Index: *for Squad Equivalent, add "non-Inherent-" in front of "crews" and "crew".*

Squad Equivalent (two non-Inherent-crews/HS or one non-Inherent-crew/HS and five SMC): A5.5

A5.5: *line 1, add "non-Inherent-" in front of "crews".*

5.5 EQUIVALENTS: Five SMC equal a HS, and two non-Inherent-crews/HS equal a squad, but ≤ 4 SMC count as zero squad-equivalents. However, if an Infantry crew/HS is manning a Gun it is considered equal to a squad for stacking purposes.[7] A squad's equivalent can be substituted for a squad which has been given special capabilities by a SSR so as to share those

A12.121 Concealment Loss/Gain Table: *in Case E after "overstacked," and in Case F after "Wounded," add "fails a MC,".*

Common Allied Minor Vehicle Note 36: *VCL Utility B(b), the illustration shows the wrong vehicle image; the counters are correct.*

A12.122: *replace the two bullets with:*

"• *A unit that is within 16 hexes of an unbroken enemy ground unit, is not in Concealment Terrain, and is out of the LOS of all unbroken enemy ground units (see the applications of Case K in the Concealment Table);*

• *An Infantry unit (not manning a Gun) that is beyond 16 hexes from all unbroken enemy ground units but in the LOS of at least one of them, and is in Concealment Terrain (see the application of Case I in the Concealment Table).".*

- A unit that is *within* 16 hexes of an unbroken enemy ground unit, is *not* in Concealment Terrain, and is *out* of the LOS of *all* unbroken enemy ground units (see the applications of Case K in the Concealment Table);

- An Infantry unit (not manning a Gun) that is *beyond* 16 hexes from all unbroken enemy ground units but in the LOS of *at least one* of them, and is *in* Concealment Terrain (see the application of Case I in the Concealment Table).

A12.14: *line 6, before "breaks" add "fails a MC or".*

moved immediately. When a concealed unit fails a MC or breaks or becomes Wounded/Reduced it loses its "?", regardless of the range to any enemy units in its LOS, or even if out of the LOS of all enemy units. A Dummy stack

A12.15: *line 5, delete ": Human Wave (25.23)".* {Note this is has been configured to fit over the previous sticky errata that came out in the J4-6 Sticky Errata}

(12.151)], the DEFENDER must *immediately* reveal at least one concealed unit in that Location and thereby force the moving unit

A12.42: *line 5, replace "end the MPh" with "end its MPh".*

Passenger(s)/Rider(s) end its MPh in that Location *[EXC: a "broken" ve-*

A22.612: *line 18, delete "Non-Stopped/".*

moving vehicle (C.8). See also C7.344. When attacking from the same hex, a MOL is assumed to have scored a rear hit; other-

B10.1: *fourth sentence, after "in question" add "for LOS purposes (but the actual Crest Line is always used for movement purposes)" and after "hill hex" add "[EXC: Newer boards may depict visible Crest Lines beneath this other terrain (EX: 61F8) , in which case the actual Crest Line is used to determine LOS as is the case with Inherent Terrain][3A]".*

tual hill depiction (i.e., in a Hill-Orchard hex, LOS that crosses the hill depiction is affected up through level 2; LOS that does not cross the hill depiction is only affected through level 1). Other terrain (e.g., grain, brush, woods, building) is at the higher level throughout the entire depiction of the terrain in question for LOS purposes (but the actual Crest Line is always used for movement purposes), even if it *appears* to be rising from the lower level portion of the hill hex *[EXC: Newer boards may depict visible Crest Lines beneath this other terrain (EX: 61F8) , in which case the actual Crest Line is used to determine LOS as is the case with Inherent Terrain][3A]*. A hill mass is depicted in various shades of brown; the lightest shade in any group of contiguous brown hexes being level 1, the next darker shade being level 2, and so on. The specific shades often vary from one board to another and are relevant only in comparison to the other shades of the same hill mass. For aesthetic purposes, many hexes contain colors representing more than one elevation, but units therein are always considered at the elevation level containing the hex center dot.

B27.6 and Chapter B Footnotes: *change existing footnote "3A" to "3B" and add new Chapter B footnote "3A. 10.1 HILLS: In addition to having visible Crest Lines beneath some terrain, newer boards are much better at depicting where Crest Lines actually are by using gaps in the terrain. In many areas of these boards, most players will be able to agree on where the Crest Lines actually are underneath the other terrain of grain, brush, woods, or buildings even without visible Crest Lines. When players can so agree, we encourage them to use the actual Crest Lines to determine LOS.".*

27.6 LOWER-LEVEL LOCATIONS:[3B]

E If it: becomes broken/Reduced/berserk/Wounded/overstacked/fails a MC, is attacked resulting in at least a PTC on the IFT *[EXC: A-P Mine attack; B28.411]*, or is attacked by a Sniper dr (A14.3) or WP NMC (A24.31).

F If it: becomes broken/Reduced/Wounded/fails a MC, is in a Location successfully Searched by the enemy, or is a Dummy in a building successfully Mopped Up by the enemy.

3A. *10.1 HILLS:* In addition to having visible Crest Lines beneath some terrain, newer boards are much better at depicting where Crest Lines actually are by using gaps in the terrain. In many areas of these boards, most players will be able to agree on where the Crest Lines actually are underneath the other terrain of grain, brush, woods, or buildings even without visible Crest Lines. When players can so agree, we encourage them to use the actual Crest Lines to determine LOS.

3B. *27.6 LOWER LEVEL LOCATIONS:* These rules have been included to reflect the fact that in a fortified line (which is what trenches usually represent) communication trenches linked the various defensive positions. It wouldn't make much sense to fortify a hilltop but not provide a protected access route to it. Sangars were included to further emphasize the benefits inherent in a well-planned position.

4. *28.411 A-P MINE ATTACK:* An A-P minefield "attack" does not necessarily indicate that a detonation has occurred. It merely indicates that the unit is at risk while moving through the minefield. If a unit survives a minefield attack, even by passing a MC, it is assumed to have avoided tripping any mines. A unit that pins is considered to have discovered the mines and gone to ground, but has not actually been attacked by them. A detonation occurs only if the unit breaks or is Reduced/eliminated.

5. *28.51 A-T MINE ATTACK:* Unlike an A-P minefield attack, an A-T mine attack indicates that a detonation has occurred.

C1.82l: lines 8-9, replace "breaks/suffers-" with "fails-a-MC/suffers-".

do. A possessed SW/Gun takes the NMC only if its possessor fails-a-MC/suffers-Casualty-Reduction; if unpossessed when attacked by the Bombard-

C12.23: line 2, after "pillbox," add "cave,".

ble, entrenchment, pillbox, cave, or vehicle *[EXC: the US 57mm RCL may fire as per 13.8].*

C13.7: line 4, replace "Good Order (or Berserk)" with "unbroken".

tion of any unbroken and unpinned German Infantry unit against a vehicle *[EXC: wagon or motorcycle]* in the same hex as part of

Chapters F, H, O, and R

F6.3: last sentence, after "E3.54" add "/E3.723".

unit is just the COT. E3.54/E3.723 does *not* apply to changing elevation via a hillock.

Page H142B, Allied Minors Ordnance Listing, Note 34: *Mitrailleuse de 13.2 CAJ mle 30, in B# column add "11". {Page H141 in earlier editions of Doomed Battalions.}*

11

O6.21: line 2, after "'open into'" add "only". {Applies to RB 1st&2nd Ed., VotG}

Tunnel entrances/exits "open into" *only* the *RB* Cellar level if it
Tunnel entrances/exits "open into" *only* the *RB* Cellar level if it
Tunnel entrances/exits "open into" *only* the *RB* Cellar level if it

R4.2l: line 1, after "'open into'" add "only".

4.21 All Trench "connections" (see SSR ABtF 17) "open into" *only* the Cellar level if it

Festung Budapest Errata

FB12.1: last sentence, delete "thus it cannot be rubbled".

not considered Concealment Terrain. It is not a building for any purpose, nor can it ever catch fire.

FB13.9: after the last sentence, add "An ACM MMC that Battle Hardens becomes Fanatic.".

Hungarian Arrow Cross Militia 5-2-6 squads and their 2-2-6 HS have an underscored Morale Level for unit Replacement (A19.13) purposes and are considered 1st Line MMC for all other purposes *[EXC: Disruption NA (A19.12)]*. They receive a -1 DRM for all PAATC (A11.6) attempts. Arrow Cross units may Massacre as if SS (A20.4). An ACM MMC that Battle Hardens becomes Fanatic.

FB15.1: lines 10-11, delete "even though their ELR can be < 5 (A19.13)".

neers MMC is considered underscored]. Any SS MMC Replaced by a Conscript MMC is considered Inexperienced (A19.3) for all purposes and is no longer considered SS (A25.11).

*FB17.2, **Stone Location:*** *for **CG II**, replace "440 ground level" with "461 ground level"; for **CG III**, replace "10 Factory" with "12 Factory" and replace "404 ground level" with "414 ground level".*

1,349 total Stone Locations (21 Factory, 461 ground level, 386

1,297 total Stone Locations (12 Factory, 414 ground level, 357

*FB17.4, **SSR CG8, RUSSIAN INFANTRY/AFV RG section:*** *last sentence of first paragraph, delete ", as these are always considered Front Line Locations".*

gardless of whether it is friendly-Controlled or not]:

*FB17.4, **SSR CG8, AXIS INFANTRY RG section:*** *last sentence of first paragraph, delete ", as these are always considered Front Line Locations".*

whether it is friendly-Controlled or not]:

*FB17.4, **SSR CG8, AXIS INFANTRY RG section:*** *for **CG II**, replace "2 February" with "1 February" and replace "A10" with "A4"; for **CG III**, replace "10 February" with "9 February".*

CG II 19 January - 1 February:
- *on/between A1 and A4 (north edge)*
- *on/between EE1 and EE9 (south edge)*

CG III 2 February - 9 February:
- *on/between BB1 and BB10 (north edge)*
- *on/between FFF0 and FFF9 (south edge)*

*FB17.4, **SSR CG13:*** *replace "on any subsequent CG Day" with "during the ensuing RePh step 17.607".*

counter during the ensuing RePh step 17.607 *[EXC: if immobilized/wrecked].*

*FB17.4, **SSR CG16:*** *after "table", add "[EXC: those with an underscored Morale Factor]. The Scenario Defender's ELR at night is 1 less (E1.22)".*

following table *[EXC: those with an underscored Morale Factor].* The Scenario Defender's ELR at night is 1 less (E1.22).

*FB17.51, **Special Rule CGI.1:*** *line 1, replace "For all non-Idle CG Days" with "If the previous CG Day was non-Idle".*

CGI.1 If the previous CG Day was non-Idle, the number of Generic CPP generated for Replenishment in RePh step 17.6161 and the number of Specific CPP generated for Replenishment in RePh step 17.6162 are each individually halved (FRU). Additionally, at the end of each CG Day, the Russian player earns 1 GCPP for each of the following buildings under his Control: C30, G31, G37, and N30.

*FB17.51, **Initial Scenario Special Rule I.3:*** *second sentence, after "-J39" add "[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]".*

I.3 All Axis purchased RGs setting up on-map must set up on/east-of the A35-J39 Hex Grain. All Axis Fortifications and Fortified Building Locations must set up on/east-of the line formed by A31-B30-D31-D36-J39 *[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]*. The initial OB-provided Trenches and Burnt-Out-Wrecks must be set up on the EmRR portion of the Cogwheel Railway (6.12) *[EXC: hex H39 is NA]* by placing one Trench and one Burnt-Out-Wreck together in two separate Cogwheel Railway EmRR hexes.

*FB17.51, **Initial Scenario Special Rule I.5:*** *replace the first sentence with "All map-edge hexes [EXC: A35] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.".*

I.5 All map-edge hexes *[EXC: A35]* in the Russian entry area are considered Russian-

Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.

FB17.52, CG II VICTORY CONDITIONS: replace both instances of "P0" with "A3-B2-E5-G4-K2-O5" and replace "Level 5" with "Level 6".

CG II VICTORY CONDITIONS: The Russians win upon the conclusion of any CG scenario by Controlling all Stone Locations west of the A3-B2-E5-G4-K2-O5-P6-Q7-T10-V11-X12-AA11-EE9 road *and* by Controlling any 60 Stone Locations east of the A3-B2-E5-G4-K2-O5-P6-Q7-T10-Vll-Xl2-AAll-EE9 road *[EXC: Stone Locations on Level 6 of Castle Hill do not apply].*

FB17.52, Initial Scenario Special Rule II.4: second sentence, after "-J39" add "[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]".

II.4 All Axis purchased RGs setting up on-map must set up on/east-of the A35-J39 Hex Grain. All Axis Fortifications and Fortified Building Locations must set up on/east-of the line formed by A31-B30-D31-D36-J39 *[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]*. The initial OB-provided Trenches and Burnt-Out-Wrecks must be set up on the EmRR portion of the Cogwheel Railway (6.12) *[EXC: hex H39 is NA]* by placing one Trench and one Burnt-Out-Wreck together in two separate Cogwheel Railway EmRR hexes.

FB17.52, Initial Scenario Special Rule II.6: replace the first sentence with "All map-edge hexes [EXC: A35] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.".

II.6 All map-edge hexes *[EXC: A35]* in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.

FB17.53, CG III VICTORY CONDITIONS: replace both instances of "BBB2-FFF0" with "BBB5-FFF3" and replace "Level 5" with "Level 6".

CG III VICTORY CONDITIONS: The Russians win upon the conclusion of any CG scenario by Controlling all Stone Locations west of the BB12-II9-TT3-UU5-VV6-ZZ4-AAA4-BBB5-FFF3 road *and* by Controlling any 80 Stone Locations east of the BB12-II9-TT3-UU5-VV6-ZZ4-AAA4-BBB5-FFF3 road *[EXC: Stone Locations on Level 6 of Castle Hill do not apply].*

FB17.53, Initial Scenario Special Rule III.4: after the second sentence, add "All Axis purchased RGs/Fortifications setting up on-map must set up east of the Russian Perimeter and ≥ 3 hexes from the west edge [EXC: all map-edge hexes are treated as Front Line Locations].".

III.4 The Russian Perimeter for the start of the Initial Scenario is defined as Hex Grains BB26-PP33-PP39. The Axis Perimeter Area consists of all Locations east of the Russian Perimeter. All Axis purchased RGs/Fortifications setting up on-map must set up east of the Russian Perimeter and ≥ 3 hexes from the west edge *[EXC: all map-edge hexes are treated as Front Line Locations]*. No No-Man's-Land hexes exist. Each side should place friendly map-edge Control markers as appropriate (17.6053).

FB17.6021: item e, after "Labor" add "[EXC: 17.6131]".

e) DM, Disrupted, Fanatic, Berserk, Wall Advantage, Labor *[EXC: 17.6131]*, and Hull Down (HD) markers, Dummy stacks, and Dummy Cloaking counters;

FB17.6063 ESCAPE TABLE: fifth DRM entry, replace "-2" with "-1".

-1 If adjacent to friendly-Controlled, non-Isolated hex

FB17.6066 EX (page FB27): fourth paragraph, last sentence, replace "Axis Perimeter Area" with "Russian Perimeter Area".

Russian Perimeter Area.

FB17.6132: line 2, replace "malfunctioned non-Captured Retained Weapon" with "non-Captured, Retained malfunctioned Weapon and disabled vehicular FT(D1.8)".

17.6132 WEAPON REPAIR: Each side makes a separate dr on the table below for each non-Captured, Retained malfunctioned Weapon and disabled vehicular FT(D1.8).

FB17.6171 CHANGE TABLE: delete the first DRM entry "-2 For any CG Day set prior to 28 January".

FB17.6194 EX (page FB32): line 1, change "19 January" to "29 January" and on the last line change "20 January" to "30 January".

EX: During the 29 January CG Day's RePh, the Russian Player purchases an IR2

ing on the following 30 January CG Day.

FB17.6205, Russian Leadership Table: for Final DR of 4, in the Leaders Received column, replace "9-1, 9-1, 8-0" with "9-2, 9-1, 8-0".

9-2, 9-1, 8-0

FB17.6235: line 3, replace "CGs I and II" with "CGs I and III"; line 4, replace "CG III" with "CG II"; and lines 5-6, replace "9 February" with "1 February" and replace "1 February" with "9 February".

17.6235 AXIS NIGHT ASSAULT: If an **"Axis Assault"** CG scenario has been generated, the Axis may declare it to be a Night scenario (E1.), The Axis is limited to one Night scenario in CGs I and III, and two Night scenarios in CG II. In CG I the Axis cannot initiate a Night scenario on/after 23 January, in CG II on/after 1 February, and in CG III on/after 9

German Reinforcement Group Chart: RG HWG3, HWG4, and all AFV RG (AG1-AG11), replace superscript "i" with superscript "a".

I$^{ac(f)}$	-HWG3	I$^{ac(f)j}$	-AG1
I$^{ac(f)j}$	-AG5	I$^{ac(f)j}$	-AG8
II$^{ac(f)}$	-HWG4	II$^{ac(f)j}$	-AG2
II$^{ac(f)j}$	-AG6	II$^{ac(f)j}$	-AG9
III$^{ac(f)j}$	-AG3	Sect$^{ac(f)j}$	-AG4
Sect$^{ac(f)j}$	-AG7	Sect$^{ac(f)j}$	-AG10
Sect$^{ac(f)}$	-AG11		

German Reinforcement Group Chart: RG GG5, replace "2cm FlaK 38" with "2cm Flakvierling 38" in all three Strength columns.

3 × 2cm FlaKvierling 38   2 × 2cm FlaKvierling 38   2 × 2cm FlaKvierling 38

German Reinforcement Group Chart: RG OG1, in the CG Max. II column, add superscript "m" to the number "3".

3^{m}

Hungarian Reinforcement Group Chart: RG IH5, delete superscript "h".
Hungarian Reinforcement Group Chart: RG IH6, delete superscript "a".

Coy^{ace} Coy^{ceh}

Hungarian Reinforcement Group Chart: RG IH7 and all AFV RG (AH1-AH5), replace superscript "h" with superscript "a".

Coy^{ace}	- IH7
Sect$^{ac(e)i}$	- AH1
I$^{ac(e)i}$	- AH2
II$^{ac(e)i}$	- AH3
Sect$^{ac(e)i}$	- AH4
Sect$^{ac(e)i}$	- AH5

Footnote 25: *line 1, replace "five" with "six"; line 3, after "PP13," add "the railway engine house in XX13,".*

25. 8. FB FACTORIES: There are six ASL Factory (B23.74) buildings on the *FB* map. The Sacred Heart Roman Catholic Church in T18, the Southern Railway Station (Déli Pályaudvar) in PP13, the railway engine house in XX13, and the three large Factory buildings that make up the heart of the Ganz Works located in the E11 area. Completely destroyed during the siege, the Southern Railway Station served as a cornerstone in the Axis defensive line. Pictured on the FB15 scenario card, the arch (RR15) in the front is basically all that is left of the western face of the building, while the rubbled area directly behind the arch is the collapsed center portion of the station (RR14). Probably taken during the summer of 1945 alter most of the debris and rubble were cleared from in front of the station, the photo shows the remains of a German JgPz 38(t) "Hetzer" jammed into the side of a Soviet T-34/85 with its turret left pointing at the destroyed station. During the battle, the station served as a collection and holding point for Soviet prisoners until, after repeated assaults by the Soviet 297th Rifle Division, it was finally seized on 9 February.

Chapter G (1ˢᵗ Edition) Errata
*Together with previously published errata, these new errata will update Chapter G 1st Edition to be equivalent to the 2nd Edition being published in **Rising Sun**.*

G.1: *8ᵗʰ bullet, replace the parenthetical phrase with "(all brush-roads and wood-roads are Paths, with no Open Ground in the brush-/woods-road portion of those hexes; Sunken Roads (B4.) & Elevated Roads (B5.) are still in effect but with the road treated as Open Ground)".*

- No roads exist (all brush-roads and wood-roads are Paths, with no Open Ground in the brush-/woods-road portion of those hexes; Sunken Roads (B4.) & Elevated Roads (B5.) are still in effect but with the road treated as Open Ground);
- All bridges are Fords;
- Stream "end-hexes" (whether overlay hexes or not) that are adjacent to each other but on different boards are assumed to represent a continuous stream; i.e., each hexside common to two such hexes is treated as a stream hexside [EXC: for LOS/LOF purposes, that hex-side is considered a stream hexside only if the LOS/LOF begins in/IN one of those two stream hexes and ends in/IN the other].

G.2: *at end, add "Tunnel entrances (B8.6) may be in jungle, kunai, or bamboo Locations.".*

G.2 *FORTIFICATIONS:* In daytime scenarios, E1.16 applies to Fortifications [EXC: Known minefields; F.7] set up in jungle, kunai or bamboo [EXC: an entrenchment whose occupant(s) are hidden is revealed when a non-Dummy enemy unit enters its Location only if ≥ one of its occupants is revealed too (see G.4); a pillbox is also revealed if any of its occupants fires]. Tunnel entrances (B8.6) may be in jungle, kunai, or bamboo Locations.

G.7: *after "phone" add "or Observation Plane [E7.61]".*

G.7 *RADIO:* When PTO Terrain (G.1) is in effect, all radio (but not field phone or Observation Plane [E7.61]) Contact and Maintenance DR receive a +1 DRM.[2]

G1.422: *line 2, after "onboard" add "and there may be ≥ 1 AFV in the enemy OB".*
G1.422: *line 4, after "manner" add "[EXC: it cannot affect Searching/Mopping-Up casualties (A12.154)]".*

1.422 *HIP:* In a 1944-45 scenario in which at least some Japanese units set up onboard and there may be ≥ 1 AFV in the enemy OB, any number of T-H Heroes (up to the allowed total; 1.421) may be set up using HIP in lieu of being created during play. A hidden T-H Hero can lose HIP involuntarily in the normal manner [EXC: it cannot affect Searching/Mopping-Up casualties (A12.154)], but can lose it voluntarily only at the times and in the circumstances in which a T-H Hero may be created during play [EXC: the presence of a "creating" MMC is not required]. When his HIP is lost, all rules for T-H Heroes go into effect for him [EXC: he might be eliminated immediately; 1.425].

G1.423: *line 5, after "1.424)," add "may not be a Spotter (C9.3), may not detonate a Set DC [EXC: 1.6121],".*

1.423 *USE:* A T-H Hero has no Hero DRM (A15.24), may not possess a Gun or a SW other than an ATMM (1.4231) *or* a DC *Transferred* to him as per 1.424 (thus he may not use MOL even if his side is otherwise allowed to), may not attempt Recovery (or Transfer except to receive a DC as per 1.424), may not be a Spotter (C9.3), may not detonate a Set DC [EXC: 1.6121], and may not become PRC. When a T-H Hero is created or voluntarily loses HIP, he must immediately:

G1.4231: *line 4, after "may" add "if unpinned".*

has a CCV of 5. In addition, before making his CC attack he may if unpinned roll

G1.424: *second paragraph, line 4, after "his DC" add "(even if Pinned)".*
G1.424: *at the end of the EXC in the second paragraph, add "; if he is above a Wire counter, treat DC as Placed for purposes of Wire Clearance (B26.51) and as if Thrown for all other purposes".*

or at the end of his MPh, he may detonate his DC (even if Pinned) at that time (and does not expend a MF as per A23.61 to Place it), provided he has survived

all Defensive First Fire allowed against him by his immediately previous MF expenditure. The DC attack is otherwise resolved as if Placed [EXC: if he is above a Bank or Panji counter, see 8.212 or 9.211 respectively; if he is above a Wire counter, treat DC as Placed for purposes of Wire Clearance (B26.51) and as if Thrown for all other purposes]. See also 1.612.

G1.425: *second paragraph, at the end of the first sentence, replace "enemy unit" with "enemy AFV".*

in which he is a DEFENDER in the same Location with an enemy AFV

G3.2: *line 2, after "(A10.52)" add ", exiting a tunnel or pillbox,".*
G3.2: *line 6, after "Manhandling into" add "(but not setting up a Gun in)".*

3.2 *ENTRY:* Infantry may enter bamboo only via Minimum Move (A4.134), Low Crawl (A10.52), exiting a tunnel or pillbox, or Advance vs Difficult Terrain (A4.72) [EXC: they may use a path/TB, but if they do they may not then exit that bamboo hex via a non-path/non-TB hexside during that same phase]. Infantry may "lead" horses into/out-of bamboo only along a path/TB, and Cavalry may enter/exit bamboo only along a path. Manhandling *into* (but not setting up a Gun *in*) bamboo is NA except along a TB. For Defensive First Fire purposes, the number of MF considered expended during a Minimum Move into bamboo equals the unit's printed (or Inherent) MF allotment plus one (or plus two, at night).

G3.5: *after the first sentence, add "Bunkers (B30.8) are NA.".*

3.5 *FORTIFICATIONS:* Neither wire nor entrenchments may be placed in bamboo, but pillboxes/mines or Panjis (9.) may. Bunkers (B30.8) are NA. See also G.2 for HIP.

G5.6: *line 5, after "Collateral/Residual-FP attack" add a closing square bracket "]".*

AP HE Equivalency; a Collateral/Residual-FP attack] *vs* any hut Location

G11.1: *third paragraph, line 1, after "Infantry" add "-(including Dummies)".*

Only Infantry-(including Dummies)/SW/a-non-vehicular-Gun may be set up in a cave. The non-hidden contents of a cave are placed onboard beneath that Cave counter, while all above-ground contents of the hex are placed (and considered to be) above all Cave counters in that hex.

G11.2: *last sentence, after "Infantry" add "-(including Dummies)".*

aries). Only Infantry-(including Dummies)/SW/non-vehicular-Gun(s) may be set up in a Cave Complex.

G11.7: *line 4, add "/Dummies" at the end of the parentheses after "prisoner[s]".*

Gun/Guarded-prisoner[s]/Dummies) may enter a cave [EXC: a Gun may enter a cave only from an Accessible Cave Complex; 11.76], and their normal cost to do so is two MF [EXC: see 11.751]. Entry of an Upper-Cliff cave (11.113) from above-ground requires Climbing (B11.4).

G11.833: *first paragraph, line 10 and the second entry in the "drm-listing" in the table in the rule and Chapter Divider, replace "moving/Motion" with "Non-Stopped/Motion".*

is in a Non-Stopped/Motion vehicle; –1 if the Thrower is ADJACENT (11.6) to the cave; and –1 if the Thrower is Heroic/Fanatic.

Thrower is in Non-Stopped/Motion vehicle

Thrower is in Non-Stopped/Motion vehicle

G11.84: *lines 3-5, delete "the center. ..GG5/6" and replace with "its Ocean hex (14.62) or the center of the firer's Friendly Board Edge (FBE)".*

11.84 *OBA:* A non-hidden cave and its contents are immune to OBA unless the attack vs its hex crosses that cave's CA hexside. For this purpose, OBA is considered traced from its Ocean hex (14.62) or the center of the firer's Friendly Board Edge (FBE), as applicable [EXC: a non-Aerial Offboard Observer's hex always serves as that hex for its battery].

G11.85: *third paragraph, at end of the first sentence, add "or a SW's own TH Table".*

A Direct-Fire ordnance attempt to place SMOKE in a cave requires the firer to have a LOS to the target cave and to use the *Infantry* Target Type or a SW's own TH Table. The +2 Basic TH# modification for firing SMOKE at ≤ 12 hexes (C4.4) is NA, but the cave's +4 TEM (TH Case Q) applies. If the Final TH DR yields a hit (and the Original TH DR is ≤ the SMOKE Depletion number), the appropriate SMOKE is placed beneath the Cave counter. Acquisition *may* be gained (11.832), and retaining Multiple ROF *is* possible.

G12.111: *line 3, at end of second sentence, add ", cannot break, and can only be eliminated if the LC is eliminated (see 12.691)".*

12.111 *STUN/RECALL:* A LC does *not* suffer Recall due to MA disablement. A LC Inherent crew can be Stunned, but does not BU (12.11), cannot break, and can only be eliminated if the LC is eliminated (see 12.691). A Recall due to attack effects (D5.341-.342) suffered by a LC Inherent crew is always treated as a Stun result *only*; i.e., no Recall ensues. However, the + 1 DRM effects of all Stun results vs a LC Inherent crew are *cumulative*. For Stun see also 12.13, and for Recall see 14.232. A LC whose crew receives a Stun result does not Stop; however, if it is *not* Beached/immobilized, the attacker immediately makes a Random Direction dr for the LC and repositions it within its present hex so that the randomly determined hexside lies within its VCA[27] and, if the Stun occurs during the LC's MPh, it is then assumed to have expended all of its remaining MP (if any) in that new facing. Being Stunned does not itself make a LC Immobile (12.2).

G12.61: *last sentence before the EX, after "Collateral Attack" add "(at halved FP unless the LC is Beached)".*

has no effect on it except possibly via a Collateral Attack (at halved FP unless the LC is Beached) vs its Vulnerable PRC.

G14.32: *first paragraph, lines 3, 4, 5, 7, & 10 and second paragraph, line 1, after "Beach" add "/pier".*

14.32 *INFANTRY/CAVALRY:* Each non-prisoner Infantry/Cavalry unit of the Assaulting/Evacuating side is considered Fanatic while in a Beach/pier Location or Wading in shallow

OCEAN. If entering a Beach/pier Location from a Hinterland hex, or unloading from a vehicle into a Beach/pier/shallow-OCEAN Location, it instantly becomes Fanatic, prior to Defensive First Fire vs it. If wishing to advance into a Hinterland hex from a Beach/pier Location in order to CC an AFV, it need not take a PAATC since it is Fanatic when required to take it. A unit already Fanatic receives no further benefit. A unit that receives a "Fanatic" Heat of Battle result while in a Beach/pier Location is marked with a Fanatic counter and remains Fanatic as per A15.3.

While in a Beach/pier Location, Infantry/Cavalry of the Assaulting/Evacuating side treat LLMC as LLTC, treat Heat of Battle "Berserk" and "Surrender" results as "Battle Hardening" results, and if subjected to a break/Step-Reduction result [EXC: one caused by a Wreck Check, para landing, OVR Prevention MC, or Panji MC] always suffer a Casualty Reduction result instead.

G14.55: *line 2, change "Hard Beach-Sand Beach" to "Hard-Sand Beach".*

and in Hard-Sand Beach hexes that are adjacent to ≥

G14.64: *at the end of the first sentence add "[EXC: Offboard Observer (14.68; E7.6)]".*

a Final dr of ≤ 2 [EXC: Offboard Observer (14.68; E7.6)]. A +1 drm applies to its Accuracy dr if Heavy Surf is in effect (13.449).

G17.151: *lines 6-7, replace "Paramarine squads ...Raider squads" with "either Paramarine or Raider squads".*

17.151 The following apply to the U.S.M.C. *side* for DYO purposes. The respective overall ratio of U.S.M.C. 4-5-8 rifle squads to 5-5-8 BAR squads must be ≥ 3:1 at the time of purchase. 4-5-8s may be purchased using a BPV of "13", in which case they are considered Defense Battalion squads. 5-5-8s may be purchased using a BPV of "14", in which case they are considered either Paramarine or Raider squads. (The BPV of Defense Battalion, Paramarine and Raider HS remain unchanged.) For SW allotment purposes the Equivalency of Defense Battalion, and of Paramarine/Raider, squads must be calculated separately from all other squad types in the U.S. OB—as indicated by their separate SW Allotment Charts. The U.S.M.C. Rifle/BAR Squad SW Allotment Chart allots FT and DC to 7-6-8 squads regardless of whether or not they are Assault Engineers. The U.S.M.C. Leadership Generation factor (H1.8) is "4.5". See p. H112 for the U.S.M.C. SW Allotment and OBA charts.

G17.41: *first paragraph, line 2, after "TH purposes" add "(including adding the NCA TEM of a pillbox to the TH DR)".*

17.41 *EFFECTS:* Napalm bombs are treated the same as HE bombs for TH purposes (including adding the NCA TEM of a pillbox to the TH DR) [EXC: napalm always receives an extra –1 TH DRM, and Target size (C6.7) TH DRM do not apply; napalm cannot achieve a CH]. A *hit* by napalm is treated as an attack by a 24-FP FT except as stated otherwise. Napalm FP is not halved by HIP/concealment or Long Range, but is halved if the attack used the Area Target Type. A napalm attack vs a cave can also attack other caves Accessible (11.6) to it, as per 11.834; see also 11.86. Napalm neither causes Air Bursts nor leaves Residual FP. A napalm hit is resolved as a single attack vs all in-LOS targets (both friendly and enemy) in the hex, using one Effects DR [EXC: napalm has no effect on any unit/SW/Gun that is in shallow/deep water other than a non-flooded stream]. Despite the fact that napalm normally creates smoke (see below), it may be used after another weapon has fired non-SMOKE ammunition in that same phase.

G17.41: *third paragraph, at the end of the last sentence. add "or Spread (B25.6), but B25.4 otherwise applies".*

play or Spread (B25.6), but B25.4 otherwise applies.

G18.6: *line 19, after "enemy unit" add "; Leader Consequences (A15.41) are NA".*

that same enemy unit; Leader Consequences (A15.41) are NA. Infantry that voluntarily go berserk automatically return to normal at the end of that Player Turn [EXC: if in Melee at that time, they remain berserk until no longer in Melee]. Use a *red-on-white* Berserk counter to indicate a unit that has gone berserk voluntarily.