STICKY ERRATA VER 1.2 (ver. 7 July 2015)

Jonathan Nuwesra & Klas Malmström

Thanks to Kevin Kenneally and Rick Reinesch for their support.

Source: MMP Website ASL Support & Errata and Journal Magazine #2 First Edition Errata & Q&A.

The sticky errata in this document is for chapter sections that have been unavailable for some time. Most of this was originally in ASL Journal #2 and included as a separate sheet of sticky errata to be applied to the RB. The reprint of ASL Journal #2 did not include this errata. *Unless otherwise noted, source errata is from MMP website.* The intent of this document is to make that sticky errata available again and to include additional sections that have no sticky errata. If any errors are found please send an email to the address below. Enjoy!

Please send any error finds to *jnuwesra@nyc.rr.com*

P8.53: In the "INITIAL-SCENARIO VICTORY CONDITIONS:" replace "bridge Location R46" with "hex R46".

> **INITIAL-SCENARIO VICTORY CONDITIONS:** The Americans win if at CG-Scenario End they have amassed ≥ 10 Casualty VP and/or Control both hex S55 *and* hex R46.

P8.61421: After "≤ 4, that SW" add "or mounted FT of a manned, mobile AFV".

> **8.61421** *BAZ/PSK/FT/DC:* Each player makes a separate dr for each SCW, FT (*including vehicular-mounted FT*) and DC of his nationality that was eliminated (by any means) in the previous scenario. If the Final dr is ≤ 4, that SW or mounted FT of a manned, mobile AFV is Retained in functioning order. Each dr made for a German SW receives a +1 drm, and an additional +1 drm if Ammunition Shortage (8.618) is already in effect. Each SW so Retained may be added to any friendly Entry/non-Isolated-Setup Area in which the current ratio of Squad counters to such SW counters is > 4:1 [EXC: > 2:1 for DC; ignore all engineer squad counters when determining the ratio for SCW; ignore all non-engineer squad counters when determining the ratio for FT/DC; no SW may be added if it would lower the ratio in that Setup/Entry Area to < 3:1 (< 3:2 for DC)].

P8.6198: Add 'and "HW"' after "I" in description of Objective Hex.

> **Objective Hex:** This column is used to record the Objective Hex of each "I" and "HW"-type RG *when it is initially purchased*, or that of each Initial-OB-given "I" and "HW"-type RG *before the opponent sets up*. See also the 8.2 definition.

Q6.1: Hex C9 should have a square, white staircase symbol indicating it is a Tower. Cut outside of image and paste.

Cut outside the image.

Q8.2 Illustration: Under Squad E, add "A," between "except" and "B".

> **Squad E** has a LOS to all squads except A, B and C, and its LOS is subject to a +1 hindrance to G.
>
> **Squad F** has a LOS to squads D, E, G and H; its LOS to D is subject to a +1 orchard hindrance.
>
> **Squad G** has a LOS to squads D, E, F, and H, and its LOS is subject to a +1 orchard hindrance to E and +2 to D.
>
> **Squad H** has LOS to squads A, C, D, E, F, and G, none of which are hindered.

Q9.4 CG SSR 4a: Add "Treat the three German setup areas separately for purposes of E1.2 and A2.9."

> **CG4a.** CG Date Night I: The British are the Scenario Attacker, the Germans are the Scenario Defender. Treat the three German setup areas separately for purposes of E1.2 and A2.9.

Q9.605-.58 Example: Hex Y14 should be No Man's Land.

Cut inside the image.
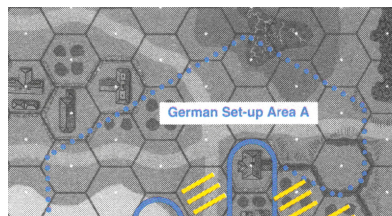
R1.22: Example, Line 5: Change "(by 2.4)" to "(by 1.22)".

> EX: A German SPW 250/1 HT, with a 3-4-8 HS as a Passenger, moves on the bridge, entering hex R17. The PRC are BU. A British 6-4-8 at Level 1 in hex Q17 fires at the SPW 250/1. Since the HT occupies a Level 1 Location adjacent to a Level 1 building Location, the special provisions of 2.4 apply. Thus the PRC are vulnerable to fire even though they are BU. Additionally, since the CE DRM is reduced (by 1.22), the HT is considered unarmored (D5.311) to this fire.

R9.51: CGI Initial German OB: the third group sets up less than or equal to 3 hexes from R22 not 3 hexes or more [Sticky errata provided in ASL Journal #2] and the Turn 1 reinforcements enter on hex R0, not S1.

> set up ≤ 3 hexes from hex R22:
>
> | 4-3-6 x3 | LMG x1 | 7-0 x1 |
> |---|---|---|

> **Elements of 3rd Company, 21st *Panzergrenadier* Regiment, SS-Panzer Division 10** enter on Turn 1 in Convoy (E11) on hex R0 (see SSR 5):

R9.613: SHIFT TABLE DRM change "**drm:**" to "**DRM:**" [Sticky errata provided in ASL Journal #2]

DRM:
- -1   Previous CG Date was Idle (British only)
- -2   British
- +1   Per multiple of two Uncontrolled Territory hexes along the path between the current Setup/Entry Area and the desired Area (FRD)

R9.619: Add note B to the 9.619 Fortification Purchase Table: "B Only the British may purchase this type of Fortification." [Sticky errata provided in ASL Journal #2]

B   Only the British may purchase this type of Fortification.

F   Only those Fortifications marked with a "F" may be set up in a Front Line Location [EXC: neither the Blockhouse nor the rubble from its destruction (5.2) is ever considered a Front Line Location for purposes of this note].

T1.1: Delete superscript 1 after "Betio" in the first sentence. [Sticky errata provided in ASL Journal #2]

1.1 Pathfinders provided invaluable guidance to the U.S. Marine tanks and non-amphibious vehicles crossing the reef to the beach at Betio. A Pathfinder is represented by a SMC with a Strength Factor of 0-0-9. If it fails a MC, the Pathfinder is considered wounded and the counter flipped to the wounded side where it displays a Strength Factor of 0-0-8 and must undergo a Wound Severity dr (A17.11). If a wounded Pathfinder fails a MC it is eliminated; a Pathfinder never breaks, is immune to Heat of Battle (A15.), Unit Substitution (A19.) and enforced Pin results [EXC: Wounds (A15.22)]. A Pathfinder's current printed Morale Level is never lowered, but could be increased to 10 (9 if wounded) by various causes (A.18).

T3.2
Q: Can Pillboxes set up in a beach hex?
A: No, nor can trenches; add "in Soft Sand" in T3.2 line 1 after "(F7.4) are NA". [Sticky errata provided in ASL Journal #2]

3.2 Emplaced Guns receive a +2 TEM. Fortification restrictions (F7.42) are NA in Soft Sand [EXC: a trench/foxhole has a +2 TEM vs OBA/Bombardment], nor are ordnance or OBA attacks halved (F7.4) vs unarmored units in a building, pillbox, Command Bunker (6.1), or bombproof (6.5) [EXC: a pillbox, Command Bunker, or bombproof (and any unit therein) does receive the F7.4 -2 DRM to its Bombardment MC].

T6.4
Q: Are there any Passage counters as mentioned in T6.4?
A: No. Delete the word "counter" in lines 1 & 3 of T6.4. [Sticky errata provided in ASL Journal #2]

6.4 *PASSAGE:* A Passage is a Fortification treated as a one-hex Tunnel (B8.6) and is obtained in lieu of a Trench counter. Its entrance/exit must be in a building, Pillbox, Bombproof, or Command Bunker Location. A Passage is eliminated when either of its entrance/exit Locations is eliminated or rubbled or per B8.61.

T15.4 CG2.1: line 3 replace "during" with "prior to initial". Start at bottom of page T5 and continue to top of page T6. [Sticky errata provided in ASL Journal #2]

CG2.1 *BATTALION LANDING TEAM (BLT):* A Marine infantry battalion and its attached units combine to form a Battalion Landing Team (BLT) (SSR CG2.2)[7]. A BLT must be assigned to a particular Entry Area prior to initial setup (or, for a re-inforcement BLT, during the RePh immediately preceding the CG scenario during

which the first Formation of that BLT will enter the map). All units of a BLT must enter within its assigned Entry Area (see 15.2 Beach Definitions). Only one BLT may be assigned per Entry Area per CG Date [EXC: a Reinforcement BLT].

T15.4 CG2 Formation Table (and on Page T20): in Note g, replace "at the Z33 pier Location" with "on a pier Location." There is one section for each of the two pages.

*	Units may be attached to any other Formation in its BLT [CG2.3].
**	Each MG Platoon (along with ≤ 1 leader) of this Formation may be attached to a Rifle Company Formation in its BLT.
***	May be attached to any other Formation in *any* BLT.
[a]	4x Leader, 2x SFCP
[b]	9x 6-6-8, 6x 2-4-8, 4x Leader, 3x dmMMG, 3x dm60mm MTR
[c]	3x Leader, 3x MG Platoon [3x 2-4-8, 2-2-8 crew, 3x dmMMG, dmHMG (.50-cal.)], 4x 2-2-8 crew, 4x dm81mm MTR
[d]	8x 7-6-8, 3x Leader, 8x DC, 3x FT
[e]	3x Pathfinders (1.), 3x M3 GMC
[f]	3x 2-2-8 crew, 3x M1A1 75* ART
[g]	3x 2-2-8 crew, 3x M3A1 37LL AT (includes three Jeeps [unarmed] if it enters on a pier Location)
[h]	6x Pathfinders (1.), 6x M3A1, 2x A.L.
[i]	7x Pathfinders (1.), 7x M4A2, 3x A.L.
[j]	3x Pathfinders (1.), 3x armored Bulldozer
[k]	10-3, 3x 7-6-8, 3x DC, FT
[l]	First LD DR receives a -2 DRM.
[m]	First LD DR receives a -3 DRM.

*	Units may be attached to any other Formation in its BLT [CG2.3].
**	Each MG Platoon (along with ≤ 1 leader) of this Formation may be attached to a Rifle Company Formation in its BLT.
***	May be attached to any other Formation in *any* BLT.
[a]	4x Leader, 2x SFCP
[b]	9x 6-6-8, 6x 2-4-8, 4x Leader, 3x dmMMG, 3x dm60mm MTR
[c]	3x Leader, 3x MG Platoon [3x 2-4-8, 2-2-8 crew, 3x dmMMG, dmHMG (.50-cal.)], 4x 2-2-8 crew, 4x dm81mm MTR
[d]	8x 7-6-8, 3x Leader, 8x DC, 3x FT
[e]	3x Pathfinders (1.), 3x M3 GMC
[f]	3x 2-2-8 crew, 3x M1A1 75* ART
[g]	3x 2-2-8 crew, 3x M3A1 37LL AT (includes three Jeeps [unarmed] if it enters on a pier Location)
[h]	6x Pathfinders (1.), 6x M3A1, 2x A.L.
[i]	7x Pathfinders (1.), 7x M4A2, 3x A.L.
[j]	3x Pathfinders (1.), 3x armored Bulldozer
[k]	10-3, 3x 7-6-8, 3x DC, FT
[l]	First LD DR receives a -2 DRM.
[m]	First LD DR receives a -3 DRM.

T15.4 CG2.3: first sentence after "assign" insert "all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning" and delete "for the current CG Date". [Sticky errata provided in ASL Journal #2]

CG2.3 *ASSAULT WAVES:*[8] After viewing the Japanese setup, but prior to the start of play, the Marine player must assign all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning at least one but no more than two of the available Formations in his OB to each of the Assault Waves. The Marine player may freely add (i.e., without counting as a second "Formation") to his formations as follows:

T15.4 CG2.2

Q. The last sentence of CG2.2 (and its EXC, along with the reference to CG2.3) seems to say that all non-Rifle-company formations may be attached to (i.e., transfer to) other Formations, since Rifle Companies are the only Formation not excepted. Is this correct?

A: No; in the last sentence of CG2.2, change the two occurrences of "Formation" to "BLT". [Sticky errata provided in ASL Journal #2]

Waves (CG2.3) and are then recorded on the appropriate Landing Schedule Table. The standard Marine infantry battalion contains the following Formations: Headquarters (HQ) Company, three Rifle Companies, and a Heavy Weapons (HW) Company. The Formations of each Marine BLT available during the Tarawa campaign are set forth in the Formation Table in CG2.4. Units from one BLT may not transfer to any other BLT [EXC: Engineer Platoon, Scout Sniper Platoon, Anti-Tank Section (Division), Artillery Battery, Anti-Tank Section (Regiment), Light Tank Platoon, Medium Tank Platoon, and Seabee Platoon (see CG2.3)]

T15.4 CG2.3: first sentence of new paragraph after third bullet replace "Formation Creation Record" with "Landing Schedule Record."

T15.4 CG2.3

Q: Per CG2.3; can > 1 Assault Wave enter on the same turn, in the same Entry Area?

A: No, only one Assault Wave may enter per turn per Entry Area. In CG2.3, at the end of the next to last sentence after "any CG scenario" add "one per turn per Entry Area." [Sticky errata provided in ASL Journal #2]

Record each such combination on the Landing Schedule Record. The entry turn for each Assault Wave is listed on the Landing Schedule Record. All Marine Personnel in Assault Wave 1 [EXC: Scout Sniper Platoon] must enter as LVT Passengers. Each LVT must be at least half (rather than 2/3) full; thereafter, such units must enter either as Waders or as Passengers on (Retained) LVT. Guns and SW entering in an Assault Wave must be dm if possible. All units in an Assault Wave must enter on an Ocean hex [EXC: the Scout Sniper Platoon, and Jeeps towing M3A1 37LL AT, may enter on a pier Location not adjacent to a Japanese unit]. Assault Waves may only enter on Marine Player Turns 1, 3, and 5 of any CG scenario one per turn per Entry Area. All units in a Formation, and all Formations in an Assault Wave, must enter on their designated turn of entry or they are eliminated with full CVP awarded to the Japanese player.

T15.4 CG3.2 Do the Marines get two 120mm NOBA modules in the initial scenario of CG III?

A. Yes. In CG3.2, delete "for each CG scenario after the initial CG scenario." After "setup):" add "200mm NOBA substitution is NA during 20 AM." [BRT: Gamers Guide, page 64 Q&A]
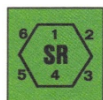
CG3.2 *NAVAL BATTERIES:* In CG I and II, the Marine player receives one module of 120+mm NOBA (HE, WP, and IR), and in CGIII he receives two modules of 120+mm NOBA. During any one CG Date for CGII, and two CG Dates in CGIII, the Marine player may exchange one 120+mm module for a 200+mm module (HE and IR only). The CG Date on which the 200mm NOBA module will replace the 120+mm module must be secretly recorded prior to the start of the Initial CG scenario (but after viewing the initial Japanese setup). 200mm NOBA substitution is NA during 20 AM.

T15.4 CG16: in the second sentence, replace "these CG" with "these scenarios".

from a Beach hex to a Hinterland hex, failure of which causes the unit to be pinned in its current Beach hex. During the MPh of these scenarios, a Marine MMC may move from one Beach hex to another only if using Assault Movement [EXC: if moving with a leader].[16]

T15.4 CG18.13: Delete CG18.13 entirely. Leave enough space below the text to cover CG18.13. [Sticky errata provided in ASL Journal #2]

CG18.12 *PURCHASE GUNS AND FORTIFICATIONS:* Purchase Guns and Fortifications (including pillboxes) for each Beach/Setup area (15.614).

Cut above the dotted line to cover CG18.12-.13

T15.52 CG II Japanese OB

Q: In CG II the Japanese get 31 CAPP for Black Beach Two, but only 3 hexes of this beach are in play. I can not figure out how to legally place this many pillboxes with only 3 hexes of beach available.

A: In the Japanese OB for CGII for Black Beach Two change "31[5] CAPP" to "13[5] CAPP". [Sticky errata provided in ASL Journal #2]

Black Beach One:	Black Beach Two:
15 GPP	12 GPP
31[5] CAPP	13[5] CAPP
20 FPP	20 FPP

T15.52 CG II and III Marine OB

Q. In CGIII the Marines get 40xLVT1(m) (and in CGII they get 20). But I don't have any LVT1(m) counters.

A: In CGII and CGIII, change "LVT1(m)" to "LVT2(m)". [Sticky errata provided in ASL Journal #2]

Elements of Regimental Landing Team Two, Second Marine Division [ELR: 5]
enter at Red Beach One and Red Beach Two, one BLT per Entry Area: {SAN: 5}
2nd Battalion, 2nd Marines
3rd Battalion, 2nd Marines
20x LVT2(m)
20x LVT(A)2

3rd Battalion, 2nd Marines (BLT 3/2)
2nd Battalion, 2nd Marines (BLT 2/2)
2nd Battalion, 8th Marines (BLT 2/8)
40x LVT2(m)   20x LVT(A)2

T15.53 CGIII SSR6

Q: Why does the SSR 6 in CGIII refer to the LVT(A)2s being equipped with wire-grapnels when Vehicle Note 59 (to which the SSR refers) is about the LVT2(m)?

A: The SSR should refer to the LVT2(m). [Sticky errata provided in ASL Journal #2]

> **5.** The Japanese player may apply a -3 drm to the LD DR (15.6) of his first Leader of the Betio Island Command group, -2 to the LD DR for his next two Leaders of the Betio Island Command group, and -1 to the fourth and fifth LD DR for the Betio Island Command group, and -2 to the LD DR for his first Leader of the Reserve Pool, and may make two *dr* on the LD Table for Armor Leaders.
>
> **6.** The Marine player may designate ten LVT2(m) as being equipped with wire-removal grapnels [U.S. Vehicle Note 59].

T15.6131c in the Stun Recovery Table, replace "Retain unwounded" with "Retain Unstunned" and "Retained wounded" with "Retained Stunned".

Retain Unstunned
Retained Stunned

p. T17: [U.S. Vehicle Note 59]: The counter illustration should show the vehicle is Open Topped (the actual counters are correct).
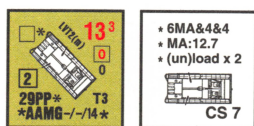
Edson's Ridge (Operation Watchtower)

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

> **1.11 BETWEEN SCENARIOS:** Between ER CG Scenarios players will utilize a Refit Phase (RePh). Reinforcement Groups (RGs) will be purchased through the expenditure of Campaign Purchase Points (CPP) allotted by SSR and/or drs called for under the CG Rules.

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.

> [a] applies only once.
>
> [b] Such units must be ≤ 2 hexes from a hill hex that is ≤ 6 hexes from a road hex. 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).

> **B Company, 1st Raider Battalion; B Company, 1st Parachute Battalion [ELR: 5]** set up on/north of hexrow K. Raiders set up on/west of the road, Para-Marines set up on/east of the road (consider the road to extend through O14-N13-M14-L13-K14 for this purpose) (see SSR I.2-I.5): {SAN: 2}
>
> | | |
> |---|---|
> | 8-1 × 1   8-0 × 1 | RG: Raider Rifle Platoon × 3 |
> | RG: Parachute Rifle Platoon × 1 | RG: Raider Weapons Platoon × 1 |
>
> Trenches × 3, Wire × 4, 1S Foxholes × 8, 15 FPP   10 CPP
>
> RG: 100+mm OBA Module with Normal Ammunition and one Pre-Registered Hex
>
> 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).

Riley's Road (Operation Veritable)

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).[1] 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 I.2: Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72.

> **I.2** The Canadians receive three 100+mm Creeping Barrages (E12.7) which begin on Turn 1. The Pre-Registered hexes for the three creeping barrages must be at least 9 hexes apart. Any creeping barrage still active will automatically lift at the beginning of Turn 6. Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72.

Edson's Ridge (Operation Watchtower)

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. ***Made obsolete by Journal 10 errata and 2nd Edition Chapter G G17.151. This section is included to match the errata on the MMP website.***

> **ER7 RAIDERS:** U.S.M.C. Raider squads/HS (5-5-8/2-3-8) (G17.111) are designated by a circle around the Marine insignia on the counter. Raider units (including leaders) are Stealthy. In actions involving both Raiders and other U.S. units, use leaders whose names start with letters in the first half of the alphabet for Raiders and leaders whose names start with letters in the second half of the alphabet for non-Raiders (or some other mutually acceptable convention).[3]

> **ER8 PARAMARINES:** U.S.M.C. Paramarine squads/HS (5-5-8/2-3-8) (G17.111) are designated by both a circle around the Marine insignia and a parachute insignia on the counter. 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.

S12.871 STARSHELL: Insert "eligible" before "ENEMY unit".

12.871 STARSHELL: Each eligible ENEMY unit (including CE AFV) Activated during the FRIENDLY MPh will make a Usage dr (E1.921) prior to the Mandatory ENEMY Attack (5.3). A successful Usage dr allows the ENEMY to place a Starshell. The player then determines the placement method (E1.922):

S17.45 SHOCK/UNCONFIRMED KILL (UK): All Shocked/UK AFV (FRIENDLY and ENEMY) must undergo ≥ one recuperation attempt (C7.42) until the marker is removed or the AFV is eliminated.

17.45 SHOCK/UNCONFIRMED KILL (UK): All Shocked/UK AFV (FRIENDLY and ENEMY) must undergo ≥ one recuperation attempt (C7.42) until the marker is removed or the AFV is eliminated.

17.5 VICTORY DETERMINATION: After all surviving FRIENDLY units are determined the player tallies each sides' VP total to determine the Mission victor (12.6).

17.51 UPDATE CG VP: One CG VP is scored for each *SASL* CG Mission the player wins; one CG VP is lost for each Mission he loses (or one CG VP is deducted from a positive CG VP total). If the FRIENDLY side withdrew during the last Mission (12.5) -2 CG VP are scored *[EXC: if dictated by FRIENDLY RE 74]*. The player's current CG VP score is used to determine drm for Squad Seasoning (17.74). See also 17.9.

17.52 The player wins the *SASL* CG if his CG VP score is positive at the end of the last CG Mission to be played. If his CG VP score is zero or negative he has lost the CG.

O11.6205: at the end of the EXC in the last sentence add "*or if he sets up possessing a radio/field-phone per SSR CG6*". This sticky was previously made available in another file formatted for the first edition of the rules. However, this sticky is formatted for the 2nd Edition of the chapter O rules.

11.6205 LEADER DETERMINATION: For each Infantry *Company* RG purchased (or OB-given), make a Secret DR on the appropriate table below to determine the number and type(s) of Leaders received for that Company. Each Infantry leader must set-up/enter stacked with a MMC of his respective RG only during the first CG scenario in which he participates *[EXC: if he is Retained off-map for an entire scenario or if he sets up possessing a radio/field-phone per SSR CG6]*.