

Errata and Clarifications: Sept 11 2019

**German Firing Gun Solution Calculation Chart:** (at bottom of chart under Damage) change reference to read 14.10.

**4.1, 1) Change to read:**

**Refuel/Rearm Ship:** Ships may refuel in neutral ports, and may rearm and refuel in friendly ports or in the Altmark Resupply Area (if an auxiliary cruiser is present in the Altmark Area).

**4.1, 4) Change to read:**

**4) Shore Bombardment Phase:** If a German ship is occupying an Allied Port or Allied Naval Base Plotting Space, you must conduct a shore bombardment (9.0 & 16.0).

**7.1 Torpedo Reloads, (first bullet) change text within parenthesis at end of bullet to read:**

(regardless of rearming die roll and regardless of that ship's starting or current torpedo track position).

**9.0 (first bullet) Change to read:**

A German ship may not conduct outfitting/repair or cargo operations in an uncaptured Allied port, or Allied naval base.

**Terrain Effects Chart (on map), Allied Ports line, Incident Effects column. Change to read:**

Increase the Allied Alert Level one space higher when entering space, if the port has not been captured.