

## **Kesselring's War (WW 94) Errata 7feb24**

### **Counter Errata (superfluity)**

Do not use the German 18th Panzer Division. Ignore the reinforcement code on the counter. (Historically, it was destroyed on the Eastern Front in late 1943.)

**Optional Rule 36.1 Victory in the South.** In addition to the other listed units, Germans receive the 18th Panzer Division as a reinforcement on GT 6. Deploy it on its reduced side. The unit can be regrouped per rule (8.2).

### **2.3.1 Ground Units (omission)**

Unit with a plus sign (+) between their combat and movement factors are Elites per (24.1).

### **2.5 Sides and Contingents (clarification)**

Canadian, Indian, New Zealand and South African units are all part of the British Commonwealth contingent even though they are printed in different background colors. See also rule (30.3) for optional Italian unit's contingent assignment.

### **2.5 Nationalities and Unit Colors (additional)**

#### **Axis**

German ground forces: white on gray  
German Luftwaffe: blue-gray with aircraft icon  
Italian Fascists ground forces: white on black  
Italian Fascists air forces: light gray with aircraft icon  
Italian RSI (optional): black on gray  
SSU: light gray  
Garrisons: gray-green

#### **Allied**

##### *British Commonwealth contingent*

British: khaki  
Poles: khaki with red and white unit box  
Canadian: red  
Indian: dark blue  
New Zealand: dark blue  
South African: dark green  
British air and naval forces: light khaki  
Italian ECI (optional): green

##### *United States contingent*

US ground forces: green  
US air and naval forces: olive green  
Free French: light blue

Allied SSU: light green (US), light khaki (British Commonwealth)

Allied garrisons: light brown

### **4.1 Sequence of Play (clarification)**

Players continue to alternate actions phases until the conditions of (6.1) Action Segment are met.

### **7.1.1 Axis Special Reinforcements (clarification)**

The rule refers to the Axis Action Segment immediately following the Allied invasion.

(Example: if the Allies launch the invasion on their second Action Points Segment of January 1944, the Germans bring in the "R" reinforcements on their ensuing Action Point Segment of that turn.)

### **17.1. Retreat Parameters (clarification)**

If a stack is retreating into an enemy ZOC, reduce one unit per stack (not each unit in the stack).

### **18.2 Amphibious Operations (clarification)**

Point 5 applies only to the segment of the invasion. Thereafter, supply, including defense, has to be established normally.

### **18.3 Invasion Procedure (clarification)**

Allies expend two AP. One or two Amphibs (with transported ground units) can be placed per the rule per Action. If two Amphibs, they must be placed on adjacent coastal hexes with no intervening all-water hexside. See (10.1) for invasion stacking and (22.1) for naval gunfire. A max of two Amphibs can be used per invasion, and each for a landing in a separate coastal hex.

Example: Pay two AP and land one Amphib at Gela (hex 1425) and a second Amphib at the hex to its east (1426).

### **18.4.1 Combat Shifts for Invasions (clarification)**

The 2L shift for combat applies only to the initial invasion and only to Opposed landings per 18.4(2). The shift is not applied to subsequent attacks and defenses.

### **23.3 Unique SSU, Leaders (correction):**

Drop "1) Leaders are not subject to recycling (23.4)."

Leaders are now subject to Recycling.

### **30.1(2) Operation Achse Procedure**

Change "the Germans commit the FJV commando unit..." to

"the Germans commit the **Lehr** or **FJV** commando SSU (if available, and no more than one)..."

Note: Per rule (36.1) the **FJV** SSU comes in only if players are using the Victory in the South option.

Historically, the Germans used the Luftwaffe **Lehr** airborne battalion to execute the Mussolini rescue mission. Skorzeny hitched a ride with the gliders and then flew out with Mussolini to get a photo op!

### **22.4 SSU Recycling (original rule)**

SF units are not affected by combat results. However, whenever an SSU unit is committed to a battle, no matter the outcome: roll one die. Place the SSU unit on the friendly Turn Track that number of turns later. On that turn the SSU can be taken as a Reinforcement in the same manner as ground combat units (per 7.0). If that turn is after the end of the scenario, the units are removed from play (place in the Withdrawn display).

**Note:** playtesting showed that when using this rule, SSU were not enough in play so the effects of Recycling were changed per the published rule. But players can use this rule as an alternative.