

## NEPPAGames: ETO™ Manual v1.2 Clarifications

6/28/04

### 1.0 Number of Players, p.1

v1.2: Number of Players: 2-5.

v1.3:	2	UK/US/France/USSR, Germany/Italy
	3	UK/US, France/USSR, Germany/Italy
	4	UK/US, France/USSR, Germany, Italy
	5	UK/US, France, USSR, Germany, Italy

### 6.3 Naval Interception, p.7

v1.2: Fleets that change base during the Movement Phase, perform sea transport, or execute an amphibious invasion operation during the Combat Phase can be intercepted by any of the defender's fleets based on the same front subject to cooperation rules (12.0, 12.1, 12.2). Naval Interception of sea transport or amphibious invasion missions can only occur *after* all of the ground units involved in that mission have embarked. Fleet factors that perform Shipping (6.7), Strategically Redeploy (11.0), move because of an overrun naval base (6.1), or move to or from a convoy box (9.6) cannot be intercepted. Interception is automatic and results in Naval Combat (6.4).

v1.3: Fleets that change base, perform sea transport, or perform amphibious invasion may be intercepted by any of the defender's fleets based on the same front subject to cooperation rules (12.0-12.2). Fleets that change base because of an overrun naval base (6.0), move during the Strategic Warfare Phase (9.6), perform shipping (6.7), or strategically redeploy (11.0) cannot be intercepted.

Naval Interception of sea transport or amphibious invasion missions can only occur *after* all of the ground units involved in that mission have embarked. When naval interception is announced, the attacker must indicate the exact course of zones his fleet moved through. Naval interception can only occur in one zone of the attacking fleet's course of movement. The defender then chooses a zone along that course of movement where naval interception will be attempted. Naval interception is not automatic and only occurs after a successful naval interception die roll. Separate interception rolls are required for each port where fleets are attempting interception. The defender counts the number of sea zones from the sea zone adjacent to the fleet's port of origin (counted as 1) to the sea zone where the defender is attempting interception. Fleets based in the U.S. box that attempt interception must use the maximum number of zones in the Naval Interception Table.

The defender rolls one die for each port where fleets are attempting interception and consults the Naval Interception Table. Interception occurs if the number rolled is listed next to the appropriate number of zones. Interception results in naval combat (6.4).

Fleets that fail a naval interception die roll must return to their ports of origin and are not considered to have performed a mission.

The intercepting fleet may elect to withdraw before combat is resolved. Naval combat still occurs, however, the withdrawing fleet automatically loses the battle and loses half the number of factors it would have normally lost after modifying the combat die rolls. The withdrawing fleet cannot lose more than half of its factor strength. If the withdrawing fleet has the higher modified die roll then neither side loses any fleet factors.

### v1.2: 7.3 Air Interception, p.9

### v1.3: 7.3 Interception of DAS, p.9

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### 7.6 Interception of Air Attacks on Fleet Factors in Port, p.9

v1.3: Air units that are based within two zones of a zone that contains enemy air units attacking fleet factors in port (7.5) may fly to that zone to intercept except where cooperation rules apply (12.0, 12.1, 12.2). Interception is automatic and results in air combat (7.4). If the attacker has the larger air force and wins the air battle, the surviving air factors may proceed to attack the fleet factors. Otherwise, the mission is aborted and all surviving air units must return to the zone where they were originally based except when the enemy overruns that zone (7.0).

### 9.5 Norway, p12

v1.2: Normally, fleets that move into the convoy boxes must remain there until their next Movement Phase.

V1.3: Normally, fleets that move into the convoy boxes must remain there until the next Strategic Warfare Movement Phase.

### 13.2 Eastern front Garrison, p.16

v1.2: Russia cannot declare war on Germany before the Fall of 1941 unless Germany fails to have ten attack factors present on the Eastern Front at the end of any Movement or SR Phase.

V1.3: Russia cannot declare war on Germany before the Fall of 1941 unless Germany fails to have ten ground or air attack factors present on the Eastern Front at the end of any Movement or SR Phase.

### 13.3 Deficit Spending, p16

v1.2: Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year.

V1.3: Britain is the only country that can voluntarily engage in deficit spending. However, Britain cannot exceed its Turn Expenditure Limit (5.4) in a given turn or its Total WPPs (5.2) in a given year. Britain determines its Total WPPs by adding its WPP Base and the thirty-two Convoy WPPs it may receive during the year.