**Page HF1, after SSR HF12, add new SSR:** *"HF13 U.S. 60mm MTR/OBA: 60mm OBA module per U.S. Ordnance Note 1 is NA.".*

**HF13 U.S. 60mm MTR/OBA:** 60mm OBA module per U.S. Ordnance Note 1 is NA.

**HF3.3:** *replace the third sentence with "The CG continues until the last CG Day of that CG.".*

nario sequence called the Refit Phase (RePh; 3.6). The CG continues until the last CG Day of that CG. The "start lines" (or Front Line Locations, to use the game term) in a CG non-Initial Scenario are determined by Locations Controlled by both sides at the end of the last-completed CG scenario.

**HF3.51, Initial Scenario Special Rule I.2:** *line 1, after "RGs" add "[EXC: "O" and "M1" types]".*

**I.2** RGs *[EXC: "O" and "M1" types]* purchased with these GCPP *must* enter as reinforcements (see SSR CG8) *[EXC: American "A"-type RGs enter on/after Turn 3].*

**HF3.6137:** *line 2, replace "Gun" with "Weapon".*

Weapon (including vehicular-mounted) has all of its Depleted

**HF3.619 Fortification Purchase Table:** *in the HIP row, replace superscript "2" with superscript "3".*

5/3/2/1/1 [3]

**HF3.6214, Onboard/Offboard Setup Rules table:** *in the American TD row, replace "≥ one hex from all American Front Line Locations" with "≥ two hexes from all German Front Line Locations", and in the German AFV row, replace "≥ six hexes from all German Front Line Locations" with "≥ seven hexes from all American Front Line Locations".*

May set up in any non-Isolated, friendly-Controlled Location, ≥ two hexes from all German Front Line Locations.

May set up in any non-Isolated, friendly-Controlled Location, ≥ seven hexes from all American Front Line Locations.