

The Third World War

Designer Signature Edition

Official Errata and Clarifications [4-June-2023]

[correction, Box Back] The box back states that there are 20 Diplomacy Cards included; there are actually 24.

[addition, Expanded Sequence of Play] In the Aircraft Maintenance Phase, before item #1 add, "Check for US F-14 air unit/Sixth Fleet Withdrawal (9.12.3)."

[clarification, Map B] The White Sea is part of the Barents Sea naval zone.

[correction, Map C] Ignore the air theater boundary on Map C that appears along the border of Romania and Moldova.

[correction, NATO Critical Loss display] The NATO Critical Loss display has incorrect values for shaken and demoralized for Spain: Shaken should be 4, Demoralized should be 8. The values are correct on the national/factional data charts.

[correction, Terrain Effects Chart] Under Combat Effects for the Minor River Terrain Type, insert "all" between "if" and "attackers". It should read, "-1 odds level if all attackers are across."

[correction, Terrain Effects Chart] Under Combat Effects for the Mountain Terrain Type, insert "ski," after "airmobile (1)" so the sentence reads, "-2 odds level. Only airmobile (1), ski, and mountain units may attack."

[clarification, 3.2] Replace Section 3.2 with:

3.2 Limits of ZOCs

3.2.1 Full sea or lake hexsides Only airmobile ZOCs extend across full sea or lake hexsides (including bridged hexsides).

3.2.2 Mountain hexes The ZOCs of airmobile (mobility class), mountain, and ski units extend into mountain hexes.

3.2.3 Mountain pass hexes The ZOC of units other than airmobile (mobility class), mountain, and ski units extends into mountain pass hexes only through mountain pass hexsides. The ZOCs of airmobile (mobility class), mountain, and ski units extend into all mountain pass hexes.

3.2.4 Wilderness hexes Only airmobile ZOCs and the ZOCs of light mechanized, mountain, ski, and overland units extend into wilderness hexes.

3.2.5 Neutral borders No ZOCs extend across the borders of neutral countries.

[correction, 5.4.4] Insert "ski," after "airmobile", so the sentence reads, "Only airmobile, ski, and mountain units may enter mountain hexes. Units other than these units may enter or leave mountain pass hexes only through pass hexsides; airmobile, ski, and mountain units entering pass hexes across non-pass hexsides expend the movement cost to enter a mountain hex." The Terrain Effects Chart reflects this correctly.

[correction, 6.2.2] Insert "ski," after "airmobile", so the sentence reads, "Only airmobile, ski, and mountain units may attack into mountain hexes. Units other than airmobile, ski, and mountain units may attack into or out of mountain pass hexes only through mountain pass hexsides."

[clarification, 6.6.1] add a sentence at end of 6.6.1, "The reverse side of most counters has the proficiency value surrounded by a box; this represents one disruption."

[clarification, 9.5.3.1.2] Add to the last paragraph, "After moving units to the shot down box, move the destroyed on runway marker back to 0 on the air theater display track."

[clarification, 9.5.3.1.2] A roll of 6 for a "destroyed on runway" result does not create a crater. Only a roll of 4 or 5 creates a crater.

[clarification, 12] The number of air transport points listed in the setup information in the Playbook for each side can be used in each impulse (not including the NATO reserve impulse). Unused air transport points for an impulse do not carry over to later impulses.

Air Transport markers: The Air Transport Maximum markers indicate the maximum number of Air Transport Points that can be used in a single impulse. As players expend these points over the course of an impulse, reduce the Air Transport Available marker by the number of points required for each air transport or airborne assault (12.3). Any losses to Air Transport points are reflected by reducing the Air Transport Maximum marker. At the end of each impulse, reset the Air Transport Available marker back to the Air Transport Maximum level.

[correction, 13.1.2] Naval Transport and Amphibious Assault: item 5 lists the wrong hex numbers. It should read, "(5) Black Sea (including hexes C1414 and C1415).

[clarification, 15.1.2] add two sentences at end of 15.1.2, "Territorial units are received starting (War) Turn 1, subject to the die roll mentioned above, by neutral countries even when they are neutral. They are placed on the map by the NATO player at the same time as when NATO reinforcements are received."

[correction, 15.2] Change text to read,

15.2 Partisans

Partisans may be active in some countries/regions as outlined below. Partisans are not represented by unit counters but impact the tracing of communications as listed below for the specified country/region.

Units of a side may not trace communications for the purpose of determining isolation (see rule 8) through the hexes specified below.

Once activated, the effects of partisans remain in force for the rest of the game, even if the country becomes shaken, becomes demoralized, or even surrenders.

15.2.1 Afghan partisans are always active in Afghanistan and are always active against the Pact. Pact units may not trace communications through:

- any hex it could not enter using regular movement, or
- any wilderness terrain hex except for airmobile units (only), or
- any hex in an enemy ZOC unless the hex is occupied by a friendly unit, or
- any non-clear terrain hex unless the hex is occupied by or in the ZOC of a friendly unit.

15.2.2 Finnish partisans Starting with the game turn following the entry of Finland into the war, partisans in that country are active against the Pact. Pact units may not trace communications through:

- any hex it could not enter using regular movement, or
- any wilderness terrain hex except for airmobile units (only), or
- any hex in an enemy ZOC unless the hex is occupied by a friendly unit, or
- any woods + rough hex unless the hex is occupied by or in the ZOC of a friendly unit.

15.2.3 Kurdish partisans may be active in all or part of Kurdistan and may be active against either the Pact or NATO (see rule 20.3.7). Affected units may not trace communications through:

- any hex it could not enter using regular movement, or
- any wilderness terrain hex except for airmobile units (only), or
- any hex in an enemy ZOC unless the hex is occupied by a friendly unit, or
- any non-clear terrain hex unless the hex is occupied by or in the ZOC of a friendly unit.

15.2.4 Yugoslav partisans Starting with the game turn following the entry of Yugoslavia into the war, partisans in that country are active against the Pact. Pact units may not trace communication through:

- any hex it could not enter using regular movement, or
- any wilderness terrain hex except for airmobile units (only), or
- any hex in an enemy ZOC unless the hex is occupied by a friendly unit, or
- any mountain or mountain pass hex unless the hex is occupied by or in the ZOC of a friendly unit.

[clarification, 16.3.5] In the second paragraph under point 2), "10 Iraqi brigades" refers to 10 Iraqi brigade-equivalents, or stacking points. The player may choose any brigades or divisions totaling 10 stacking points for their expeditionary force.

[correction, 20.4.4.3] Soviet Diplomacy card #8 is missing the word "committed" in the header. It should read, "Syria must be Soviet committed."

[addition, 20.5.1.1] add the following to the end of this section, "US Mobilization Turn 0 reinforcements may attempt to move during NATO forward movement."

[clarification, 20.5.2.1.1] The Europe map section referred to in this rule includes Maps A, B, C, and D, along with all air theater displays that cover Europe - Northern, Eastern Europe (for later use), Western Europe, Southwestern, and Balkan.

[clarification, 21.2.2.1, third paragraph] Change this paragraph to read, "Cities, ports, and airfields in nations that are neutral at the start of the game are not counted for victory points, although oilfields in those nations are."

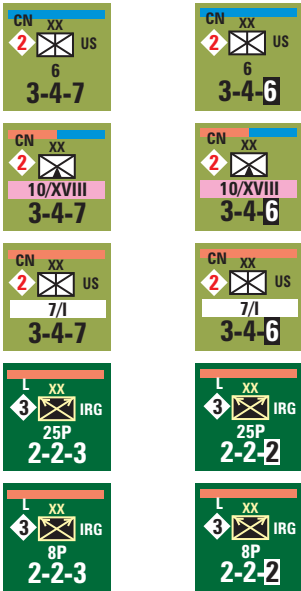
Counters:

A sheet of 20 corrected counters was sent separately to customers of the first run of the game and is included in the box in subsequent runs. These replacement counters are:

- US 6 LID, 7 LID, 10 MntD with the correct mobility symbol (diamond) for leg mobility class.
- IRG 8P and 25P CdoD with the correct unit size [XX] and stacking points (3).
- Iran Army and Iran Centrist diplomacy markers, which replace the Iran diplomacy marker from Sheet 2.
- 11 Soviet counters from Sheet 1 were missing the stacking points on the counter back.
- Romanian Unreliability marker which reads "No effect", replaces the marker on Sheet 5 which reads "Neutral".
- Strike marker with a value of 10 in red on one side and 10 in blue on the reverse.

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Counter Fronts Counter Backs



Strike marker with "10" value in red this will go on back of strike marker with "10" value in blue on both sides



This will go on back of Romania marker currently reads "Neutral"



Iran Army Diplomacy (as shown in rulebook)



Centrist Diplomacy (as shown in rulebook)