A1.4: The green MMC illustration does not represent an actual unit.

A7.7 in line 17 add after "enemy" add "/Melee"
then in the next to last line on page A15 after "enemy" add "/Melee".

7.7 ENCIRCLEMENT: Any non-Aerial Infantry, or Vulnerable PRC of an Immobile vehicle, fired upon consecutively during the same PFPh, DFPh (*not* MPh), or AFPh by two or more non-Aerial units using their inherent-FP/SW/ordnance at ≤ Normal Range (1.22, 10.532) is subject to possible Encirclement *[EXC: pillbox; B30.32]*. The attack(s) constituting an Encirclement must be resolved *consecutively*; if a player fires at a different target in the interim, he cannot use previous attacks as the basis for his claim to Encirclement. Encirclement occurs if the firer's LOS enters the target Location either: a) through opposite hex*spines*; b) with exactly three target-hex vertices between them in both clockwise and counter clockwise directions; or c) through any three non-contiguous hex*sides*. An Encirclement can also be created by a LOF from both the Location directly above and below it in a building hex. To be considered valid fire, ordnance weapons must secure a hit on the target, and other firers must exert enough FP (taking the *possibility* of Cowering into account) to possibly inflict at least a NMC result on the target. A qualifying target Location is thereafter marked with an Encirclement counter and every non-berserk, non-heroic enemy/Melee Personnel unit therein suffers an immediate one level drop in morale to both the attack that sealed its Encirclement and any other attacks made against that Location as long as it is so marked. All fire by an Encircled unit is subject to a +1 DRM on the IFT (or To Hit DR if ordnance). The MF cost of the first Location entered (regardless of phase) by an Encircled unit is doubled (after all modification). Should other enemy units enter an Encirclement Location they are immediately Encircled. Regardless of the Encircler's subsequent actions, the Encircled counter remains on the Location to affect all enemy/Melee Infantry units, and Vulnerable PRC of an Immobile vehicle, in that Location until they all leave the *Lo-*

cation (even if they all leave it only momentarily), become berserk/heroic, are eliminated, or are captured. Being Encircled has adverse effects on a unit's ability to avoid capture (20.21). A unit Encircled more than once does not suffer additional penalties for multiple Encirclement.

A19.132 4th line change "4-3-6" to "4-4-7".

19.132 Whenever a SSR (not just an OB) specifically assigns an ELR ≤ 4 to units with an underscored Morale Factor, they suffer Unit Replacement normally regardless of the severity of the quality drop thereby resulting (e.g., a German 6-5-8 → a 4-4-7; a British 6-4-8 → a 4-4-7). Likewise, with a mixed OB of MMC both with and without an underscored Morale Factor, an ELR ≤ 4 would apply to those MMC with an underscored Moral Factor only via SSR.

A25.235 EX: In lines 21-22 [approximately] of the second paragraph, replace "but both pass the LLMC—the broken squad with a 7, the other with an 8." with "which then passes its LLMC with a 7." [This error also applies to the 1999 errata page of the 1st Edition; because the broken leader does not have is ML raised, the unbroken squad has equal morale and need not take LLMC.]

marked with a First Fire counter. The squad now fires the MMG directed by the 8-1 leader (7.53) at O2 and P2 with Spraying PBF. The attack is 5 FP (Area & PBF) with a -3 DRM (grain is not in season). The Original DR is an 8 (with a 2 colored dr), resulting in a 1MC vs both hexes. The Russian player rolls a 9 for the leader which breaks and now no longer has its Morale Level increased. All four squads roll ≤ 7 and are unaffected. They need not take a LLTC because they are part of a Human Wave (which is immune to Pin results). However, the MMG retained its Multiple ROF and—because the Russian Impulse used two MF—it may First Fire again and chooses to repeat the same attack. This time it rolls an Original 5 (2 on the colored dr), resulting in a K/2. The Random Selection DR in O2 is a tie, so both squads are Reduced to HS (7.302) before taking a 2MC, which they each pass by rolling ≤ 6. The Random Selection DR in P2 selects the broken leader, who wounds, rolls a 5 on his Wound Severity dr (17.11), and thus is eliminated. If, however, the leader had survived, it would not then have to take the 2MC. The two squads roll a 6 and 7 for their 2MC which breaks one, which then passes its LLMC with a 7. The MG has retained its Multiple ROF and the German wants to fire again but cannot, because two shots are all that are allowed vs a moving unit that expended only two MF in its Location. The MG cannot avoid this by picking another target, because all of the units in its LOS moved simultaneously as part of the same Impulse (moreover, the other targets are all outside of the MG's now-fixed CA; 9.21).

A25.3: The broken side of the American 6-6-6 squad should not have its Morale Level encased in a square and its BPV should be "11" not "17".

A25.45 replace "F.8" with "25.53".

25.45 COWERING: British troops were renowned for their marksmanship and calmness under fire (or "Moral Fibre" as they termed it). Therefore, their elite and 1st Line units are immune to Cowering effects *[EXC: Free French; 25.53]*.

B8.61 line 7 after "Fortified" add "but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox"

8.61 MOVEMENT: Only Good-Order/dummy Infantry of the owning side may enter a tunnel during the MPh. A unit may move into a tunnel from one entrance Location at the start of its MPh by being placed beneath a "Sewer?" counter in the *opposite* entrance hex at the cost of all its MF, and must advance out that entrance concealed during the subsequent APh (even if that Location is occupied by enemy units and is Fortified but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox). A tunnel may never be overstacked, and units in a tunnel may not portage more than their IPC nor push a Gun. If the Location left was Encircled, units become pinned and CX upon advancing out.

8.62 RtPh: Broken units may enter a tunnel during their RtPh and use it to rout, provided they exit it in the same RtPh. Routing units must begin their rout in one tunnel entrance Location and end it in the opposite Location. Routing units are immune to Interdiction while in a tunnel and may use it to move adjacent to or towards a Known enemy unit, provided that when they emerge they are no closer to any armed enemy unit that was Known when they entered the tunnel, and that they don't become ADJACENT to a Known, unbroken armed enemy unit. Routing units are not concealed when they emerge from a tunnel.

8.63 DESTRUCTION: Any tunnel entrance may be destroyed by any Good Order Infantry unit in the same Location without a Known enemy unit at the end of the CCPh provided the entrance/exit has been used in the LOS of that unit and subsequently discovered using the Recovery procedures of A4.44. The presence of an entrance/exit cannot be revealed by Searching.

B9.321 first EX: The 4-6-7 should be marked with a WA counter.

C4.2 penultimate line replace "Gun" with "weapon". [All weapons <= 40mm suffer this modification to their Basic To Hit #.]

Any weapon (including MG) ≤ 57mm is subject to a -1 modification to its Basic TH# for every 12 hexes (or fraction thereof) beyond 12 hex range. A weapon ≤ 40mm is subject to an additional -1 modification to its Basic TH# at > 12 hex range.

C6.8: Line 3: after the "WP" in the EXC, insert "; HD (D4.2)"

6.8 CASE Q; TEM: TEM[12] applicable to the target must be added as a DRM to the TH DR of a shot taken on the Vehicle or Infantry Target Type or on a LATW TH Table *[EXC: BAZ firing WP; HD (D4.2)]*. Case Q does not apply to an Area Target Type TH DR (see 3.331).

C13.1 line 7 replace "red" with "green". [The "L" footnote on the To Hit table is in green.]

13.1 LATW: The term LATW includes all ordnance weapons represented by SW-size counters whose main use is against armor. LATW include ATR, ATMM, Bazooka, PIAT, Mol-Projector, PF/PFk, and PSK. All LATW ordnance must first secure a hit vs armor on the appropriate To Hit Table (C3) before resolving that hit on the applicable To Kill Table. All Firer and Target Hit Determination DRM applicable to LATW are listed on the To Hit Table and marked with a green "L". However, all LATW firing during the AFPh *[EXC: Opportunity Fire]* are subject to a +2 To Hit DRM (Case C[3]). LATW may never use the Area Target Type.

D2.3: line 16: add "/hexside" after "hex". [If a vehicle is trying to VBM a second hexside of the same hex, and is prevented, then the MP are spent in that hex, not in the previous hex.]

2.3 VEHICULAR BYPASS MOVEMENT (VBM): VBM enables vehicles (and animal-drawn transport) to move through a building/woods hex at a reduced MP (MF) cost without risking Bog penalties for movement through those obstacles. The MP cost of VBM is double that of the hex's non-obstacle terrain (usually Open Ground) per hexside traversed; any additional terrain cost in that hex (such as SMOKE or a move to higher elevation) is also doubled. The vehicle is moving around the obstacle within the hex—not through the obstacle. Therefore, the interior of each hexside traversed must be clear of any obstacle depiction to the depth of an edge of a unit counter for VBM to be usable. Hold a unit counter vertically so that the entire thickness of the hexside is just visible along the edge—if the other edge touches any obstacle depiction, VBM is not allowed along that hexside. Walls/hedges are considered extensions of hexsides for this rule. If players cannot agree on whether a hexside is obstructed, resolve the matter with a dr (as per A6.1). The hexside clearance measurement cannot be made until the VBM and all applicable MP costs are announced (and thus expended in the previously occupied hex/hexside if the move is subsequently not allowed). If the hexside clearance is insufficient, the vehicle must expend one extra MP to stop in its present position—even if it then proceeds to start movement again in another direction.

D3.32: line 6: append the following at the end: "if not in Motion; or Case C4/quartered FP, if in Motion."

D3.32: Delete the sentence: "(See Example at the top of the next page.)"

3.32 FINAL FIRE: Unlike Defensive First Fire, a vehicle using Bounding First Fire has no opportunity for an equivalent form of Bounding Final Fire. However, if the vehicle did not exhaust its Multiple ROF during its MPh, and did not fire any other weapons (including PRC) during its MPh, it may fire that Multiple ROF weapon (only) again once (C5.3) during its AFPh using the Case C To Hit DRM for ordnance, or halved FP for MG/IFE if not in Motion; or Case C4/quartered FP, if in Motion.

German Vehicle Note 92: The illustration of the 2cm FlaK LKW and the 3.7cm Flak LKW both incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement.

Russian Ordnance Listing page H28H: Multi-Applicable Ordnance Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note.

A11.11 Close Combat Table on the blue/gray QRDC, the DRM for Gurkha/Japanese vs Infantry should be "-1" not "-2".
[This table on the pink divider correctly shows the DRM as "-1".]

by unpinned Gurkha (A25.43)/Japanese (G1.64) vs Infantry/
Cavalry in HtH CC (unless ambushed) ....-1

Chapter B Terrain Chart, 2. Shellholes: In the Notes section delete "unless BU". [This errata also applies to the 1st Edition.]

Treat as OG if entered at 1 MF

Chapter B Divider B25.65 Wind Change chart line 4 of NOTE replace "Mild Breeze" with "No Wind".

NOTE: Direction Change NA unless Mild Breeze or Heavy Winds already exist. Wind Force change below No Wind or above Heavy Winds results in Mild Breeze.

C5 Firer DRM Table on blue Chapter C Divider and blue/gray QRDC: In Case I replace "MA only" with "MA/SA only".

I. Buttoned Up AFV (MA/SA only; RST/1MT must be BU to fire MA) (C5.9)

I. Buttoned Up AFV (MA/SA only; RST/1MT must be BU to fire MA) (C5.9)..........................+1

Shock/UK chart on the gray Chapter D divider: The rules reference C7.4 should be shown.

C7.4; D5.34-.43 STUN/RECALL & SHOCK/UK

Shock/UK Table on the gray Chapter D Divider: In the 3rd bullet under "Results" in line 1: replace "CCPh" with "RPh".

> • At the end of RPh, AFV must roll for recuperation (Δ) even if already Abandoned; dr ≤ 2, Shock counter is removed; dr ≥ 3 flipped to UK side.

D4.22 Hull Down Maneuver chart on the gray Chapter D Divider add "-1 attempt at setup"

D4.22 HD MANEUVER ATTEMPT

Two extra MP plus one MP to Stop
dr 1: 3 or less hexsides are HD
dr 2: 2 or less hexsides are HD
dr 3: 1 hexside is HD

drm:
BU: +1; Russian CT AFV: +2; Armor Leader DRM;
Attempt at setup: -1

1/ HD
BU: +1
★ **CT: +2**

OBA Flowchart:
First column of chart, yellow oval, at end after "next" add "RPh" and change color to orange.

> Resolve FFE:2, flip to FFE:C which will be removed at the end of the next RPh.

The heading of the 2nd column replace "SR" with "SSR".

Converting and/or Correcting a SR
Observer has Radio Contact, Battery Access and a SR counter on board.

In Rocket OBA section, in the green oval at the bottom left replace "Access Lost, Remove AR" with "Resolve FFE:1, Replace with FFE:2"

> Resolve FFE:1
> Replace with FFE: 2

In Rocket OBA section, the white rectangle at the top right should say "Do you desire to Cancel FFE:2?"

> Do you desire to
> Cancel FFE: 2?

In Note e, line 2, replace "of" with "or".

Index: Under "Field Phone" replace "O6" with "OCG6".

Field Phones: C1.23, OCG6, PCG15 [Cave: G11.837]