

Change List, DAK II:

DAK Errata:

- 1) Combined the double entries of hex C38.20 in scenario 7.1 (Compass Training Scenario). (Volume I)
- 2) Combined the identical entries on the Axis Variable Reinforcement Table. (Map A)
- 3) Corrected Primary road conversion date and type before then on Sidi Barrani Road. (Map C)
- 4) Added Major & Minor classifications to the City entries for terrain (the map shows both for historical reasons, but they affect play the same way). (Volume III)
- 5) Finished the missing part of the last sentence in 3.11a. (Volume I)
- 6) Corrected the “last box” number in 3.1f, paragraph to match the number on the map. (Volume I)
- 7) Added rule 5.5k to cover the removal of the Tobruk Command HQ. (Volume I)
- 8) Added the MP listing for Cairo to D38.01. (Map E Abstract)
- 9) Corrected the “sign error” about the Greek Campaign Die roll in 3.11b. (Volume I)
- 10) Corrected the removal and exchange of the 2 RHA Arty Bn (Yellow) for (Red) and placement into the Dead Pile. (Volume II)
- 11) Added the Organic Truck to the rest of the 5 Ind Div when the division is removed. (Volume II)
- 12) Added the activation date for the Tobruk AT Ditch. (Volumes I & II)
- 13) Clarified that removal of minefields does not require the player to expend 1 SP as he would to emplace them. (Volume I)
- 14) Made the 11 RM Marines non-rebuildable.

OCS v3.0 upgrades:

- 1) Added the intrinsic Flak ratings to Benghazi, Tobruk, and the Nile Ports. (Maps A, B, D, & E)
- 2) Deleted the reference to a unit Flak rating in 3.9d. (Volume I)
- 3) Deleted the old OCS Optionals and OCS v2.0i errata listing. Added the OCS v3.0 errata. (Volume I) **Note:** If not literally incorporated into v3.0 or addressed **specifically** below, the optionals are **not** recommended.
- 4) Adopted the Series Air Strip rule (15.0i) with the proviso that no new ones can be built. (Volume I)

5) Brigade Group intrinsic artillery pays for its barrages off the Barrage Table like any other artillery barrage. (Volume I)

6) Values for the Ju-88, Bf-110, and Ju-87b adjusted to current conventions (matching those already issued in GBII).

7) Revised Axis cross-Med and Coastal Shipping values to reflect v3.0 changes to Transport Equivalents, Air Refit costs, and Air unit reinforcement as Active. (Map A)

8) 2T or better port works for Trace Supply (exception to OCS v3.0 rule 19.0c). (Volume I)

Cosmetic Changes:

1) Changed the German ground units to grey-green. (Volume I & Countersheet 1)

2) Deleted the Swastika Flag Icon from the DAK HQ and replaced it with the Balkan Cross. (Countersheet 1)

3) Replaced Gamers copyright and contact data with MMP versions of the same. (All Countersheets, Maps, and Rulebooks)

4) Went through and identified and fixed all discovered typographical errors and page layout flow issues. (All rulebooks.)

5) Added small triangles to the five “High Escarpment” hexes used in rule 6.1b. (Volume I, Map C, E)

6) Rotated tables and Tracks on all the maps 90 degrees to be more readable from either side of the map. The direction of rotation is based on the usual seating location along the map and which player needs the information. (All Maps)

7) Copied as many map tables as possible into rules. (Volume I & II).

8) Cut down on space used by reinforcement lists by deleting empty turns and second copy of Random Events Table. (Volume II).

9) Added a White Circle around the AR of Green and Un-acclimated units to remind players to apply the -1 for their status when those rules are in effect. (Volume I and Countersheets 1, 2 & 3)

10) Added graphic reminders to Brigade Group counters (to include color coding reminders to Red Armor units). (Volume I, Countersheet 3)

11) Added hex number references to the cities listed on the Map E abstract set up assistance. (Map E Abstract)

Just Plain Additions/Changes:

1) Added Tobruk to the list of ports now usable for Cross-Med shipping if Malta falls and doubled the Axis coastal shipping in that event. (Volume I)

2) Changed the German Acclimation rules to cover only 4 and 5 AR units...the handful of German 3's are not affected by the rule.