

B. Terrain Chart: in row "3. Road" in the "Truck" column after "1/2" add "[BU:1]".

½ [BU:1]

C1 Offboard Artillery Player Aid chart: add footnote "z" to the first chit draw square under "Contact and Access". After "Battery Access" in the second line of the "Firing Illuminating Rounds (IR) with OBA" box add "z. An IR Mission must be declared prior to drawing for Battery Access."

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A10.41: line 2 after "Range" add "per A10.532"

**10.41 VOLUNTARY BREAK:** Units within both the LOS and Normal Range per A10.532 of an armed, unbroken Known enemy ground-and/or ADJACENT to any unbroken enemy ground unit-may voluntarily break (even if pinned) at the start of the RtPh so as to be able to rout during that RtPh (but only if breaking will not cause their immediate Reduction or elimination).

A10.5: lines 15-16 delete "to increase the distance between itself and >= 1 nearest Known enemy unit(s)".

**10.5 ROUTING:** During the RtPh a broken unit not in Melee may not remain in the same Open Ground hex in the Normal Range (10.532) and LOS of a Known non-Melee enemy unit/its-SW/Gun, nor - regardless of terrain - may it end a RtPh ADJACENT to or in the same Location with a Known enemy unit that is both unbroken and armed [EXC: *Night; E1.54*]. A leader with no SW is still considered "armed" for purposes of determining legal rout paths and enforcing Failure to Rout eliminations. Broken units must rout away (ATTACKER first-one unit at a time [EXC: *Voluntary Rout; 10.711*]) during that RtPh or be eliminated for Failure to Rout [EXC: *Surrender; 20.21*]. Otherwise, a broken unit must rout only if in a Blaze (B25.4). A broken unit may rout if currently under DM. All broken units (including Conscripts) other than wounded SMC have six MF for use in the RtPh; this amount can never be increased. A broken unit may end its RtPh in an Open Ground hex in the LOS and Normal Range of a Known enemy unit without Interdiction only if it has used Low Crawl during that RtPh, but it still may not be ADJACENT to an unbroken and armed Known enemy unit at the end of the RtPh or it will be eliminated for Failure to Rout. Broken units may not use Bypass (4.3).

A10.62: line 4 add "CC/" before "WP".



**10.62 DESPERATION MORALE (DM):** DM is a condition which afflicts any unit during the Player Turn it breaks (even if it breaks voluntarily) or any already broken unit which is subsequently attacked by CC/WP, or enough FP (taking the possibility of Covering into account) to possibly inflict at least a NMC result on the target. An effective Sniper attack causes DM to all broken enemy units in the same Location as the unit attacked-not just the attacked unit. To be considered fired upon by ordnance, a hit must have been achieved against the unit regardless of its FP effect, or a non-Smoke FFE must have been resolved in the hex. A broken unit is also automatically under DM whenever a Known armed enemy unit is ADJACENT to it (even if it does not end the phase ADJACENT to it) or when it starts a RtPh in Open Ground in the LOS and Normal Range (10.532) of a Known enemy unit. Place a DM marker on any unit under DM and remove it at the end of every RPh [EXC: *A unit may opt to retain its DM status provided it is not in a woods/building/pillbox/trench so as to guarantee its ability to rout again in the next RtPh. If overstacked in a woods/building, it may also opt to retain its DM status.*] DM has no effect on any unit taking a MC, but does require a unit attempting to rally to add a +4 DRM (plus any leadership, terrain, and/or Self-Rally modification).

A19.131: line 10 replace "all B#" with "all SW Original B#/X# [EXC: DC]".

**19.131 AMMUNITION SHORTAGES:** Unit Replacement can also occur if a SSR cites a side's on board OB as being afflicted by Ammunition Shortages, in which case any MMC of that side which rolls an Original 12 DR on the IFT while using its Inherent FP suffers Unit Replacement after the attack which caused it is resolved. Any MMC subject to, but incapable of, further quality loss is broken after resolution of the attack, unless berserk. Not all members of a FG would be subject to Unit Replacement; determine the MMC affected by Random Selection after malfunction or elimination of applicable SW. Unit Replacement does not occur as a result of a 12 To Hit DR, but A.11 would apply because all SW Original B#/X# [EXC: DC] and Ammunition Depletion Numbers are decreased by one during an Ammunition Shortage. All vehicles and Guns are considered to have a circled B# (D3.71) one lower than their inherent B# during an Ammunition Shortage. Those which already have a circled B# start play with a Low Ammo

A20.21: line 5 add "unconcealed" after "possible".

A20.21: at the end of the first sentence add "[EXC: if pinned; 10.53 & G5.5]."

**20.21 RtPh:** Any broken Infantry unit during its RtPh that is both ADJACENT to Known, Good Order, armed enemy Infantry/Cavalry and unable to rout away from it or only able to rout while being subject to Interdiction or resorting to Low Crawl (regardless of how it actually routs or if the possible unconcealed Interdictor is Known to it), will surrender to that enemy unit as its prisoner instead, (captor's choice of unit receiving surrender if more than one unit qualifies) after first abandoning all its SW [EXC: *if pinned; 10.53 & G5.5*]. A stack of broken units in a Location surrenders simultaneously and must be accepted or rejected (20.3) as a stack. If there are not enough Guards for all such surrendering units, the excess units (captor's choice) are freed as Unarmed (20.5). Surrendering units are not subject to FFE or minefield attacks. If the only adjacent armed enemy unit is in-Melee/berserk/vehic-

A24.31: line 4 in EXC replace "non-moving units in MPh" with "non-moving units in First Fire".

**24.31 CASUALTIES:** The chemical agents in WP caused discomfort and could result in demoralization/casualties. All units (including friendly ones) except a non-CE, CT AFV in a Location with a WP counter must take a NMC when the WP is placed [EXC: *non-moving units in First Fire*] in that Location (not when it drifts or they move into it) or when hit by WP on the Area Target Type [EXC: *if the WP does not rise to that elevation (24.4)*]. See C1.71 for OBA. The NMC causes DM status (10.62), and also causes loss of concealment if the affected unit is in LOS of a Good Order enemy ground unit. Leadership, CE DRM and TEM apply as negative DRM to the NMC (treating grenades as if a Direct Fire attack for TEM purposes). However, if a CH (or Air Burst when using Indirect Fire) is obtained with WP, TEM are applied to the NMC as positive DRM instead. A CH with WP grenades occurs if the colored dr of the MC DR is a 6.

B3.5: line 1 in the EXC: delete "rubble/".

3.5 Hidden mines [EXC: *in debris*] and entrenchments may not be placed in a paved road hex due to the urban nature of the terrain.

B6.42: line 6 after "bridge" add "Location".

**6.42 COLLAPSE:** Wooden bridges may collapse under loads > their current weight limit. The first time the total weight of vehicles/wrecks on a wooden bridge (regardless of length) exceeds ten tons, a Bridge Collapse DR must be made. The DR is modified by +1 for every five-ton increment or fraction thereof in excess of the current bridge weight limit. If the Final Bridge Collapse DR is  $\geq 12$ , the entire bridge location collapses with the elimination of all counters on and beneath it. Rubble is placed as per 6.331. If the Final Bridge Collapse DR is < 12, the bridge remains intact and its new current weight limit is the current weight just checked. This new weight limit is marked on a side record. The bridge does not have to check for collapse again until this new current weight limit is exceeded.

B9.5: line 3 after "walls" add "[EXC: HEAT NA (C8.31)]".

**9.5 BOCAGE:** Bocage (or hedgerow) is a special form of hedge grown on top of low earthen mounds to form a natural wall. All rules pertaining to walls [EXC: *HEAT NA (C8.31)*] are applicable to bocage except as modified below.

B14.2: line 6 before "higher" delete "one level".

**14.2 SEASONS:** An orchard is not a LOS obstacle between same-level units. However, an orchard hex is considered a one level obstacle to any LOS to/from a higher elevation during the months of April through October, and consequently can create Blind hexes. Each out-of-season orchard hex presents a +1 Hindrance to any LOS drawn through it to/from a Location higher than the base level (not the obstacle height) of the orchard hex. However, if the LOS is drawn to/from a Location > one level higher than the base level of the out-of-season orchard hex, only one +1 Hindrance DRM applies, and only if the LOS crosses an orchard adjacent to the ground level target/firer.

B16.71: at the end of the first sentence add ";16.4 does not apply".

16.71 Infantry/Cavalry may enter a mudflat hex at a cost of two MF; 16.4 does not apply. Unpossessed portaged equipment in a mudflat is not lost.

B16.72: at the end add "and pay double Open Ground COT".

16.72 Amphibious vehicles may not enter a mudflat in the water movement mode but must use land movement capabilities and roll for Bog instead and pay double Open Ground COT.

B23.211: line 5 after "(A10.61)," add "Victory Conditions (A26),".

**23.211 LUMBERYARD:** Any hex containing numerous brown rectangular striped shapes is a lumberyard hex. Hex 24Q6 (and cD4 of *Deluxe ASL*) is an example of a lumberyard hex. A lumberyard is considered identical to a wooden Single Story House in all respects except for Rout (A10.51), Rally (A10.61), Victory Conditions (A26), and EC DRM for Kindling/Spreading (25.5) purposes, the ability to fire mortars and AA Guns therefrom, and the hex may not be OVR by vehicles. Vehicles may enter a lumberyard only via Bypass [EXC: *motorcycles may be pushed*]. Paths never exist through a lumberyard.

B23.25: at the end add "LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/1X4).

**23.25 ADJACENT BUILDING HEXES:** A unit in a building is ADJACENT to an adjacent building level of the same building only if both are either on the same level [EXC: *Rowhouse; 23.71*], or are vertically connected by a stairwell (printed or inherent). Otherwise, no LOS exists between adjacent units in the same building, nor does a LOS exist between non-adjacent units in the same building, unless a LOS clear of the building depiction can be traced through intervening hex(es)-such as from 1M5 to N3 (see 23.1 illustration). LOS to a unit in a building Location [EXC: *rooftop Location*] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/1X4).



EX: The ground level of 1X3 is not in the LOS of the 1st level of W4. Therefore, the broken unit in level 1 of W4 is under no obligation to rout despite the presence of the enemy unit in X3. Similarly, units in those adjacent hexes cannot fire at each other due to their lack of LOS.

B28.1: lines 6-7 delete "Known Minefields (28.45-.47)" from the EXC.

**28.1** Minefields are a form of Fortification but are represented by counters only after they are revealed during play [EXC: *A-T mines in hard-surfaced terrain; 28.53*]. Minefields are available only per scenario OB. The type, Location, and strength of minefields are secretly recorded prior to the start of play by the owning player. Minefields may not be placed in a bridge, paved road, runway [EXC: *Non-hidden A-T Mines; 28.53*], sewer, marsh, crag, Interior Building Hex, rubble, or Water Obstacle hex. The presence of a minefield is not revealed until a unit susceptible to that type of attack enters that minefield Location or an MMC discovers it by Searching. The minefield's strength is not revealed if the minefield attack results in no effect. An Anti-Personnel (A-P) minefield must be constructed with a strength of 6, 8, or 12 factors and is not reduced in strength due to the resolution of an attack by that minefield.

C1.7: at the end add "[EXC: IR Missions must be declared prior to the Mission's first Battery Access draw]."

**1.7 FIRE MISSIONS:** A Fire Mission consists of the entire time between Battery Access chit draws in which a FFE is on board. There are seven types of Fire Missions. The first is the HE Concentration and the second the SMOKE Concentration (1.71), the Blast Area for both of which is defined in 1.32. The other types are Harassing Fire (1.72), IR (E1.93), Barrage (E12.1), SMOKE Barrage (E12.51) and Creeping Barrage (E12.7). A Fire Mission cannot be of more than one type; e.g., if a battery uses a HE Concentration in its FFE:1 stage, it cannot switch to Harassing Fire or SMOKE, etc., in its FFE:2 stage. Whenever a FFE:1 appears onboard, or when an SR is pre-designated for conversion to a FFE (although if it does not actually Convert it may be re-designated later), the type of Fire Mission to be used (including whether Smoke or WP) must be announced immediately by its owner (before making any required Accuracy dr for it) [EXC: *IR Missions must be declared prior to the Mission's first Battery Access draw*].

C1.81: lines 1-2 delete "(inclusive of units set up offboard)".

**1.81 AREA:** Bombardment begins after setup but prior to the start of play. Bombardment potentially affects all the hexes of an entire mapboard (hexrows A-GG) or two adjacent halfboards (hexrows A-Q/Q-GG) at the firer's option, including all friendly units present in that designated area. The firer makes six dr, modifying the last three dr by +6. Each of these Final dr represents a numerical grid coordinate of the Bombardment area which is *immune* to its effects. Should any of these Final dr result in the same number or exceed 10, the total area spared the effects of the Bombardment is correspondingly less. A Final dr of 10 also spares all hexes of the Bombardment area that have a coordinate of 0 (see A2.2). For *Deluxe ASL* see J2.5.

C5.35: line 2 delete "in its MPh".

**5.35 CASE C<sup>4</sup>; MOTION FIRER:** A Motion/Non-Stopped vehicle which is moving and wishes to fire without stopping (D2.13)

C11.3: line 1 delete "is".

**11.3** If a Gun starts a scenario hooked up or manned by a non-crew unit, moves, or its manning Infantry voluntarily forfeits Wall Advantage (B9.322) it loses the "Emplaced" To Hit DRM of Case Q. Once lost, a Gun may not regain Emplaced status during that scenario. A Gun's Emplacement TEM ceases to exist when that Gun is removed from play.

E1.931: at the end add "IR Missions must be declared prior to the Mission's first Battery Access draw."

**1.931 USAGE:** No Usage dr is necessary for OBA to fire IR. However, the firer of an onboard mortar must make a Usage dr of  $\leq 4$  before he can fire an IR (failure of which is not considered firing), and in order to fire it he must make a To Hit DR (only to check for malfunction/LowAmmo/SAN). Firing one IR uses all of a mortar's/OBA's ROF for that Player Turn; therefore, neither type of firer may use another ammo type during a Player Turn in which it fires an IR (when an onboard mortar fires an IR, cover the mortar with a No Fire counter). An onboard mortar firing an IR (or malfunctioning) does cause a Gunflash (and can cause loss of concealment as per the normal rules for that weapon). When OBA is used to fire an IR the owning player must still have Radio Contact and Battery Access, but FFE:1/2/C status is kept track of offboard (for Battery Access purposes), and each chit used solely to fire IR is reshuffled into the pile when that Fire Mission is completed. OBA fires IR in the same fashion as a SR-never as a FFE. IR Missions must be declared prior to the Mission's first Battery Access draw.

E3.6: replace the third sentence with: "On unpaved roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road."

**3.6 MUD:** EC are always "Mud". Fires will spread to adjacent hexes only if the connecting hexside crosses a building/woods/brush/grain/orchard (in season) symbol or the fire is spread by Gusts (B25.651). On *unpaved* roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road. Paved roads (which include bridges) and runways are not affected by Mud.

E3.7331: line 5, after "per hexside." add "Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside."

**3.7331 VEHICULAR MOVEMENT:** In Deep Snow the minimum Road Entry MP cost is one MP – not  $\frac{1}{2}$  - whether BU or not (even on plowed roads). Except along plowed roads, all tracked vehicles must pay one extra MP, and all non-tracked vehicles [EXC: *sledges*] must pay two extra MP (or MF) , per hexside. Along plowed roads, all non-tracked vehicles [EXC: *sledges*] must pay one extra MP/MF per hexside.

E7.5: in the antepenultimate sentence in the seventh line from the end after "marked with an AA counter" add "(and AAMG firing at Aerial targets)".



**7.5 AA FIRE:** Whenever the ATTACKER uses AA fire vs aircraft, he must do so with AA-capable units that have not yet exhausted their fire capabilities during that Player Turn. Only an AA-capable weapon (as listed in 7.51 & .52) that sets up able to fire can set up in AA mode (i.e., marked with an "AA" counter). An AA counter must be placed on any AA-capable weapon that attacks an Aerial target while not in AA mode, and the AA counter is removed from any weapon that fires on a ground target while in AA mode [EXC: *Vehicular AAMG do not use AA counters and can fire at ground/Aerial targets without consideration of AA mode*]. Whenever a weapon's AA counter is placed or removed due to its making an attack, its ROF is reduced by one for that one attack only (cumulative with all other ROF reductions) [EXC: *MG; 7.51*]. An AA-capable weapon's AA mode can also be changed at the end of any fire phase (not MPH) in which that weapon can/does change its CA as per the first sentence of C3.22 (even if it is not a Gun). A weapon cannot be marked for Opportunity Fire if in AA mode, but an AA-capable weapon marked for Opportunity Fire can be used vs aircraft by removing the Opportunity Fire counter and placing an AA counter. A weapon in AA mode may be (un)limbered/pushed/hooked up, or dismantled/portaged/loaded/Removed/Scrounged from a vehicle, but doing so causes it to lose its AA counter. An AA-capable weapon may not fire at an Aerial target from a Location that is Blind to that target [EXC: *Heavy AA; 7.52*], nor from inside a building or pillbox. An AA-capable weapon marked with an AA counter (and AAMG firing at Aerial Targets) may not form a FG [EXC: *Mandatory FG; A7.55*] or use a Fire Lane vs Aerial targets, nor may it use Subsequent First Fire/Intensive/Sustained Fire vs aircraft (or vs any ground target in that Player Turn). An attack vs an Aerial target never leaves Residual FP or affects more than one Aerial target. A unit that exhausts its full ROF in AA fire is marked with a Prep Fire (or Bounding Fire if a moving vehicle) counter as well as retaining the AA marker.

## Chapters G, H, & Z Errata:

G1.4: line 9 at the beginning of the EXC add "Minimum Move (A4.134); Wounds (A17.2) ;".

**1.4 SMC:** Japanese SMC have no Broken side, and cannot break voluntarily. A Japanese SMC (including a wounded leader) who suffers a break result due to *any* cause is instead Wounded [EXC: an already-wounded *heroic* SMC (including a wounded T-H Hero; 1.421) is eliminated (A15.2), as is a leader who suffers a Casualty MC (1.41)].<sup>5</sup> If he passes his Wound Severity dr he is flipped over to his Wounded side (unless he was already wounded) to indicate the effects on his morale, movement and leadership. Japanese SMC do not take PTC (including LLTC) and do not Pin [EXC: Minimum Move (A4.134); Wounds (A17.2); Collapsed Hut Pin/PTC (5.5)]; however, any PTC/Pin result vs a concealed Japanese SMC can cause the loss of his concealment. Even a lone Japanese SMC may conduct an Infantry OVR (A4.15; see also 1.62).

G11.83: in line 3 in the EXC after "cave" add "(but may not use Spotted Fire; C9.3)"



**11.83 SW/GUNS:** Neither mortar nor AA fire (E7.5) is allowed from a cave [EXC: a Japanese light mortar<sup>24</sup> may be fired from a cave (but may not use Spotted Fire; C9.3) unless its Entrance Hex is a dense-jungle/bamboo hex whose total obstacle height exceeds that cave's level]. Each Gun in a cave is considered to have a normal (i.e., neither Small nor Large; C2.271) Target Size for TH purposes. Infantry in a cave may Spot for mortars in the normal manner (C9.3).

Chapter H German Vehicle Rarity Factor Chart: The PzKpfw IVA is NA in 1941.

Chapter H Allied Minors Ordnance Listing: The Polish Ur wz. 35 ATR (Note 2) has no ROF.

Z. RR2: Add at end "All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario."

**RR2 OFF-MAP TERRAIN AND ROADS:** Any road exiting a map edge on the RR map is considered, for purposes of A2.51, to extend off that map edge along that lettered hexrow (if off the north or south edge), or in hexes of the same coordinate (if off the east or west edge).<sup>1</sup> The off-map road is considered to be of the same type (paved/dirt) as the road hex it is connected to on the map. All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario.

Z2.42 Initial Scenario Setup Sequence for the RR CG "Milk Factory": Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72.

**2.42 INITIAL SCENARIO SETUP SEQUENCE:** German sets up first; Canadian moves first. (Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72).

## SCENARIO ERRATA:

RB 5 (The Last Bid): In the German OB set up instructions after "rubble" add "and/or Trench adjacent to building/rubble".

BRT4 (Rikusentai): In the Japanese set up perimeter "P23-M22-F23-K25-N26-N30-P31-P23" change "F23" to "K23". In SSR2 add "Ignore the T15.6142 restriction on purchasing pillboxes."

HS 18 (To The Matter Born): The British are able to deploy 3 squads.

HS21 (Hervost Hell): Add "in the German setup area" at the end of the VC.

J77 (Moses Blazes): The Germans on board 23 get 6 "?".

JM2 (Bloody Omaha): In MSR 6.31, replace the three instances of "pillbox" (but not "pillboxes") with "Trench".

**6.31** For each Trench, randomly select a hex from among the adjacent hexes in which a Trench can be legally set up and place a Trench there. For the remaining Trenches, randomly select which pillboxes will get a second Trench and then randomly select an adjacent legal hex in which to place the Trench.

OA2 (Skirmish in the Snow): treat the TK# for the 75's "APCR" as if it were a 75L.

OA6 (Mounted Extraction): Russian reinforcements enter on/after Turn 1.

OA7 (Celles Melee): Setup is simultaneous and the Americans move first.

OA11 (Crocodile Rock): the balances are reversed.

OA14 (Across the Aisne and into the Freineux): In the U.S. setup the four M5A1s of the 83rd Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2nd Platoon set up with their CA towards the southern hexspine (add "of hexrow R" at the end of the setup instructions for the 83rd Reconnaissance Battalion and add "hexspine" at the end of the setup instructions for the 2nd Platoon.

## **Operation Veritable Historical Study Counter Errata**

The German 88LL PaK 43 AT should on its limbered side be B11 not B10.

The four British Wasps should have red crew survival numbers not black.

In addition to previously identified errata in West of Alamein, the following new errata to WoA has been corrected in For King and Country:

A9 and A9 CS (Vehicle Note 6): The illustration for the twin bow turret MG arcs was corrected to make them symmetrical.

Centaur IV (Vehicle Note 18): now has normal ground pressure.

Challenger (Vehicle Note 21): now has fast turret traverse and ROF 1.

Comet (Vehicle Note 22): now has fast turret traverse.

British Multi-Applicable Vehicle Note BB: In line 1 replace "or" with "and/or". This change also applies to the Chinese VCL Mark IV Carrier(b) (Chinese Vehicle Note 13).

British Multi-Applicable Vehicle Note CC: This note was previously missing. It applies to all Churchill tanks except as noted.

CC. Churchill tanks had unique transmissions allowing them to make steep climbs easier. Therefore, a Churchill tank *[EXC: while the Bridgelayer is carrying a bridge, the AVRE is carrying a fascine, or the Crocodile has its trailer hooked up]* pays only 2 MP when ascending each intermediate level of an Abrupt Elevation Change (B10.51) instead of the normal 4 MP, and can cross a Double-Crest hexside (B10.52) but must check for Bog (D8.21) with a +3 DRM.

## **Journal Errata**

J3, page 59, Example 1 replace lines 23-29 "the result...whatsoever." completely with "the result is 8 or less (0 DRM), the German squad is attacked with 30 FP on the IFT."

the result is 8 or less (0 DRM), the German squad is attacked with 30 FP on the IFT.

J3, page 62, column 3, fourth paragraph of "GUNS" section, line 7 delete "AFPh and".

J3, page 63, column 3, second full paragraph, lines 7-8 insert "half" between "<=" and "the" in both instances.

J3, page 64, column 2, first full paragraph, line 10 delete "unless it is in Melee".

J4, page 8, "Mount Up?" sidebar, third bullet "Firepower": replace with "FP 2 at range 8; ROF 1 for Carrier A"

J4, page 12, column 3, third full paragraph, line 13 replace "You" with "If enemy Infantry Advance in, you".