

Invasion: Malta – Errata (6-1-2024)

IMPORTANT: The game includes a **Victory Point Schedule** player aid which should not have been included. It was for an earlier iteration of the game and should be ignored. Players should follow the Victory Conditions for each scenario as listed in the Scenario Booklet.

Set Up Card - Scenario One: Malta, 1940

- The British infantry unit "RASC" is listed twice. Hex 3029 is the correct set-up location, ignore hex 3329.

Set Up Card - Scenario Two: Malta 1941

- The unit listed as setting up in hex 1838 should be the "D/74" light AA unit. This unit is otherwise missing from the set-up card.
- The unit listed as setting up in hex 2921 should be the "F/3RMA" light AA unit. This unit is otherwise missing from the set-up card.

Expanded Sequence of Play

Under A.3.A Bombardment Phase, it states "Air Bombardment - AM turns only." This is a typo. An air unit can conduct Air Bombardment only once **per day**, either the AM turn or the PM turn of that day. Presumably, some air units could bombard during AM and some during PM.

Terrain Effects Chart

Reference "f" at the very bottom of the Terrain Effects Chart should be to 18.3, not 17.4, regarding harbor booms.

German Counters

- There are two German engineer units marked as 2/Pi 22, one of them should be 1/Pi 22.

Allied Counters



The four Allied pillbox units have a +1 in the grey hex on the counter but it should be a -1. Thus 14.22 should read "When a pillbox is in a Defender hex, apply a (-1) DRM to the combat die roll (cumulative with other effects)." Rule 12.61 lists it correctly

Rule 11.54 – Fifth bullet point should read as follows:

- German CAS **cannot** support an attack by Italian units.

Rule 19.21 - The second Sudden Victory hex should be **hex 3131 (Auberge de Castile)**.