

OPERATION MERCURY (GTS) Errata/Clarifications (as of 6 June 2017):

1. The two-step Unit “3.Geb.Pi 95” should be “1.Geb.Pi 95”. The error is on the front of the counter, the back is correct
2. In the victory condition for the Learning Scenario, Storming Kastelli, the German player must capture the Port of Kastelli (06.04), not hex 06.05.
3. On the TEC, for the fourth line down, “Village”, there is a note under the Comments column. This note is for Town hexes and should read, “Wheeled and Tracked Units may leave Column when in a Town hex but may not then move without returning to Column Mode.”
4. 1 C Hvy AA RM should be a zero-step Unit, not a 1-step Unit
5. Scenario 1 Setup:
 - p. 16: 2/11 Inf (AUS) - 2/11 Inf (22.14) should be C/2/11 Inf (22.14)
 - p. 17: Stick Three - 2./I./FJR (25.12) should be 2./I./FJR 2 (25.12)
 - p. 17: Stick Three - (3 units) should be (4 units)
6. Scenario 5 Reinforcements p. 23: Stick Seven - 4. FJR 3 should be 14. FJR 3
7. The 13. FJR 1 and 14. FJR 1 counters used for Scenarios 1 and 2 (the ones with the dots) should be labeled 13. FJR 1 and 14. FJR 1 on the backs, not 13.FJR 2 and 14.FJR 2
8. For scenarios 3 and 4, the Germans have a Command Rating of 6 for Scenarios 3 and 4 (rulebook is incorrect, chart is correct).

Clarification:

For the Learning Scenario, “Storming the Kastelli”, the German forces set-up on the map as reinforcements and are In Command to start.

Greek Units cannot create rearguards.