

## **ARMS RACE ERRATA and CLARIFICATION SHEET**

Map – The “P”, “M” and “R” ratings for each Map Area are for Population Resources, Industrial Resources, and Raw Natural Resources respectively. Note that some areas do not have a full set of ratings, this is intentional.

The lettering on the map is in Red, not in Purple and Brown as the rules say. The Snow and Ice Lines on the top and the bottom of the map are also in Red, not white as the rules say. The Tan areas are actually Yellow and the Green areas either have green mountains or green forests/jungles and are considered to be Rough Terrain.

The area on the top of South America is Venezuela (the name is printed in the blue and is very hard to see). In the Africa areas, East should be West, West should be East. NorthWest should be NorthEast, and NorthEast should be NorthWest.

Building of Units – Add: The numbers in the Cost to Maintain column on the Weapons Systems Building Chart represent the resource cost to maintain each weapons type for a year (four Game Turns). To figure out the cost for a single Game Turn, divide each number by four. Fractions are retained in this case, they are not rounded up or down. Players do not have to pay for the maintenance costs for the self-defense forces of those countries which they either politically or militarily (satellite) control, but they do have to pay for replacement of destroyed or deteriorated units from those countries' self-defense forces. Non-controlled countries must pay the maintenance cost for their self-defense forces.

Second Paragraph, Third Sentence should read: After combat has been resolved, all players begin the next turn and compute the resources available to them.

Movement – First Paragraph, Third Sentence should read: A unit's movement allowance may never be exceeded nor may movement allowances be saved to increase movement in a later turn.  
Second Paragraph, Third Sentence should read: Conventional submarines and transports may move five areas per turn.

Combat Nuclear – Add: ABM's only stop missiles entering the target area, not any area in route. AAM's stop bombers (except Super Bombers) in any area, the target area and any area in route.

Bombers must trace their route through each area to the target area and back home, thus allowing interception by any AAM's in the areas moved through and any interceptor and fighter within range.

Super Bombers follow the same rules as Heavy Bombers, except that they are immune to AAM's, but can be intercepted by ABM's in any area that they enter or move through and they each can carry three Nuclear Warheads.

A missile counter with MIRV counter stacked with it carries two Nuclear Warheads. An area that has a Hard Silo or Hard counter in it provides hard protection to missile units in that area.

Naval carriers may carry up to two Nuclear Warheads, but must have the Bomber “C” units on board to use them.

Missile submarines carry one Nuclear Warhead on them.

Control – The big countries and major powers have Primary Control of the following areas at the beginning of all scenarios and campaigns.

USA – In North America (North, South, Cen, Apa, Rockies, Calif, Alaska), plus Hawaii, Puerto Rico, and Panama Canal.

USSR – Latvia, White, Ukraine, Moscow, Yugo, Kazakh, Kara, Ural, Okrlg, Lena, Kamchatka, and Sikhote.

CHINA – Peking, Manchuria, Tiayuah, Kwangtung, Tibet

CANADA – Quebec, New Foundland, Hudson, Baffin, Columbia, Yukon.

AUSTRALIA – Australia, Tasmania

BRAZIL – In South America (Brazil, Cen).

PAKISTAN – Pakistan, East Pakistan.

Combat Political – Add: To get the -1 die roll modifier for the 10 M (industrial) points received as economic aid, these points must have been received by the area in the past four turns (one year's time).

Combat Conventional – The two-times and three-times rule mentioned in the first sentence only applies if both sides have multiple units involved in the battle. If one side only has one unit involved, then it and one of the other sides units are always eliminated, regardless of the odds.

Infantry and Mech Armies may eliminate any Ground unit, Interceptors, Long and Short Range Fighters, Short Range and Medium Bombers, and Naval Fighters and Bombers.

Naval Surface and BB fleets may eliminate any Ground units.

Naval units may eliminate any Naval units.

Naval Surface, BB, and Carrier fleets may eliminate Air units, except Heavy and Super bombers.

Air Combat – Interceptors may eliminate any fighter, U-2 counter, or bomber.

Fighters may eliminate any interceptor, fighter, U-2 counter, or bomber.

Short Range Bombers may eliminate any Ground unit.

Medium Range bombers may eliminate any Ground or Naval unit, except submarines.

Heavy Bombers may eliminate any Ground unit.

Super bombers are only used for Nuclear combat.

Special Guerilla and Terrain Effects – Helicopter units stacked with Army units eliminate two Guerilla units. Guerilla units not maintained for four consecutive turns are removed from the area that they are in.

Spy Systems – The Spy System counter represent spy networks within the area that they are in. Spy Satellites cover the area that they are in and any four adjacent areas. U-2 counters can be intercepted by fighters, interceptors, and AAM in areas that they fly through or into. All Spy System counters must be maintained for four consecutive turns or they are removed from the map.

Set Up – The Guerilla unit in West Africa, East Africa, Central Africa, Northwest Africa, Central America, and Ecuador are Russian. The Guerilla units in the Philippines and Vietnam are Chinese.

Scenarios – In all scenarios and campaigns, the USSR has political control of Mongolia.

Add: **1990 Scenario (Spring 1990 to Winter 1999)**

Each side may build forces for 10 turns before beginning play. Each side may build all types of units. Use the 1970 Scenario for Military and Political control facts.

**Four Player Campaign Game** – This is a variation of the Campaign Game and follows its rules, with the following exceptions:

The Germans counters are only used in this campaign, they are not used in the 1950, 1960, 1970, 1980, and 1990 scenarios.

The Germans have Primary Control of West Germany, East Germany, Poland, and the Balkins. The German have Political Control of Italy and Scandia.

The USSR does not have Military Control of East Germany, Poland, and the Balkins.

The USA does not have Political Control of Italy nor does it have Military Control of West Germany.