibitions

- Add a new bullet. *Minor impact on play balance. Moderate impact on playing time. This deals with player concerns that there were too many combats in bad weather that yielded too few results for the time played. This change decreases playing time by reducing the number of potential combats in bad weather.*
 - A unit cannot conduct a Mobile attack against an enemy ground unit in a hex affected by Poor or Severe weather. A unit can only Assault it.
- Add a new bullet.
 - A unit in a Map Box cannot attack unless it is performing an Amphibious Invasion (6.3.2). *Note a unit that exits a Map Box during its activation can attack as it is no longer in the Map Box.*

5.3.2 1st paragraph, last sentence: Replace with the following.

*Remember to pay all the movement costs for **each** Mobile attack (4.2.3.3).*

5.3.3 1st paragraph, after the 1st sentence: Add the following.

Remember to pay all the movement costs to designate the Assault (4.2.3.3).

6.2.2 1st sentence: Change “or bomber unit can” to “or bomber unit in a hex”.

6.2.3 2nd paragraph: Change “must be of the same nationality” to “must be in a hex and of the same nationality”.

6.2.5.2 Example, 1st sentence: Change “Hull traces” to “Hull tentatively traces”.

6.2.5.3 1st paragraph, 2nd sentence: Change this sentence into an exception.

[Exception: During an Amphibious Invasion, only one interception per Sea Zone or invasion hex is allowed (6.3.2.6).]

6.3.2.3 After bullets: Add “The phasing units of an aborted Amphibious Invasion remain in the hex they activated in.”

6.3.2.4 Mulberry: Change “Immediately” to “If the marker is included in scenario set up, immediately”.

6.4.3 1st sentence: Change “prevents the completion of the Action” to “ends the intercepted unit’s current Action.”

New 6.4.3.1 2nd bullet: Change “cannot cross a Strait” to “cannot go through a Canal or cross a Strait.”

6.4.4 The paragraph before the Sorties paragraph, 1st sentence: Change “moving or ends” to “moving or end”.

7.0. Add the following.

A unit is either considered supplied or unsupplied based on its Supply State (7.1). When a unit’s supply status matters for a rule, it will include one of the following terms.

Supplied: A unit is *supplied* if it has a Full or Low Supply State.

Unsupplied: A unit is *unsupplied* if it has a No Supply State.

7.1. Delete the Supplied and Unsupplied definitions. *They are now in rule 7.0.*

7.3.1. Throughout: Change “a LSS” to “an LSS”.

7.4 Supply Line

- 1st sentence: Replace with the following.
A Land Supply Line (7.4.2) starts at checking unit’s location and then goes overland to a friendly Supply Source for that unit.
A Sea Supply Line (7.4.3) starts at the checking unit’s location, goes *overland* to a convoy, and then that convoy traces across a Sea Zone or Map Box toward a Supply Source. *Remember this when contemplating overseas operations.*
- Paragraph before the Exception, 1st and 2nd sentences: Replace with the following.
A convoy unit is required and activated each time a unit traces a supply line across a Sea Zone or Map Box. The same convoy can be activated multiple times in a Supply Check Sub-Phase.
- 7.4 Exception: Replace with the following.
[Exception: A warship unit (even with 6 Sorties) may activate to trace its own supply line across a Sea Zone or Map Box without using a convoy. If a warship uses a convoy to trace a supply line, the warship is not activated.]

7.4.3 Sea Supply Line

- 1st paragraph: Replace with the following.
A Sea Supply Line starts from the checking unit’s location, goes to a convoy, and then that convoy traces across a Sea Zone or Map Box. *Remember this when contemplating overseas operations.*
- 2nd paragraph (the one after the designer comments, add the following. *No impact unless you were tracing overland to a different port.*
[Exception: A warship unit tracing its own supply line without using a convoy cannot trace an overland path to a different port. It must begin to trace the naval movement path part of a Sea Supply Line from the port it occupies (see below).]
- The paragraph before the 1st bullet, last sentence: Delete the second period symbol.
- Sea Supply Line Example, last two pictures: There should be no Low Supply marker on the Afrika unit.

8.1 2nd and 3rd paragraphs: Delete “Tip:” and “Warning:”.

8.2 Upgrade,

- 1st paragraph: This should be in a designer’s note box and italicized.
- Add as a new paragraph at the end of this section, before rule 8.2.1. *Minor impact*
USSR Motorized Guards: If a USSR *infantry* unit was replaced with a USSR Motorized Guards unit, the Soviet faction immediately removes a second USSR infantry unit in a hex on the map. The second unit removed from the scenario may be of any strength or supply status. *So, one USSR Motorized Guards unit replaces two USSR infantry units.*

The above change may seem like it should have a significant impact, but testing showed that was not the case. However, it did improve the simulation for the mid-to-late war period.

8.2.1 Upgrade Example,

- 1st paragraph: Replace with the following.
A USSR reduced strength infantry unit is under the Moscow Fort marker in Moscow. A USSR Motorized Guards unit is in the Soviet Faction’s Upgrade box. The Soviet faction takes the USSR Guards unit from the box, puts it under the Moscow Fort with its reduced strength side face up and removes the reduced strength infantry unit in Moscow from the scenario. It then takes a USSR full strength infantry unit from another hex on the map and removes it from the scenario.

- last paragraph, 1st sentence: Change “On next turn” to “On the next turn”.

9.0 Important Box, all sentences after the 1st sentence: Text should be italicized.

9.2.1 Strategic Warfare Phase

- Step 1, 1st sentence: Change “is not effect” to “is not in effect”.
- Step 1, Last sentence: Delete this sentence.

10.1.1 Declare War *Minor impact*

- Delete the designer’s note that was in the 2017-10-18 errata file.
- Important box: Replace with the following.

Important: Remember to check Prohibitions 10.1.1.1.

- Exceptions: Delete this from 10.1.1. They are now part of a new 10.1.1.1 Prohibitions rule. See below.

10.1.1.1 Add the following. *Minor impact. This is a new section made from the exceptions previously listed in 10.1.1.*

10.1.1.1 Declare War on Country Prohibitions

- If both the Appeasement *and* Nazi-Soviet Pact policies are in effect, the Axis faction cannot declare war on a country. If the Axis faction wants to attack a country, it must first declare war on a faction (10.1.2) or wait for either or both policies to end by some other means (see 10.3.4.1 and 10.3.5.1).
- If either the Appeasement *or* Nazi-Soviet Pact policy is in effect, both the Western and Soviet factions cannot declare war. *Yes, either policy affects both Allied factions.*
- If the Moscow Treaty policy is in effect, the Soviet faction cannot declare war.

10.1.2 Declare War Example, 2nd paragraph: Replace with the following.

The Axis faction goes first in the Phase and its player decides to attack Poland now and then invade the USSR in 1940 (to delay triggering the East Invaded Conditional Event (13.3)). Because both policies are in effect, the Axis cannot declare war on a country (10.1.1.1). Therefore, it first states it is declaring war on the Soviet faction. That ends the Nazi-Soviet Pact, which allows the Axis to declare war on a country (10.1.1) and allows the Axis and Soviet factions to fight each other. In addition, with that policy no longer in effect and with Appeasement still in effect, any neutral country the Axis faction declares war on automatically joins the Soviet faction (13.1.1). With the Pact ended, the Axis faction declares war on Poland. This activates Poland, which joins the Soviet faction, and its counters are set up as per the Country Setup (13.1.2). The Axis faction could then declare war on more countries but states it will not.

10.2 1st paragraph (the Designer’s note): Change “USA or otherwise” to “USA or as otherwise”.

10.2.2 1st paragraph, Exception:

- Change “result below. Then apply” to “result below.] Then apply”.
- Delete “]” at the end of the paragraph.

10.3.1.1 Home Defense Not Satisfied: Replace with the following.

At the **start** of its faction’s Strategic Movement Phase and again at the **start** of its Operations Phase; if a country is not satisfying a Home Defense policy rule above, its faction must attempt to satisfy that rule.

For each unsatisfied rule, the faction chooses and repatriates (10.4) the required unit from a hex and/or Map Box and puts it in a location that satisfies that rule. It continues to do this until the rule is fully satisfied or the necessary unit or location is unavailable.

After all possible repatriation, if the rule is still not satisfied, continue playing that phase. There is no other impact.

10.3.2 Cooperation Limits

- 1st bullet: Add to the end “It is allowed in other Western countries.”
- 2nd bullet: Add to the end “It is allowed in other Soviet countries.”
- Exceptions: Add new exception, “A ZOC extends into any friendly country.”

10.3.5 Last bullet: Change “15” to “10”. *Minor impact*

10.3.5.1 3rd bullet: Change “from Turn Track” to “from the Turn Track”.

10.3.6.1 2nd sentence: Change to “If the policy ends, see ‘Policy Ends’ in Moscow Treaty (15.14).”

11.1 Weather Phase

- Designer’s Note Box: Add “*There are not many weather specific effects, but they have a significant impact on combat and operations.*”
- 1st paragraph: Delete the italicized sentence starting “*Tip: The...*”.
- Add the following as new 2nd paragraph:
When rolling weather for the Apr, Jun, or Nov turns, use the row on the Weather Table that matches the prior month’s weather. *The location of a Zone’s Weather marker on the track will remind you what it was.*
- Example, replace with the following:
Example: *It is Apr-42. The Axis faction declares it is rolling for the Cold Zone and looks at the Weather Track to see its Weather marker is located in the Poor box (indicating the March weather was Poor). It rolls a 5 and looks at the Apr (Mar Poor) row within the Cold Zone section of the Weather Table. It finds a result from 4 to 6 is listed under Severe and then moves the Cold Zone’s Weather marker to the Severe box. The Axis then rolls a 1 for the Mild Zone, which also had Poor weather in March. On the Apr (Mar Poor) row within the Mild Zone section, a result of 1 is listed under Fair. Finally, the Axis rolls a 3 for the Warm Zone, which had Severe weather in March. On the Apr (Mar Sev) row within the Warm Zone section, a 3 result is listed under Poor.*

11.1.1 Delete this rules section, which was introduced in prior errata. *Mitigating the issue of the same weather occurring many turns in a row is now handled with the redesigned Weather Table (image provided near end of document). The potential outcomes of the new table were deemed reasonable and it allowed us to delete rules.* *Moderate impact*

11.2 Poor/Severe Weather Effects

- 2nd bullet: Change “combat -2 DRM” to “combat -1 DRM”. *Minor impact*
- Add a new bullet: *Minor impact*
 - A ground unit cannot conduct a Mobile attack against an enemy ground unit in a hex affected by Poor or Severe weather. A unit can only Assault it.

13.1.1 4th bullet, sentences 3-4 (i.e., the italicized sentences): Delete them.

13.1.2 Country Setup

- 1st bullet, last sentence: Change “affected if has a” to “affected if it has”.
- On-Map Setup, 1st bullet: Change “at full strength” to “at full strength and Full Supply”.

13.1.2.1 2nd bullet, 1st sentence: Change “considered conquered (13.2.2).” to “considered conquered by the phasing faction (13.2.2).”.

13.2.1.1 UK or USA, Step 5, 1st sentence: Change “apply the Political Success event” to “apply an Unrestricted Political Success event” *Any neutral country on the map can be selected; ignore border or Sea Zone restrictions.* *Minor impact*

13.2.1.1 USSR,

- Step 1, Add: Each USSR fort within the USSR is removed from the scenario. *Minor impact*
- **New** Step 8, Exception: Each USSR fort within the USSR is removed from the scenario. *Minor impact*
- Step 9, 1st sentence: Change “Dec-42” to “Dec-43”. *Minor impact*

13.2.2 Important Box, last sentence: Text should be italicized.

13.2.2 Step 4, 1st bullet: Change ““If the East Invaded (13.3)” to “If the East Invaded event (13.3)”.

13.2.2.1 France, Step 2” Change “apply the Political Success event” to “apply an Unrestricted Political Success event”. *Any neutral country on the map can be selected; ignore border or Sea Zone restrictions.* *Minor impact*

13.2.2.1 France, Step 3, 2nd sentence: Change ““If the East Invaded (13.3)” to “If the East Invaded event (13.3)”.

14.1 Airdrop

- 2nd bullet: Change “**No enemy city** (with or without an enemy unit in it),” to “**In all other situations**”.
- 4th paragraph: Replace with the following.

The phasing faction traces an air movement path from the activated unit to the placement hex. When the path has entered the placement hex, the marker is put in it. The trace and placement cannot be intercepted.

The air unit is not considered activated and does not add a Sortie to its total.

14.11 Political Failure

- 1st sentence: Change “Pulled Event Marker” to “Pulled Marker”.
- 1st bullet: Change “has no Pro-[Faction] marker” to “has no Pro-[Faction] or Strict Neutrality marker” *No impact unless you allowed a Pro-[Faction] marker to replace a Strict Neutrality marker.*

14.12 Political Success

- 1st bullet, 1st sentence: Change “has no Pro-[Faction] marker” to “has no Pro-[Faction] or Strict Neutrality marker” *No impact unless you allowed a Pro-[Faction] marker to replace a Strict Neutrality marker.*
- 2nd bullet, 2nd sentence: Change “faction (13.1)” to “faction”.
- Add the following after the bullets, but not as a new bullet: *Minor impact*
Unrestricted Political Success: If specifically instructed to apply this, the faction must do one of the bullets above. However, for the first bullet, ignore the reference to sharing a land border or Sea Zone. *Simply pick any neutral country on the map.*

14.15 Designer’s Note Box, last sentence: Change “for the controlling” to “for controlling”.

14.16 1st sentence: Change “A Faction” to “A faction”.

14.17 Last paragraph, 1st sentence: Change “end of the Actions Sub-Phase” to “end of the phasing faction’s Actions Sub-Phase”.

15.8 3rd paragraph (i.e., the one starting with “On turns when”): Change “put it six turns later” to “put it four turns later”. *Minor impact*

15.9 2nd sentence: Change “a Fac. Count” to “a Fac Count”.

15.10 2nd sentence: Change “a Fac. Lost” to “a Fac Lost”.

15.12 5th bullet: Change “by two.” to “by two. Round Up”.

15.16 Mulberry

- New 1st paragraph: Replace with the following.
 This marker is put in a coastal hex with no port that contains a UK or USA ground unit which just ended its activation after performing an Amphibious Invasion (6.3.2.4).
 Once placed in a hex, it cannot be voluntarily removed.
- 2nd paragraph: Add “Treat this as a printed port on the map, except as noted below.”.

15.23 2nd bullet: Change “and -2 Attacking” to “and -1 Attacking”.

15.32 Delete rule referencing Weather [Jun Fair Oct +1], which was introduced in prior errata. Instead, change the published rule to “This marker denotes a Weather Zone’s weather for the turn (11.0).”

16.0 Vichy: “Mainland” should be bold and italicized.

Policies Quick Reference, 10.3.6.1 2nd sentence: Change to “If the policy ends, see ‘Policy Ends’ in Moscow Treaty (15.14).”

Index: Change “Ceded [Disputed Area]...” to “Ceded [Disputed Area] Marker...”

10.3.6.1 2nd sentence: Change to “If the policy ends, see ‘Policy Ends’ in Moscow Treaty (15.14).”

Conditional Event Quick Reference, Country Collapse *No impact, if you followed what was in the body of the rulebook.*

- Trigger: Change “activates due to” to “collapses”
- 1st bullet: Delete “and none of its Mainland cities is under enemy control”.
- Add new first bullet under Actions: *Image provided near end of document.*
 - Check if it is a Conquered Country (13.2.2). If conquered, follow 13.2.2. If not conquered, do the following.

Conditional Event Quick Reference, USSR Northern Border, 1st bullet: Change to “south of hex row 36xx” to “north of hex row 15xx”.

Operations Phase Flowchart, Supply Check Sub-Phase, start of 1st sentence: Change to “Each phasing unit in a hex”.

Sequence of Play Flowchart, Strategic Warfare Phase boxes: The color of any blue text should be black.

Optional Rules

See Question #5 in the Questions section of this file to see where to get an electronic version of the optional rules.

26.0 Last Stand: *This is a new Optional rule.* Add the following. *Minor impact*

26.0 Last Stand

This represents defending forces fighting desperately to keep their country from collapsing.

If a ground combat result is DR and the defender is a full strength unit that can retreat, the defending faction may choose to reduce the defending unit instead of retreating it. It can do this under the following conditions.

- The defending unit is in a city in its one of its country’s Mainland or Overseas Areas.
- The defending unit’s country would collapse (13.2) if one of the attacking units advanced after combat into that city. The phasing faction does not have to state in advance that it will advance after combat.

Playbook

30.1.2.2 Rules to Read, 3rd bullet: Change “6.1 to 6.1.3” to “6.1 and 6.3.2”.

31.2.1 Special Rules/Notes: Add new bullet, “When determining the weather for April, roll on the Apr (Mar Poor) row for the Mild Zone and Cold Zone.”

New 31.2.3 Special Rules/Notes, 2nd sentence: Change “or any two of its cities are” to “is”.

30.3.1 Production / National Will Markers: Add: “A Prod x2 marker is put in its Faction Card’s Production Multiplier box.”

31.3.1 Basics

- Policies: Change to “The Cooperation Limits, Home Defense, and Neutral Non-Violation policies are in effect. *Minor impact*
- Special Rules/Notes: Delete the 2nd bullet dealing with Strategic Warfare. *Minor impact*

31.3.2 Axis Faction

- Active Countries, Germany, National Will: Change “45” to “51”.
- Special Rules/Notes, 1st bullet: Delete “Ireland”.
- Setup, Counter ID 1 Convoy (2nd entry at end of table): Delete this entry.
- Setup, Counter ID 18: Delete this entry. *Minor impact*
- Setup, add the following. *Moderate impact*

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	5 Luf	2619				2

31.3.3 Active Countries, Netherlands, National Will: Change “3” to “2”.

31.4.1 Special Rules/Notes: Add new bullet, “When determining the weather for April, roll on the Apr (Mar Sev) row for the Mild Zone and the Warm Zone.”

New 31.4.3 Special Rules/Notes, 1st bullet: Change “country” to “country, but it does exert a ZOC into it.”

31.6.1 Special Rules/Notes: Add new bullet, “When determining the weather for Nov, roll on the Nov (Oct Poor) row for the Mild Zone and the Warm Zone.”

New 31.6.2 Special Rules/Notes, 5th bullet, 2nd paragraph: Replace with the following.

To represent these, put a 4 Sorties marker in the hex. If committed to a ground combat and a UK air unit is not committed to the same ground combat, add one to the Sorties total. If a UK air unit is committed to the same combat, fight an air/naval combat as per the standard rules.

In the Replacements phase, replace whatever Sorties marker is in hex 4526 with a 4 Sorties marker.

The Western faction cannot perform an Air Strike against the hex.

31.7.1 Special Rules/Notes, 3rd bullet: At the end of the 2nd sentence, delete “in this scenario, the Axis faction rolls a die”. Also, delete the 3rd sentence.

31.7.2 Axis Faction

- Setup, add the following. *Minor impact*

Country	Counter ID	Location	Entry-H	Entry-V	R	S
Germany	1 Para	2719			R	

31.7.3 Western Faction

- Special Rules/Notes, Replace all with the following.
 - A bomber may only perform the following Actions: Air Rebase, Air Strike, or Air Support.
 - In the Replacements Phase, no more than 1 Sortie is removed from one bomber unit. *That is one/bomber, not one in total. This reflects the limited number of bombers available for operational support. The rest were committed to strategic bombing.*
- Setup, add the following.

Country	Counter ID	Location	Entry-H	Entry-V	R	S
UK	Bm Cmd	2611				5
USA	8 AAF	2710				5

31.9.2 Axis Faction

- Active Countries, Germany: Change “63” to “67”. *Minor impact*
- **New** Setup, Italy, Location: Change “2931” to “2933”.

New 31.10.1 Special Rules/Notes, 3rd bullet, 2nd diamond, 1st sentence: Change “its Operations Phase” to “its Strategic Movement Phase and Operations Phase”. *Minor impact*

31.10.3 Western Faction

- **Changed** Special Rules/Notes, 3rd bullet, 3rd diamond, 2nd sentence: Change “above six, or” to “above three or”. Also, change “not exceeded its six unit, or” to “not reached its three unit”. *Minor impact*
- Nuclear Strike!, 1st sentence: Change “In a Strategic Warfare Phase, or” to “In a Strategic Warfare Phase, after determining Strategic Warfare results and removing all Nuclear Strike markers that may be on the map from a prior turn,”.
- Nuclear Strike Removal: Change “Warfare results.” to “Warfare results, but before resolving the current turn’s Strike.”.

32.1.3 Setup, USA, Counter ID 7: Change the Entry-V value to +24. *Minor impact*

32.4.1 Diplomacy Markers: Change to “**Diplomacy Markers:** NA” and deleted the bulleted entries.

32.4.1 Special Rules/Notes, 1st bullet: Delete “unless the Moscow Treaty policy goes into effect”.

*The following Soviet Setup changes bring these scenarios in line with the revised Upgrade rule for USSR Motorized Guards units. *Minor impact**

32.4.4 Soviet Faction, Setup:

- Delete these entries: Counter ID = 3, 4, 11, 16, 22, 33, 50, 62
- Change Location: 4 Gd to 2553, 8 Gd and 10 Gd to Upgrade

32.5.4 Soviet Faction, Setup: Delete these entries: Counter ID = 3, 4, 16, 22, 30, 33, 44, 45, 50, 51

32.6.4 Soviet Faction, Setup: Delete these entries: Counter ID = 4, 16, 22, 30, 33, 44, 45, 50, 51

32.6.1 Control Markers, 3rd bullet: Change “Debrecen” to “Szolnok”.

New or Replacement Images

Weather (11.0)									
Roll one die per zone [except Desert, which is always Fair]									
	Cold Zone <i>Blue & north</i>			Mild Zone <i>Green to Blue</i>			Warm Zone <i>Yellow to Green</i>		
Month	Fair	Poor	Severe	Fair	Poor	Severe	Fair	Poor	Severe
Dec - Feb	-	1-3	4-6	-	1-4	5-6	1	2-4	5-6
Mar	-	1-2	3-6	1	2-3	4-6	1-2	3-4	5-6
Apr (Mar Fair)	-	-	-	-	1-3	4-6	1	2-4	5-6
Apr (Mar Poor)	-	1-3	4-6	1	2-4	5-6	1-2	3-5	6
Apr (Mar Sev)	-	1-4	5-6	1	2-5	6	1-2	3-6	-
May	1-2	3-6	-	1-3	4-6	-	1-4	5-6	-
Jun (May Fair)	1-3	4-6	-	1-4	5-6	-	1-4	5-6	-
Jun (May Poor)	1-4	5-6	-	1-4	5-6	-	1-4	5-6	-
Jul - Sep	1-6	-	-	1-6	-	-	1-6	-	-
Oct	1	2-4	5-6	1-2	3-4	5-6	1-2	3-5	6
Nov (Oct Fair)	-	1-4	5-6	-	1-4	5-6	-	1-4	5-6
Nov (Oct Poor)	1	2-4	5-6	1-2	3-4	5-6	1-2	3-6	-
Nov (Oct Sev)	1	2-5	6	1-2	3-6	-	1-3	4-6	-



Ranges (1.4)

Airdrop: 3 hexes from an air unit of the same nationality

Air Escort: Same Hex or Same Sea Zone

Air Interception:

- of an Air unit: 5 hexes
- of a Naval unit: Same Sea Zone

Air Strike: 7 hexes

Air Support: 5 hexes

Amphibious Invasion:

- Axis invading from Sea Zone: Same Sea Zone
- Soviet invading from Sea Zone: Same Sea Zone
- Western invading from Sea Zone: 2 Sea Zones
- Western invading from a Map Box: 1 Sea Zone

Bombing Run: 20 hexes

Naval Interception:

- Intercepting unit is in a Sea Zone: 2 Sea Zones.
Movement path cannot be traced through a Canal or across a Strait.
- Intercepting unit is in a Map Box: 1 Sea Zone

Partisans:

In a hex containing an enemy ground unit that is within a friendly, active or conquered Allied country.

Supply Line Across Land Hexes:

Up to 2 hexes at start of trace, then unlimited along a Transport Line

Supply Line Across Sea Zones / Map Boxes:

Unlimited

Country Collapse (13.2)

Trigger: A country collapses when one of the following happens.

- A country's National Will drops to zero.
- All its Mainland cities are under enemy control.

Actions: If UK, USA, or USSR collapsed, see Special Cases (13.2.1.1). Otherwise, for the country that collapsed,

- Check if it is a Conquered Country (13.2.2). If conquered, follow 13.2.2. If not conquered, do the following.
- Eliminate its reduced ground units in a hex or Map Box.
- Reduce its full-strength ground units in a hex or Map Box.
- Eliminate each of its air or naval units in a hex or Map Box. Remove their Sorties.
- Reset its National Will to one half of its value on the Country List (16.0). Round up.

Ground Combat DRM**Assault or Mobile Attack** - Applies to Primary Attacker or Defender unit

- +2 Germany unit
 - +1 France, UK, or USA unit
 - +1 Elite unit. *Unit has a star symbol.*
 - 2 Reduced strength unit
 - 2 Unit has Low Supply.
 - +1 Shock unit defending in, or attacking a unit in, a hex affected by Fair weather.
 - +2 Tank unit defending in, or attacking a unit in, a hex affected by Fair weather.
 - +1 Tank unit defending in, or attacking a unit in, a hex affected by Poor weather.
 - +2 Attacking an Isolated* defender [except in a fort on an island]. *Defender has no eligible retreat hex and it is not adjacent to a friendly: city, fort, or ground unit.
 - 1 Attacking a unit in a hex affected by Poor weather
 - 1 Attacking a unit in a hex that contains a city and / or any amount of Rough terrain. *This is -1 in total, not -1 per each type of terrain in the hex.*
 - 2 Attacking across a Strait hexside
 - 1 Attacking across a Canal, Mountain, or River hexside
 - +2 Air Support from an air unit and the defender's hex is affected by Fair weather.
 - +1 Air Support from an air unit and the defender's hex is affected by Poor weather.
- Assault Attack** - In addition to the Primary Attacker's DRM above
- +2 per Additional Attacker Tank or Shock unit attacking a unit in a hex affected by Fair or Poor weather. *If hex is affected by Severe, instead apply the +1 DRM below.*
 - +1 per Additional Attacker [except a Tank or Shock unit applying the +2 DRM above].

Amphibious Invasion Assault Attack - In addition to any DRM above.

- 1 Attacking a unit in any hex.
- +2 Naval Support, attacking a unit in coastal hex affected by Fair weather.
- +1 Naval Support, attacking a unit in coastal hex affected by Poor weather.

Assault or Mobile Attack - In addition to any DRM above.

+/-? Per each Event marker's effect

After Rolling Combat Die

A side's modified combat result is divided by two for each of the following. Round up after each division.

- One or more of a side's ground units has No Supply.
- Unit defending in, or attacking a unit in, a hex affected by Severe weather.
- Attacking a ground unit that occupies a fort. *This can only be an Assault attack.*

Strategic Combat Results**Important:** For all results, ignore the + # part of the CRT result.

- ♦: Decrease the Fac Lost marker value for both Germany and the respective Allied country (i.e. UK or USSR) by one each.

DR, DD, DE:

- Decrease the Germany Fac Lost marker value by one.
- Increase the respective Allied Fac Lost marker value by one.

AS, AA:

- Increase the Germany Fac Lost marker value by one.
- Decrease the respective Allied Fac Lost marker value by one.

Note: A Fac Lost marker cannot go below the 1 box or beyond the 9 box of the **On-Map Factory Count** Track.

Playtesting

The following section are rules changes under consideration but require more playtesting. If you to try them, please report your findings to the USE Design Team via email or on the USE topics on Consimworld or BoardGameGeek. Thank you.

No playtest rules as of the date on this document.

Questions

Question 01 – Russian Rasputitsa: In the infamous mud weather (even on the Eastern Front), there is no impact on movement. That means that an infantry army could move five hexes (~175 miles) and then attack in one month. That seems awfully good compared to their historical rates of movement and advance achieved during the Rasputitsa. What is happening here from a design perspective?

Answer: For those that have not heard the term before, Rasputitsa is a season when travel on unpaved roads becomes difficult due to muddy conditions from autumnal rains or spring thaw.

My studies of army level movement over the span of a month showed that over the centuries, it was enemy contact that mattered most in determining how far an army advanced. Weather, while certainly a factor, did not significantly reduce an army's movement. It averaged out over the course of a month. Fighting, however, and more so fighting in bad weather, was the important factor.

In USE, unopposed movement (i.e. not attacking) is not reduced. However, if a unit is engaged with the enemy, bad weather affects movement with its +2 MP to attack. For example, a Leg unit in Fair weather can make four ground attacks against clear hexes, a Mobile unit five attacks, but in Poor weather it goes down to one as it can only Assault. In addition, in Poor weather the attacks have a -1 attacker DRM.

Question 02 – Partisans / Airdrop: The Partisans marker appears to be the most effective weapon in the Russia chit pool as far as I can make out. They remain in the hex for the entire combat phase penalizing the defender with a -2 for each combat (all weathers) and are at no risk of being removed unlike the Airdrop marker (which also provides a -2 for the phase, but are at risk of being removed from the game on a die roll of 6).

Were the partisans really that much more effective than a couple of divisions of elite paratroops dropped behind enemy lines? Perhaps they represent other assets as well or maybe it's to tempt you to use them in combat rather than strategic warfare. I believe that they were primarily engaged in supply line issues rather than coordinating with major offensives where they show up in the game, but I could be wrong.

Answer: The Airdrop represents paratroopers providing direct combat support taking or denying key locations from the enemy in a short time frame. They are trained soldiers and very hard to replace if destroyed.

The partisans are eroding enemy supplies, pulling troops from the front line, and providing intelligence over a longer period than the airborne are operating. Note the partisans' -2 DRM is the equivalent of the Low Supply -2 DRM. So, imagine the partisan activity as temporarily putting the defender in a Low Supply status. The difference is that it only applies in the hex the partisans are active rather than following the defender for a whole turn no matter where it goes.

From Mark Dey (Developer): I typically use Soviet Partisans for strategic combat as I try to be patient and focus on getting the Axis to 9 lost factories as soon as possible. However, they are rather potent, and intentionally so, since to oust some German armies, you'll need that modifier. One thing to consider is that Partisans do have a placement restriction based on friendly countries, so you won't be able to use Partisans in Germany.

Question 03 – Game Play vs Luck: I notice where you responded to gamer's inquiry that you have no problem with people changing DRM to their taste if they have problems with an aspect they are concerned about.

I wanted to see how you developed your CRTs from a probabilistic standpoint. I mention the following only to show an example of how one game designer developed a weather table for MMP's Guderian's Blitzkrieg. This is an Operational look at the East Front beginning with Operation Typhoon and ending spring 1943. For their weather table, they researched how the weather was during different times of the year in Russia during the 1940s and may have included the 1930s. A Monte Carlo simulation was done to develop the Weather Table response. In developing your tables and results did you and your team develop them with probabilities in mind?

Though probabilities are involved in USE, is individual game play the major driver in results and not the results on the CRT? For instance, in the game Risk you probably know that the results on the die rolls are the major driver and not a gamer's strategy.

Answer: USE strives to have game play drive results. However, given the importance of such things as CRT results and weather, luck (or the dice) can be a driving force. It is hard to deny luck's effect on the outcome of historical events.

The USE tables were designed with probabilities in mind. They were then modified based on how the results affected game play. The game's simple tables and use of a six-sided die meant modifications were based more on form and results than trying to achieve historical, statistical probabilities. For example, the Weather Table needed to work within the context of the Weather Zones and how the campaigns played out. The area encompassed by the Cold Zone needed to have a higher chance of bad weather relative to the Warm Zone. These were then tweaked to create a range of results that were slightly different for each Zone. It wasn't based on studies of actual weather patterns except in the general sense, e.g. it's colder more often in Moscow than Rome.

The CRT and ground combat started with a basic premise based on the game's scale. All things being equal, if two armies fought each, then each would have about a 25% chance to defeat the other and the remaining 50% would result in a stalemate. That stalemate might still have victories and defeats by both sides, but not enough to dislodge the other by a full hex. A significant victory by one side over the other would happen based on how wide the modified combat results were. I use the dice here to simulate whatever you can think of that resulted in the big victory. Generally, if one side's modified combat result was about twice than the other side's result, they got more than a simple retreat result. Again, the results and DRM were then adjusted based on how the campaigns played out.

In terms of running computer simulations, it was Strategic Warfare that benefited from this. A gamer, Jay Muchnij, was kind enough to run many simulations of Strategic Warfare using different DRM. It gave me results as to how many and how often Germany, UK, and USSR would lose and regain factories. I examined the results and evaluated how they mirrored history and their impact on play balance.

Ultimately, USE is a game I want people to have fun with. If a player's experience with the game's probabilities and results feel wrong, e.g. they too greatly favor one side over the other, then it is easy for a player to modify the DRM accordingly. They can even add new ones to simulate something important to them. I feel this is one of USE's strengths and am pleased I could work that into the design.

Question 04 – Tempo and Weather: *Designer's Note 12/31/2019: This question and answer was written before the current errata. Though the errata mitigates some of the issues, the answer is still applicable from a strategy and design perspective.*

Just called our last Vassal game where the Russians blew a huge hole in the German lines at the start of Summer'43. The clear weather turns are too powerful, history is maintained by having the Spring, Winter and Autumn too difficult. This also makes it too weather dependent. A five or six turn Summer in 41 in Russia and the Germans win, a three and they lose. Even if they don't Collapse Russia, and why would you, you need the losses and particularly the space that the extra turns give you. I also find the game tempo range my main issue with the game. It's all about the clear weather. Most turns are not clear weather and they are spent doing very little with the odd hex changing hands.

Answer: Others have experienced what looks to be a game winning Russian '43 breakthrough. Generally, it was due to an over extended Axis line without enough reserves. After they've experienced it, players do better the next time. Having said that, defending in USE is harder than attacking.

Also, players new to USE may underestimate the how well the Germans can regroup farther back from a front line disaster and reform a new line in time for the bad weather, which will slow Allied offensives. The Axis lose the game if Germany collapses. What looks hopeless in summer '43 might stabilize in late '43. As the front gets closer to Germany, the terrain gets rougher, the Germans get to the front faster, and because the front line is shorter, more reserves can be placed. It's a long war.

Regarding the tempo and weather, most games in this genre are quarterly or similar time periods. USE is monthly and as such the tempo and pace of advance tries to fit within that time scale. It makes for a longer game, but I have found campaigns play out closer to what they did historically (at least as I saw them).

While researching, studying maps and time scales, I was slightly taken back by what was a series of short period, rapid, and deep advances and long periods of little advance. Historical accounts tend to focus on the active periods of the war, not the quiet ones. It added perspective to some campaigns which were not as amazing (for lack of a better term) at USE's scale

than we tend to imagine them. The Russian '41 winter offensive is the most prominent that comes to mind. It is often imagined as incredibly success with large amounts of ground regained by the Soviets. At USE's scale, however, it was a few hexes.

In my opinion, weather was a primary factor in campaigns' outcomes. Admittedly, weather was not always the primary reason, but it was a major factor. Because of this, weather plays a large role in the game. Can it be deciding factor in USE? Certainly, if a faction gets lucky with five or six consecutive Fair weather turns at the right time, but the odds of that happening are low. For example, the chance of five turns of Fair weather in the Cold Zone is 17%, six turns is 3%.

If USE had a more detailed supply system or more complicated methods for limiting offensives in locations (such as with limited range "Blitz" markers), it could simulate those other factors that paced campaigns. However, it doesn't because one of its main design goals was relative simplicity. The price for that simplicity are game effects that are broader and potentially have more impact than they might otherwise.

As for the current set of movement costs and DRMs related to weather, they are the ones that worked best over the whole war. A simple change, e.g. attacking a hex in Poor/Severe weather costs +3 MP, can have a big impact on the flow of campaigns. However, USE is easy to modify, so you can make a change and try it out. Perhaps you're willing to let France survive longer if you feel that Russia plays out better. Season to taste. Remember, the objective is to have fun.

Question 05 – Yellow triangle What if Counters: Are there official rules for the yellow triangle What if counters? If there are, which rules do other players or the design team use more often.

Answer: Official optional rules were published in C3i Nr28 magazine. An electronic version is available on USE's respective game page on BoardGameGeek and Consimworld websites.

<https://www.boardgamegeek.com/filepage/148609/use-optional-rules-c3inr28-2014>

<http://talk.consimworld.com/WebX?233@@.1dd4495a1enclosure=.1ddd03aa>

To my knowledge, there are no specific optional rules that players use more often than others. As of this file's issue date, I have not had much feedback on optional rules. The design team (as a group) has not played with optional rules because our focus was to have a very stable standard game.

Optional rules are just that, optional. You do not have to play with any of them. They are not additional rules to make the game be played "as the designer intended" or "as it should be."

New Question 06 – Conquering Denmark/Norway: Is invading Denmark and Norway worth the effort to Germany? The game doesn't allow for Narvik's importance as an ice-free port for shipping iron ore to Germany. The only other reason I can think of to invade Denmark-Norway is to deny the Western Allies ports and airfields within striking distance if Germany's northern flank. Am I missing something here?

Answer: While USE does not specifically simulate Narvik's importance, the importance of the region is abstractly represented. An air unit Norway provides an Axis Strategic Warfare DRM against the West and Soviet factions. The only other place like that is Kuwait. It also satisfies the Germany West Front Home Defense policy. If you must leave an air unit in the West, having it in Norway also provides a DRM benefit for it. Conquering Norway also puts Pro-Axis markers in the Diplomacy Cup, which helps Axis diplomacy. And as stated in the question, it denies the Western Allies the chance to get there first and cause trouble, including getting an Allied Strategic Warfare DRM against the Axis faction.

The counter to the above is conquering two countries without immediate payback. The above benefits cannot be easily quantified in terms of direct results. Strategic Warfare's impact is a long term and somewhat nebulous thing. It doesn't seem to matter until suddenly it does. That is intentional in the design because I felt that was how it happened over the course of the war. Its proponents claimed it would win the war. Its detractors claimed it was a waste of resources. The reality (in my opinion) is both were right/wrong to some degree. The game lets you explore or ignore that dichotomy.