

A4.63: in line 2 after "Dash move" add "to a particular Location". In the last line of the second Example delete "either" and "or BB6".

**4.63 DASH:** Infantry may declare a Dash through a road Location if it declares a Dash move to a particular location prior to moving, and then moves from a non-Open Ground Location on one side of the road directly into the road and then directly into a non-Open Ground Location on the other side of the road provided the normal MF expenditure for this two-hex move is  $\leq$  the unit's available MF. For purposes of determining the legality of a Dash move, any Location out of the LOS of a firer is also considered a non-Open Ground Location. The Dashing unit may not have expended any MF prior to the Dash [EXC: *SMOKE grenade placement attempt; 24.1*], may expend no MF in the road or the Dashed-to location beyond the minimum required to enter, and must end its MPH in the non-Open

EX: Assume AA7 were a building hex and that a leader was Dashing with the 4-6-7. If the leader broke in BB7, the 4-6-7 could declare Double Time and continue Dashing into AA7. If for any reason the 4-6-7 did not have enough MF to enter AA7, it would be stuck in BB7 without Dash benefits.

A7.212: line 4 replace "unarmed/unarmored" with "unarmed, unarmored".

**7.212 TARGET SELECTION LIMITS:** A unit does not have the freedom to attack units in other Locations while its own Location is occupied by a Known enemy unit (even if disrupted) unless the only known enemy unit in its Location is an unarmed, unarmored vehicle. Whenever a unit is eligible for TPBF vs Known enemy units, it can attack only those units. Spotters (C9.3) are similarly limited, but Observers (C1.6) are not.

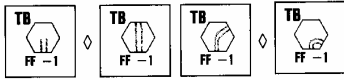
A8.22: 3rd bullet replace "Small Arms" with "Spraying Fire".

- An attack vs a pillbox never leaves Residual FP in the pillbox Location, nor in the non-pillbox Location of that hex unless the attack could affect the entire hex (e.g. Spraying Fire, Area Target Type, etc.)

A12.15: line 9 after "it will" add "lose Concealment and".

**12.15 DETECTION:** Concealment can also be lost due to attempted enemy *movement* (not advance) into a concealed unit's Location. Whenever a non-bersek enemy infantry/non-charging Cavalry unit attempts to move into a Location containing a concealed unit during the MPH [EXC: *Bypass (12.151); Human Wave (25.23)*], the DEFENDER must *immediately* reveal at least one concealed unit in that Location and thereby force the moving unit back (even from a Wire Location) to the last Location occupied before entering his Location [EXC: *units allowed to enter an enemy Location during the MPH; 4.14*] where it will lose concealment and end its MPH (unless it goes Berserk first) and is subject to possible Defensive First Fire attack (or, in the case of a routing unit, eliminated or captured for Failure to Rout; 10.533). If the ATTACKER is concealed, the DEFENDER can (before he reveals any unit) force him to momentarily reveal a non-Dummy unit in that stack; if the ATTACKER cannot, his Dummy stack is removed. The MF expended in attempting to move into the concealed unit's Location are still used, but are considered expended in the Location it is returned to; such re-entry causes any already-existing Residual FP in the returned-to Location to attack the returning unit-even if it had already attacked that unit in that phase. Similarly, a Unit forced back into a FFE or minefield Location is subject to FFF/minefield attack as it re-enters that Location. A unit forced back into a Wire Location is placed *beneath* the Wire counter. A unit forced back to a Depression Location is placed IN it-not in Crest status. A unit forced back to an entrenchment/shellhole Location can derive no TEM benefit therefrom vs any ensuing Defensive First Fire, although it can for any Defensive Final Fire or subsequent attacks. A unit forced back to its previous Location is not subject to attack (even by a minefield or FFE) during its brief period in the previously-concealed unit's Location, nor can it be the subject of a Snap Shot from the firer's hex while attempting to *enter* the concealed unit's Location, but it is subject to Snap Shots/other First Fire attacks (see C.5C) when being *returned* to its previously occupied Location. Random Selection is used to determine which of multiple concealed units must lose their concealment, but all hidden Units in the Location must be placed on board beneath a "?" prior to that Random Selection. If the DEFENDER is unable to reveal a non-Dummy unit in that Location because there are none, all of his "?" in the Location are removed and the moving unit may continue its move from that Location without ever having been forced out of it. If the only concealed unit revealed is a SMC, the ATTACKER may, at his option, immediately attempt an Infantry OVR (4.15) if possible, thereby forcing the DEFENDER to immediately reveal another non-Dummy unit in the Location (if he has one).

B13.421: line 14 between "woods" and "hex" delete "road".



**13.421 TRAIL BREAK (TB):**

Anytime a fully-tracked AFV enters a woods hex without benefit of Bypass or a road/ TB

hexside, a partial TB counter is placed on the hex with the counter's "treads" illustration tracing a line across the woods hex from the hexside entered to the hex center dot. Once that AFV leaves the hex via another hexside, a full TB counter is placed in the hex, showing the vehicle's path of movement. Thereafter, any fully-tracked vehicle may use the TB to traverse those hexsides at half its MP allotment without threat of Bog. If a fully-tracked AFV enters a woods hex via an already existing TB counter and then exits via a hexside not covered by that TB counter, it must first undergo a Bog DR for exiting the woods without using a TB. A TB cannot be created or used by non-fully tracked vehicles. A vehicle that sets up in a woods hex does not place a TB counter (unless setting up in the woods portion of a woods-road hex) but need not take a Bog Check when exiting the hex without changing its VCA. Any vehicle that enters a woods hex via a road must take a Bog Check when exiting the hex via a non-road hexside as it enters the woods portion of the hex.

B30.34: in line 2 delete "Residual FP".

**30.34** Since a pillbox is a separate Location, each attack [EXC: Bombardment; Area Target Type; Aerial bomb; OBA] vs a pillbox hex can affect the pillbox/its-contents only if the pillbox is predesignated as a target location. A predesignated attack vs the pillbox location cannot affect another Location in that hex (or vice versa) [EXC: Spraying Fire; Canister]. A pillbox Location may never contain SMOKE, but the contents of a pillbox can be affected in the normal manner (see A24.31 and C3.74) by a non-Indirect Fire WP CH in the pillbox hex if the unit placing/firing the WP is ADJACENT-to/within-the-CA-of the pillbox. An OVR never affects a pillbox/its-contents.

C.7: The Original DR for rubble creation (B24.) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73].

C13.3111: lines 3-4 replace "squads" with squad-equivalents".

**\*13.311 OPTIONAL USAGE:** Prior to setup in any scenario occurring after September 1943, the German player is allocated PF equal to the number of squad-equivalents in his OB prior to 1944, 1½ times (FRD) the number of squad-equivalents in 1944, and twice the number of squad-equivalents in 1945. He secretly records which units are carrying PF. Each Personnel unit may carry a number of PF equal to its US#. There is no portage cost. The weapons may be fired or transferred in the same manner as any inherent SW except that no PF Check is necessary. After use or transfer, the PF possession records are updated accordingly because a PF can fire only once before being removed.

D6.5: last line: add "/Recovered" after "unloaded".

Otherwise, if an unloading unit has MF remaining (keeping in mind its overall limit of four MF and expenditures of MF during vehicle movement) it may continue to move from that Location with any remaining MF but must do so as part of the same MPH as the conveying vehicle (i.e., it does not have to move together with the stack of units it disembarked with, but no unit other than the conveying vehicle and any other disembarking PRC of that vehicle may move in the interim). Unloading pinned Passengers may not leave the Dismount Location during that MPH. FFNAM always applies vs loading or unloading units (A4.6); FFMO applies only if unloading Passengers from an unarmored conveyance in an Open Ground hex or CAF. PRC may unload or Bail Out in an enemy-occupied hex with no special rules or consequences unless they do so from a vehicle in Bypass (A12.151); place a CC counter to show they are not held in Melee. Passengers/Riders of a vehicle in Bypass which unload (even if they do not have enough remaining MF to move into the obstacle) or which during their MPH Abandon/Survive/Bail-Out (5.4-.6, 6.24) are assumed to be in the terrain of the vehicle's CAF (2.36) for purposes of any Defensive First Fire vs them. Immediately after all such First Fire is resolved, they are assumed to be in the woods or building terrain of the obstacle itself. Unlike AFV, Infantry may not move (on their own) and fire in the same phase. Therefore, Passengers/Riders which fire or add their FP to an OVR during a MPH may not unload in that phase (although they could Bail Out) and vice versa. However, Passengers/Riders on an OVR vehicle which do not add their FP to that OVR may disembark during that MPH. SW carried by a vehicle's Passenger PP capacity can be unloaded/recovered only by Passengers of the same vehicle.

E3.733: line 1 delete "Ground/".

**3.733 INFANTRY/CAVALRY MOVEMENT:** In Deep Snow, Infantry/Cavalry movement penalties (3.723) still apply and, in addition, such units must pay an extra ½ MF per hexside [EXC: if entering any woods/building/rubble, or crossing a plowed road hexside]. The road bonus (B3.4) is applicable only along plowed road hexsides (roads are plowed only by SSR). Gallop is allowed only if entirely across plowed road hexsides.

E7.25: line 19 after "one hex," add "and to reduce any non-cliff Crest Line Blind hexes to zero if there is  $\leq 1$  level elevation difference (see B10.23),".

E7.3: line 7-8 between "easiest" and "target" add "non-HIP [EXC: Observation Planes may target "empty" hexes]".

**7.25 AERIAL LOS:** Given its ability to fly anywhere over the mapboard (and thus to move to the most advantageous viewing position), an aircraft counter is theoretically able to see (provided it passes a Sighting TC; 7.3) any non-hidden unit that is not completely surrounded by LOS obstacles at least one level higher than its own Location. Before it can attack, an aircraft counter must always move to an attack position (7.4-.403)-from which Blind Hexes can still occur. Aircraft cannot cause loss of "?" or prevent the gaining of "?" by "seeing" an enemy unit; aircraft cause "?" - loss only by attacking concealed units and scoring at least a PTC result on the IFT (provided that attacked unit is within the LOS of a Good Order enemy ground unit). However, a unit moving in Open Ground would not be considered concealed to the aircraft, although the aircraft player may not inspect that stack unless it passes the Sighting TC. Should such a Sighting TC reveal only a Dummy unit, the aircraft has the option of whether or not to count that Sighting TC as its only allowed Sighting TC for that turn, but is subject to Light AA fire regardless of his choice. All Aerial units are considered to be at sufficient elevation to reduce the number of Blind Hexes created by any full-level-or-higher LOS Obstacle to one hex, and to reduce any non-cliff Crest Line Blind hexes to zero if there is  $\leq 1$  level elevation difference (see B10.23), and to see INTO any Depression barring other LOS obstacles. To an Aerial viewer, the Blind Hex created by bocage is the hex formed by the bocage hexside. LV Hindrances (Mist; 3.32) also apply to Aerial LOS, as per the Aerial Range (E.5).

**7.3 SIGHTING TC:** Before a plane can make a Ground Support attack, it must first pass a Sighting TC from its initial attack hex along a specified Hex Grain to the target it wishes to "sight". All aircraft have a Morale Level of 8 for purposes of Sighting TC. Failure to pass a Sighting TC results in the aircraft being unable to make a ground attack [EXC: *Mistaken Attack*; 7.32, 7.62], and being immune to Light AA (7.51) fire, during that Player Turn. The Sighting TC is based on the easiest non-HIP [EXC: *Observation Planes may target "empty" hexes*] target to spot in its initial target hex. Once an aircraft has sighted its initial target it need not take any additional Sighting TC to attack other units along the same Strafing Run during that Player Turn (see 7.43). The Sighting TC is subject to the following cumulative DRM:

A12.121 CONCEALMENT LOSS/GAIN TABLE (pink chart): in Note A, line 2 after "during the MPh/RtPh," add "is forced back to its last Location via Detection (A12.15),".

A If it: becomes broken/Reduced/Wounded/berserk/overstacked/captured, uses Non-Assault Movement, attacks in CC [EXC: *an Ambush that eliminates/captures all defenders*; A11.4], is in Location that enemy Infantry/Cavalry attempt to enter during the MPh/RtPh, is forced back to its last Location via Detection (A12.15), is in an obstacle where a vehicle ends its MPH in Bypass (A15.42), is attacked resulting in at least a PTC (or its corresponding DR, on the ★ Vehicle line or for OBA [or for an A-T Mine Immobilization result] vs a vehicle) on the IFT [EXC: *A-P Mine Attacks*; B28.411], is a vehicle hit by ordnance, is in a Location successfully Searched by the enemy, is a Dummy in a building successfully Mopped Up by the enemy, fails a PAATC caused by a vehicle's entry of its Location (A12.41), or is attacked by a Sniper dr (A14.3) or WP NMC (A24.31).

E7.4: line 1 at end of EXC: add "and subsequent hexes of a Strafing Run".

**7.4 GROUND SUPPORT:** Aircraft may attack ground targets (but no Locations devoid of enemy units [EXC: *Observation Planes and subsequent hexes of a Strafing Run*]) anytime during the opponent's MPh (or the plane's DFPh) by making a Strafing Run or Point Attack. An aircraft must always state whether it is making a Strafing or Point Attack just before resolving its second attack. Aircraft attack individually; they may not form a FG, but may attack the same target(s) and leave Residual FP normally. The C3 To Hit Table notes the applicability of To Hit DRM to Aerial attacks. Walls/hedges/roadblocks do not provide any TEM to a Ground Support attack. The DEFENDER may add an additional board to any board edge so that his aircraft can set up in its initial attack hex outside the confines of the scenario board configuration. An aircraft cannot attack a Location to which it has no LOS and cannot interdict.

E7.6: lines 5-6 delete "is subject to malfunction/repair/disablement normally and".

**7.6 AERIAL OBSERVATION:** Observation Planes were valuable as mobile, all-seeing artillery Observers for directing OBA. Only one Observation Plane is available per side in any scenario, and is subject to normal aircraft rules except where specified otherwise below. An Observation Plane has an inherent radio, which replaces the one normally included as part of an OBA battery. Heavy AA fire (7.52) is the only way ground units can attack an Observation Plane. Even though technically offboard, an Observation Plane can be attacked in Aerial Combat (although it cannot fire back), and if held in Aerial Melee loses Radio Contact. For DYO see H1.532.

A7.37 IIFT TABLE The "MOL" entry should be over the pink "4" column instead of over the white "4 1/2" column.

A12.121 CONCEALMENT LOSS/GAIN TABLE (pink chart): in Note A, line 2 after "during the MPh/RtPh," add "is forced back to its last Location via Detection (A12.15),".

C1 OFFBOARD ARTILLERY PLAYER AID: in the FFE:2 section at the bottom, there should be an arrow going from the "Make Direction/Extent of Error DR" octagon to the Yellow "Resolve FFE:2/Flip to FFE:C" oval.

OFFBOARD ARTILLERY FIREPOWER CHART (flipside of C1 Offboard Artillery Player Aid) In the entry under the Barrage column for 100m+ replace "12" with "16".

CHAPTER Q KAMPFGRUPPE PEIPER SSR KGP3 CHART: Unless all fire originates in-hex, all such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26).

#### Chapter Z Clarifications/Errata

ER7 & ER8: The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine HS (6) supersede the values listed in G17.151 only for scenarios played on the Edson's Ridge mapsheet.

Z1.11: replace "DRs" with "drs".

Z1.41: The duller green hexes (EX: OO18) are at Level 0, the brighter green hexes (EX: OO17) are at level higher (Level 1), and the light brown hexes (EX: OO16) are at Level 2. The brighter green Level 1 hexes are considered "hill hexes" for the purpose of footnote b in the CG Victory Conditions.

Z1.42: In the Initial Scenario of the Campaign Game, the Americans get 8 Wire counters (four of which have their location predesignated) and enough foxholes to hold 8 squads (three foxholes of which have their location predesignated).

#### **SCENARIO ERRATA:**

AD12 (Tussle at Thomashof) The British get a total of three Churchill VIIIs. (This scenario has been updated and re-released in Operation: Veritable as HS23.)

AP11 (Swamp Cats) The scenario mapboard configuration incorrectly shows overlay X21. The SSR correctly identifies overlay X27.

U6 (Action at Kommerscheidt) In SSR 2 change overlay "OG1" to "OW1".

HS4 (High Water Mark) In the American setup instructions for C Company, replace "Hill 2" with "Hill 120" so that it reads "set up <= 2 hexes from any Level 4 Hill 120 hex".

HS6 (Just Fighting Through) In SSR2 replace "E1.1-1.6" with "E1.1-1.16".

HS10 (Government Property) overlay Wd4 cannot be set up on Y7/Z8 as indicated since those hexes aren't adjacent. In SSR1 Replace "Y7/Z8" with "Y7/Y8".

HS13 (The Ravine) in the setup instructions, replace "board 35" with "board 36". The board configuration is correct as shown.

J1 (Urban Guerrillas) SSR5 should read: "Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario."

J3 (A Sunday Stroll) The '45 Bazooka in the American OB should be a '44 Bazooka.

J6 (St. Barthelemy Bash) The '45 Bazookas in the American OB should be '44 Bazookas.

J14 (On The Hoss' Side) The playing area extends through hexrow L, not K.

J28 (Inhumaine) SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground).

J29 (The Capture of Balta) Add SSR 5: "5. The German 8-3-8s/3-3-8s are considered Assault Engineers (H1.22). The StuG IIIB has AP 10."

J34 (Men of the Mountains) In Italian set up, change "and/or" to "and".

J35 (Siam Sambal) The contact number shown on the scenario card for the French radio should be 7, as is shown on the actual radio counter.

J38 (Bitter Defense at Otta) Ice rules do not apply.

J39 (Indeed!) In SSR 2, replace "[EXC: H4-I4]" with "[EX: H4-I4]".

J52 (Dress Rehearsal) BPSSRs apply (see page 60 of Journal 3).

J53 (Setting the Stage) BPSSRs apply (see page 60 of Journal 3); in Victory Conditions replace "33G6" with "33GG6".

J57 (Guards Artillery) In British setup, replace "any whole hex of board g" with "on board g". (i.e., not on board f or hexes shared with board f, but half hexes of board g not shared with board f are OK).

J60 (Bad Luck) In the Victory Conditions, replace the second instance of "Germans" with "Americans". Also, scenario design should be credited to Mike Licari.

"Broadway to Prokhorovka" mini-CG BPSSRs: The HS passenger of any SPW 250/sMG and/or SPW 251/sMG is a 3-4-8; in table 2, chit #4 reinforcements enter on turn 1, not turn 2; in Example of CG Play, column 2, line 7, replace "2 fatigue chits" with "1 fatigue chit".

RB CG IV In Table 1, change the German CG Maximum Purchase for the G2 RG from "7" to "1".