

## ***Axis Empires: Totaler Krieg! Errata*** (as of January 1, 2012)

### **Rules**

- **1.3.4:** For rules consistency, all Colonial units (including German colonial units) do not need supply to be placed.
- **4.1.1:** You cannot use an airborne unit on a Beachhead to conduct an Airdrop.
- **7.1:** When you are placing a counter on the Turn Track that could be considered either a unit or a marker (such as a paratroop unit/Airdrop marker), place the piece so that its unit side is face-up.
- **10.2:** In the first bullet, change the words “Prohibited Hex” to “hex in a Neutral Minor Country.”
- **14.37.4:** Delete the © paragraph in this section.
- **15.11:** Delete the words “or marker” from the first sentence – the *Delay Reduction* event can only be applied to a unit.
- **15.30.1:** By “on the map” we mean a support unit in a hex or Naval Zone Box, not one on the Turn Track.
- **16.1.1:** When applying this event to France, during Step 1 do *not* remove the Syria French Dependent marker along with all other French non-V counters. Syria remains a French Dependent in this instance.
- **16.2.2:** *Before* removing all the Russian units from the map in Step 5, perform an Emergency Breakdown (2.3.4) of any Soviet multi-national units on the map.

### **Scenarios**

- **A.2.1:** The *Barbarossa* Training Scenario uses both maps, not just the East Map. (You need the Western map to place all of the Axis Seasonal Replacements.)
- **A.2.3:** The Austria and Czechoslovakia Ceded to Germany markers should also be in the Ceded Lands Box.
- **A.3.3 and C.4.3:** Bremen is in hex w3821, not w3921.

### **Counters**

- A French 2-2-2/1-1-2 Col unit is misprinted showing two stacking dots on each side; the 1-1-2 should only have 1.
- The Western Minor Country Prod marker should say +2 on the back, not +1.
- The Western and Soviet Beachhead markers should have a ship symbol on their Beachhead-1 sides, not a plane symbol.
- The British Def inf/port-a-fort unit should be a 0-1-0 on its port-a-fort side.
- The Turkish 0-1-2 Res infantry unit is misprinted with a “1” where it should say “Res”.
- The Swe 0-1-2 Res infantry unit is misprinted with “D-N” where it should say “Swe”.

- You can use the graphic below to create new counters or paste the corrections over the appropriate counters.

### Player Aids

- Axis Sequence of Play:** The rules reference for Permanent Conditional Events should be 16.1 (not 16.3).

### Cards

- Axis #41, Axis Partnership:** The rules reference to a “Partnership country” should be 13.8.5, not 14.8.5.
- Soviet #38, Soviet Partnership:** The rules reference to a “Partnership country” should be 13.8.5, not 14.8.5.

