Journal 11 Sticky Errata Ver 1.1 (24 July 2016)
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A7.351: lines 4-5, after "SW" add "/Gun".

7.351 A squad may fire any one SW/Gun without the squad losing its inherent FP; this inherent FP can be added to the SW attack in the case of a MG, or used for a separate attack in the same fire phase. A squad may never fire more than two SW/Gun in the same fire phase although it may fire two different types. A squad using two SW/Gun loses its inherent FP until the CCPh [EXC: 7.353].

A7.4: last sentence, replace "); see C3.33 for area target type" with ", Area Target Type vs enemy units [C3.33])".

units to take an independent MC/TC with a separate DR for each unit. A unit/weapon may purposely attack a friendly unit(s) only if specifically allowed to by the rules governing a particular circumstance (e.g., Prisoners, Melee, OBA, Area Target Type vs enemy units [C3.33]).

A8.311: line 2, replace "*unarmed/unarmored*" with "*unarmed, unarmored*".

8.311 RESTRICTIONS: A unit eligible to use TPBF vs a Known enemy unit [EXC: unarmed, unarmored vehicle; 7.212] cannot use FPF vs an adjacent unit. Infantry manning ordnance cannot fire it during FPF [EXC: OVR Prevention; C5.64] but must add their inherent FP to the FPF attack.

A10.531: line 3, replace "*any* Interdictor" with "the particular enemy unit(s)".

10.531 OPEN GROUND: For purposes of rout determination, Dash, concealment gain/loss, and Interdiction, an Open Ground hex is any hex in which the particular enemy unit(s) could apply, during a hypothetical Defensive First Fire opportunity (regardless of what attacks it actually made in previous phases), the -1 FFMO DRM. Note, however, that First Fire does

A11.16: lines 1-2, delete "in the same location with an enemy unit".

11.16 BROKEN UNITS: A broken unit may be attacked in CC and is subject to a -2 DRM to the CC DR. Broken units may never attack, but still defend with their full (unbroken side) FP. Broken Infantry in Melee may not rout during the RtPh, but must attempt to Withdraw from Melee (11.2) unless Disrupted or guarding prisoners. Any non-guard broken unit unable to withdraw from Melee is eliminated at the end of that CCPh for Failure to Rout. Broken units may withdraw into any Accessible Location unoccupied by enemy units, but once there normal rout rules apply in any subsequent RtPh.

A12.2: lines 9-10, replace "orchard-road" with "orchard-/brush-/grain- road".

it occupies (Cases B and D). A *vehicle* that sets up in a woods-road (or orchard-/brush-/grain- road) hex is considered to be in Concealment Terrain for the purposes of placing OB-designated "?" (12.12) and of using SSR-allowed

A12.2: antepenultimate sentence, after "TCA" add ", HD".

so does its manning Infantry or PRC, and vice versa. The BU, CE, TCA, HD status of a concealed vehicle may be secretly recorded at setup but must be revealed when the vehicle is unconcealed. See also 12.34. When a sce-

A22.612: line 11, after "in that Location", add "per 7.4".

against all non-armored units in that Location per 7.4. The AFV is turned into a burning wreck by a To Kill DR < the AFV Final TK#, and eliminated (with PRC Survival possibilities) by a To Kill DR equal to the Final

A24.1: line 3, after "by any" add "Good Order".

24.1 INFANTRY USAGE: SMOKE placement may be attempted via inherent SMOKE grenades by any Good Order Infantry squad having a SMOKE Placement Exponent and still capable of movement during its

B2.1: at the end of the penultimate sentence add "; the in-hex terrain (and any Flame/Blaze already in it) is considered to no longer exist at all".

brush, or grainfield immediately after any Original KIA result during a PFPh/DFPh resolution of a Concentrated HE FFE (or aerial bomb/rocket) attack of ≥ 150mm. Such placement removes all entrenchment counters in that hex (although not necessarily their contents) even if the hex was already a shellhole hex; the in-hex terrain (and any Flame/Blaze already in it) is considered to no longer exist at all. Shellholes occur only IN a Depression—not at its Crest level.

B9.21: line 2, after "/hexspine" add "forming a part of the unit's hex".

[Leave a small amount of space at bottom of replacement section]

9.21 ENTRENCHMENTS: A unit in an entrenchment cannot see (or be seen) across a same-level wall/hedge hexside/hexspine forming a part of the unit's hex to (or from) any non-adjacent same-level or lower Location—although an elevation advan-

B9.3: line 5, after "road" add "/gap".

9.3 TEM: The TEM of a wall is +2; the TEM of a hedge is +1. Fire traced through a wall/hedge hexside or hexspine may be subject to a TEM for that wall/hedge if the target is in the Location formed by that hexside/hexspine. If the LOS crosses the wall/hedge hexside through a road/gap depiction (such as 6W9-X9) the wall/hedge TEM can only apply if the target is a non-moving unit. PRC [EXC: Motorcyclists] never receive a TEM for a wall/hedge. The wall/hedge TEM is NA for DC attacks [EXC: if thrown across a wall/hedge hexside, the TEM applies to both the target and thrower's Location; A23.6].

B18.43: line 1, change "ordnance" to "Gun".

18.43 No Gun may be moved into a graveyard while in the form of a $^5/_8$" counter, except via a graveyard road hexside. Dismantled mortars may be portaged into/out of any graveyard hex and may also be assembled/fired from one.

B20.3: line 2, after "provided a LOS" change "to" to "INTO".

20.3 Barring other terrain in the hex, a stream is considered Open Ground for TEM and Rout purposes, provided a LOS INTO it exists (see bridge; 6.32).

B20.93 EX: at the end of the penultimate sentence add "and if pinned or broken in T3 would be placed IN the Depression at the end of its MPh".

EX: In the previous diagram, it will cost two MF (shown in red) for the 4-6-7 to move out of Crest status plus another two MF to enter T4 (or another one MF to enter S4 or U4), whereas it would cost only two MF to move directly from Crest status to S3, T2, or U3. In all cases, it could be fired on in T3 without benefit of entrenchment before entering the adjacent hex and if pinned or broken in T3 would be placed IN the Depression at the end of its MPh. It would have to become CX (A4.72) to advance into T4, but could advance into the other adjacent hexes without such a penalty.

B27.6 and Chapter B footnotes: See Journal 10 sticky errata from Texas ASL website for corrections. Link: http://texas-asl.com/download/J10%20Sticky%20Errata.pdf (page 1-2).

(This errata from Journal 10 also applies to page B43 provided in **Hakkaa Päälle!**)

B29.5: line 4, after "results in a" add "*Final*". Line 14, replace "Placed/Thrown" with "Placed".

[Only replace the start and end of the section with the errata.]

29.5 REMOVAL: A roadblock can be removed by Clearance (24.76); however, such attempts made by separate stacks must use separate DR. A roadblock can also be removed by any HE attack (including DC; see below) that results in a *Final* KIA against the roadblock. A Direct Fire ordnance attack vs a roadblock must use the Infantry (Other) Target Type or a SCW

ing a +1 TEM for the roadblock). A DC attack can affect a roadblock only if it is Placed through the roadblock hexside into either hex formed by that hexside, or Set in the Roadblock counter's Location.

B30.6: line 11, after "be attacked" add "(nor attack)".

between a vehicle(s)/PRC and a unit(s) in a pillbox. A unit in a pillbox cannot be attacked (nor attack) in CC if there is any friendly ground unit(s) *[EXC: Disrupted; subterranean; Unarmed; unarmored vehicle with no PRC]* in the hex outside the pillbox.

C1.823: replace entire section with "Whenever any Bombardment MC DR is an Original 12, place either a Shellhole counter or a Flame at the Base Level of that hex, depending upon which placement is legal. If both placements are legal, make a subsequent dr. If this dr is ≤ 3 a Shellhole counter is placed; if this dr is ≥ 4, a Flame is placed. Bombardment may place no more than one per hex.".

1.823 FIRE/SHELLHOLES: Whenever any Bombardment MC DR is an Original 12, place either a Shellhole counter or a Flame at the Base Level of that hex, depending upon which placement is legal. If both placements are legal, make a subsequent dr. If this dr is ≤ 3 a Shellhole counter is placed; if this dr is ≥ 4, a Flame is placed. Bombardment may place no more than one per hex.

C8.4: line 15, after "of all hexes" add "per A7.4".

cles in the first hex of the cluster, affects all occupants of all hexes per A7.4 at that elevation (and in the firer's LOS) although LOS Hindrances and the individual TEM of each Location may vary the results in each hex. LOS to the

C11.2: line 2, after "which" add "set up manned by a crew and".

11.2 EMPLACEMENT: The To Hit procedure vs a Gun which has not been hooked up and which set up manned by a crew and has not been moved since the start of the scenario (11.3) can be resolved in either of two ways at the firer's option. An Emplaced Gun can be fired on using the Area Target Type (the Gun's Target Size [2.271] is a To Hit DRM unless inside a pillbox/cave; B30.32 and G11.83) with a +2 TEM (once hit) for being Emplaced; or it can be

C11.3: line 1, after "If a Gun" add "is a RCL or".

C11.3: after the last sentence, add "A Gun that sets up qualified for Emplaced status may nevertheless set up non-Emplaced, provided this fact is noted on a side record.".

[this incorporates corrections from the J456 sticky errata]

11.3 If a Gun is a RCL or 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. A Gun that sets up qualified for Emplaced status may nevertheless set up non-Emplaced, provided this fact is noted on a side record.

EX: A CE PzKpfw IVH fires during its DFPh at a 57mm AT Gun in its TCA which has just been pushed into a woods hex six hexes away. The Modified TH# is 8 and there is no DRM to the To Hit DR (+1 [Case P; Target Size] +1 [Case Q; TEM] -2 [Case O; Hazardous Movement] = 0 To Hit DRM).

C12.23: line 1, replace "inside an Emplacement," with "a".

[this incorporates corrections from the J10 sticky errata]

12.23 A RCL may never fire from a building, rubble, entrenchment, pillbox, cave, or vehicle *[EXC: the US 57mm RCL may fire as per 13.8]*.

C13.23: line 1, delete "with gunshields".

13.23 vs GUNS: An ATR can be used vs Guns as per 11.52 without using the AP To Kill Table.

D2.11: replace the fourth sentence with "VCA changes (if not on a road) in difficult terrain (see Terrain Chart) require a Bog Check (D8.2)."

VCA changes (if not on a road) in difficult terrain (see Terrain Chart) require a Bog Check (D8.2). A vehicle must move within its current VCA as it enters each hex *[EXC: Reverse Movement]*. For a vehicle to move directly to a hex outside its current VCA it must first expend one MP per hexspine changed to change its VCA within its currently-occupied hex, or use Reverse Movement. The MP expenditure for a change of VCA within a vehicle's currently-occupied hex must be announced separately for each hexspine change so that the DEFENDER may intervene to Defensive First Fire at the target at that point, although this alone would not qualify the vehicle as a moving target (C.8). A VCA can also be changed following a successful Motion Attempt (2.401), as a result of firing outside its CA during any fire phase (other than its own MPh; C5.1), or at the end of any fire phase in which it is still eligible to fire a turret/bow-mounted weapon (3.12 and C3.22).

D6.2: line 5, after "SPA," add "SPAA,". Line 6, replace "in addition" with "within those timeframes".

TD, SPA, SPAA, Carriers (limited capacity; 6.81), and Assault Guns. Rider capacity is limited to a maximum of 14 PP (as per 6.1); within those timeframes a vehicle not otherwise granted Rider capability can carry one SMC as a Rider and the two PP he possesses. See A5.5 for equivalents. Rider PP cannot be used to satisfy the ammo PP reduction (C10.13) of any Gun that requires a T# (C10.1) to be transported; therefore, a dm 76-82mm mortar is transported by Riders at its normal five PP cost.

D6.21: line 5, after "enter" add "/exit".

road hexside. Should any AFV enter/exit such terrain with Riders, the Riders must Bail Out in the last hex occupied prior to that prohibited terrain. A Rider on a turreted AFV must Bail Out if the AFV changes its TCA.

D6.24: line 11, after "unit breaks" add "or is eliminated".

rying unit breaks or is eliminated prior to or after Bail Out. Even if the carrying unit does not break as a result of Bailing Out, its SW must be removed from the AFV and checked for malfunction [dr 1-3 = ok; dr 4-6 = malfunction (or elimination if an X# SW)]. Bailing Out into an enemy-occupied hex is allowed. See 6.5 for Bailing Out while in Bypass.

D16.12: line 3, after "*orchard-roads*" add "*and brush-roads*".

16.12 DD tanks must be CE to move with screens erect and may not fire, use VBM, carry Riders, or occupy any building, rubble, woods, brush, or orchard hex *[EXC: woods-roads and orchard-roads and brush-roads]* while screens are erect. The COT of any land hex is increased by one while screens are erect.

E1.531: at the end, add "A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules.".

1.531 EXCEPTIONS: A unit or stack that, at the start of its MPh, wishes to enter a sewer/tunnel, or move within the same hex or along a TB, or can see a Known enemy unit, or is currently on or ADJACENT to a trench/bunker/road/path/gully/stream/river bank or Illuminated Location, does not make a Movement DR until such time as it is no longer in or ADJACENT to such terrain (at which point it must immediately make a Movement DR if still moving). For LOS to Beach/OCEAN Locations see G13.2 & G13.84. Only the first unit to move as part of a Human Wave, Radioless AFV Platoon, Convoy, or Column is required to make a Movement DR unless it individually meets one of the previous exceptions—all others follow accordingly (11.6). A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules.

E1.7: line 8, replace "bocage TEM" with "WA (B9.32) over a bocage (B9.5) hexside".

WA (B9.32) over a bocage (B9.5) hexside or is in the same hex as the firer. The Night LV DRM, LV Hindrances, and SMOKE DRM are all cumulative. The LV Hindrance DRM does not reduce the amount of Residual FP left in a hex.
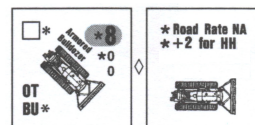
E5.2: penultimate sentence, after "Manhandled" add "via Infantry Bypass or"; delete "or around it via Infantry Bypass"; after the sentence, add "Other boats may be Manhandled using Bypass.".

5.2 OVERLAND MOVEMENT: All empty boats can be carried overland by Infantry using the Manhandling system (C10.3) during *its* MPh (only). Unlike Gun Manhandling, these Infantry are not TI and may still carry up to their normal IPC. The Manhandling Infantry must amount to at least $\frac{1}{3}$ of the boat's PP capacity to attempt Manhandling, and only men in excess of that minimum qualify for the Manhandling DRM for additional men. A Large Raft may not be Manhandled via Infantry Bypass or into/out of a building *[EXC: Factory Stairwell Location; B23.742]*. Other boats may be Manhandled using Bypass. Up to four assault boats may be towed overland as if they were a single Gun with a Manhandling number of 10.

E9.42: line 2, replace "cactus hedge" with "vineyard".

9.42 INJURIES: A $\frac{5}{8}$" parachute landing in a woods, forest-road, crag, building, shallow stream, vineyard, cactus patch, olive grove, Jungle (see G2.213), Bamboo, Swamp (see G7.32), Irrigated Rice Paddies, or
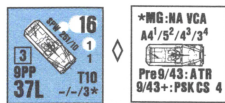
G15.12: in the illustration for the armored bulldozer, and on the actual counters, delete "+2 vs non-ord DirF in VCA".

H1.22: last sentence, after "Assault Engineer" add "*squad*".

Roster to denote Assault Engineer squads. Only Assault Engineers count toward allotment of FT/DC (see 1.83). In addition, the SMOKE exponent of an Assault Engineer *squad* is increased by two (even if it were "0").

German Vehicle Note 65: at the end of the first paragraph, add "See also U.S. Multi-Applicable Vehicle Note Z.".

65. SPW 251/10: This was the armored infantry platoon leader's vehicle. It also carries an ATR, or as of 9/43 a PSK—either of which may be Removed (D6.631) by the crew or a passenger, or Scrounged (D10.5). See also U.S. Multi-Applicable Vehicle Note Z.

Errata: The German SPW 251/10 ht should have "Pre 9/43: ATR; 9/43+: PSK" on the back of the counter.

See also German Vehicle Notes C, J, N

German Vehicle Note 97: second paragraph, at the end of the first sentence, add "regardless of time frame".
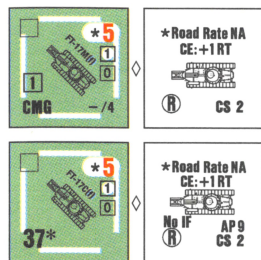
97. SdKfz 2: The Kettenkrad was a small tracked vehicle steered by the front-wheel assembly of a motorcycle. Used mostly on the Eastern Front for liaison and for towing light guns in parachute units. First used during the fighting on Crete. 8,345 were built.

†May also carry a crew or HS as Riders regardless of time frame. A Kettenkrad may not be pushed, and is treated as a vehicle (i.e., not a motorcycle) for all purposes.
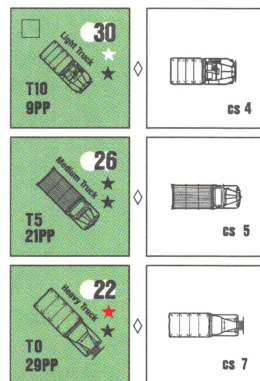
†Vehicle is immune to hidden Anti-Tank mine attacks, and Anti-Personnel mine attacks against it are halved as Area Fire.

†RF is 1.4 when used vs other than Russians.

See also German Vehicle Notes L, N

Common Allied Minor Vehicle Note 32 (page H138): the wreck illustration for the *FT-17M(f)* in **DOOMED BATTALIONS** 3rd Edition incorrectly shows the wreck illustration for the *FT-17C(f)*, and vice-versa. The actual counters are correct.

Common Allied Minor Vehicle Note 37 (page H139): both the illustration and the six counters for the *Medium Truck* in **DOOMED BATTALIONS** 3rd Edition should have a lowercase "cs" instead of an uppercase "CS" on the back of the counter.

Slovakian Vehicle Note 23: second paragraph, at the end of the first sentence, add "regardless of time frame".

23. SdKfz 2(g): The Germans sent 20 Kettenkrad tractors (German Vehicle Note 97) to the Slovakians in 1943 and 1944. The Armored Regiment received five of them and they were used by the company commanding officers.

†May also carry a crew or HS as Riders regardless of time frame. A Kettenkrad may not be pushed and is treated as a vehicle (i.e., not a motorcycle) for all purposes.

†Vehicle is immune to hidden Anti-Tank mine attacks, and Anti-Personnel mine attacks against it are halved as Area Fire.

See also Axis Minor Vehicle Notes E, L

[The Chapter K errata only apply to pages with a copyright date of 2005 (from the re-print of the ASL Rulebook)]

Page K5: column 2, paragraph beginning "IN most Depression…", line 14, replace "H5-H5" with "H5-I5".

in H5, Crest counters can be placed only on the H5-I5, H5-H6, and H5-G5 hexsides and have no effect whatever on the other hexsides. Back in G6, Crest counters can affect either the G6-G7

Page K9: column 1, paragraph beginning "Now you have…", lines 2-3, change "O4" to "Q4".

Now you have an excellent view. You can see not only past X7, but you can also see past S5 to the second Level of Q4. You can't see past Q4 because that is part of a multi-story building

V12.2 "Pocket": line 2, after "any" add "friendly".

Pocket: An Isolated section of the Perimeter Area created in RePh step 12.6066-.6068. A Pocket may never include any friendly map edge hex *[EXC: 12.6068]*.

V12.4 CG10: at the end, add "Each OBA module is Retained with its *original* draw pile and the radio *or* field phone it started with (even if eliminated during play); any field-phone/Offboard-Observer/Pre-Registered-Hex may start in a new legal Location.".

is Retained until Eliminated/Recalled in a CG scenario or its subsequent RePh. For purposes of this rule, OBA modules that have placed an FFE *[EXC: IR]* in the just played CG scenario are Eliminated. Each OBA module is Retained with its *original* draw pile and the radio *or* field phone it started with (even if eliminated during play); any field-phone/Offboard-Observer/Pre-Registered-Hex may start in a new legal Location.

CG11: RUSSIAN FANATIC STRONGPOINTS:[12] Each non-prisoner Russian Personnel unit in a Fanatic Strongpoint Location *[EXC: if in a Sewer Location, or if currently in Bypass]*, is considered Fanatic (A10.8) and is immune to the effects of Encirclement (A7.7). If entering from outside the Fanatic Strongpoint it becomes Fanatic immediately, prior to all Defensive First Fire against it. If wishing to advance out of a Fanatic Strongpoint Location in order to CC an AFV, it need not take a PAATC since it is Fanatic when required to take it. A Russian unit already Fanatic receives no further Morale benefit. All non-rubbled ground-level Locations of a Fanatic Strongpoint *must* be fortified building Locations. Rubble occurring in an original Fanatic Strongpoint hex is still considered part of that Fanatic Strongpoint for purposes of this rule. Russian Personnel in Fanatic Strongpoints receive a -1 HOB DRM, and an additional -1 HOB DRM if the Fanatic Strongpoint currently has a Good Order Commissar in any Location; both are cumulative.

V12.6066: line 14, after "nor any" add "friendly (12.6068)".

12.6064, nor any friendly (12.6068) map-edge hex (if the latter should happen, see 12.6068). If a Pocket consists of only one hex, no Perimeter marker is needed since the units enclosed will remain on-map and must set up in that hex for the next scenario *[EXC: Escape; 12.6073]*. All Pockets are Isolated Areas and part of the friendly Perimeter Area, even though physically separate from the main Perimeter Area.

V12.6068: line 1, after "adds a" add "friendly".

12.6068 If the process of expanding a Pocket adds a friendly map-edge hex to a Pocket, that section of the Perimeter Area ceases to be a Pocket and is considered to be a "normal" section of the Perimeter Area (i.e., as if it had been marked out in step 12.6064)

V12.6154: line 1, after "Each" add "non-Captured".

12.6154 FT/DC: Each non-Captured FT/DC removed from play during the preceding scenario (regardless of why it was removed) is Retained by its original owning side only if it was re-

V12.619: at the end of the fifth sentence, add *"[EXC: those with an underscored Morale Factor]"*.

Roster for that CG Day. A side's ELR applies to all non-crew Infantry units of that side *[EXC: those with an underscored Morale Factor]*. Normal Battlefield Integrity [A16.] rules should *not* be used in the VotG CG. The following cumulative DRM can apply to the ELR Loss/Gain DR:

V12.6214b: line 4, after "on-map" add "(HIP is NA)". Line 16, after "enemy" add "ground". Line 20, after "(if any)" add "unconcealed".

[This file replaces last entry "next" with "text". Changed for clarity although this is not part of the J11 original errata.]

b) Reserve: Any Infantry RG (i.e., one whose ID on the Reinforcement Group Chart begins with an "I") may be purchased as a Reserve RG by spending one < its normal CPP cost. A Reserve RG must be set up on-map (HIP is NA) on the CG Day of purchase (should a scenario be played on that CG Day), using the principles of

and may conduct no action whatsoever—until an enemy ground unit is within three hexes of it and is in its LOS or until subjected to an *enemy* attack that results in the loss of the Cloaked unit/stack's Concealment, at which time the Controlling side may (or must, if thusly *attacked*) put that Cloaking counter's contents (if any) un-concealed on-map. In general, the counter(s) represented by a Reserve Cloaking counter (if any) is considered not to exist until it appears on the map, except as noted in the text below:

Page Z41, after SSR PBr19, add new SSR: "**PBr20 RCL:** RCL may *set up* using HIP as if Emplaced (A12.34).".

PBr20 RCL: RCL may *set up* using HIP as if Emplaced (A12.34).

3.0 PRIMOSOLE BRIDGE CAMPAIGN GAMES

Page Z82, SSR GT11: line 3, change "*Hinterland*" to "*Island*".

GT11. A board-edge, Deep Ocean hex must be declared prior to any scenario/Assault-Period for each Shipboard Observer (G14.68) as per G14.62 *[EXC: the hex need not be ≥ 12 hexes from all Island hexes]*. Neither IR (G14.672) nor WP (G14.67) is available for NOBA.

FB3.4 EX (2nd column on page FB4): last sentence of last example, replace "DRM of 0" with "DRM of +1". Delete "-1 [WCB TEM (4.2)]".

If DFF upon by Russian squad C in YY26 while using the TB to move through AAA27, German squad F would only spend one MF but would be subject to a -1 DRM (-1 [FFNAM] -1 [TB DFF DRM] +1 [Debris TEM] -1 [WCB TEM (4.2)] +1 [Debris Hindrance]). If squad F chose to not use the TB it would expend two MF in AAA27 but would only be subject to a DRM of +1 (-1 [FFNAM] +1 [Debris TEM] +1 [Debris Hindrance]).
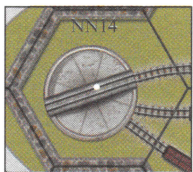
FB6.1242 EX (on page FB5), entry for "Hungarian squad H": after "Russian squad C" add ", Hungarian squad G,".

Hungarian squad H (H37) has a LOS to Russian squad C, Hungarian squad G, and the German Pz VG F.

FB6.14: at the end of the first sentence, add "*[EXC: it does not "connect" to ADJACENT building/rubble Locations (SSR FB14)]*".

6.14 RR TURNTABLE: Hex NN14 contains a RR Turntable. A RR Turntable is considered an Anti-Tank (A-T) Ditch (B27.56) for all purposes *[EXC: it does not "connect" to ADJACENT building/rubble Locations (SSR FB14)]*. Place units IN the RR Turntable underneath a RR Turntable counter.

FB17.52, Special Rule CGII.1: line 1, replace "For all non-Idle CG Days on/prior-to the 27 January CG Day" with "On/prior-to the 27 January CG Day, if the previous CG Day was non-Idle". [This supersedes the erratum for this rule published in *JOURNAL 10*.]

CGII.1 On/prior-to the 27 January CG Day, 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).

FB17.601: penultimate sentence, replace everything after "may" with "immediately attempt to Escape (17.6063)". Delete the last sentence.

[Cut to just above the dashed line]

(and the vehicle may be marked as CE if so desired). Following this first round, any still-Mobile (D.7) AFV may immediately attempt to Escape (17.6063).

FB17.6021: item **g**, delete 2nd sentence.

FB17.6021: item **h**, replace "Non-Isolated, still-HIP" with "Still-HIP".

g) All still-Cloaked units and Equipment are placed on-map concealed in their setup Location;

h) Still-HIP units and hidden Fortifications need not be revealed at this time;

FB17.6022: line 1, delete "**NON-ISOLATED**". Line 2, delete the two instances of "non-Isolated,". At the end of the first sentence, add "; such units/Fortifications must set up in their current Location in the next CG scenario, but may do so at no cost in FPP (see also 17.6071)".

FB17.6023: replace entire section with "See 17.6071.".

[Replace both 17.6022-23 in order to maximize space]

17.6022 HIP UNITS & HIDDEN FORTIFICATIONS: Each still-HIP unit and hidden Fortification, including all Fortified Building Locations may be kept HIP/hidden at the owning player's discretion; such units/Fortifications must set up in their current Location in the next CG scenario, but may do so at no cost in FPP (see also 17.6071). HIP units that are not placed on the map are retained and are not considered for purposes of Perimeter determination. Each already on-map Fortification (i.e., from previous CG scenarios) is Controlled by the side Controlling its Location, regardless of which side Controlled it previously. A friendly-Set, hidden Set-DC in a friendly-Controlled Location may remain hidden or be "removed" and Retained; if in an enemy-Controlled Location it is now Eliminated instead.

17.6023 ISOLATED HIP UNITS & HIDDEN FORTIFICATIONS: See 17.6071.

FB17.6071: at the end, add "Isolated, still-hidden units are placed on the map concealed. Isolated, hidden Fortifications, including all Fortified Building Locations, are revealed.".

17.607 CLEARING THE MAP: Each player now removes all remaining non-Isolated units/Equipment from friendly-Controlled Locations and places them in their proper box (with remaining informational counters) on his copy of the Chapter FB divider (17.15) *[EXC: a Gun/AFV in a Fortified Building Location (SSR CG4 [17.4]) and Immobile vehicles are left on the map]*.

17.6071 ISOLATED AREAS: Units/Equipment in Isolated Areas are not cleared from the map, and each must be left on the map in its current Location. Isolated, still-hidden units are placed on the map concealed. Isolated, hidden Fortifications, including all Fortified Building Locations, are revealed.

German Reinforcement Group Chart: RG MG2, in the CG Max. I column, change "9" to "6". In the CG Max. III column, change "6" to "9".

1	3	15	15	15
1	1	6	12	9

A24 Smoke Summary chart on the green divider (provided in HAKKAA PÄÄLLE!): the sixth (gray Dispersed WP) row of this chart, should not say "NMC" on the counter illustration.

Chapter B Terrain Chart: in row "14.8. Olive Grove" in the "LOS Obstacle/Hindrance" column, replace "■ Hindrance" with "■ Level-One or Hindrance".

■ Half Level	+1
■ Level-One or Hindrance	+1
Hindrance*	0
Hindrance	0*

C1. Offboard Artillery Player Aid: last white rectangle in the "Converting and/or Correcting a SR" section, change "AR" to "SR".

[Cut within dashed lines]

> If there are enemy units in or adjacent to the SR hex, are *all* of them unknown[d] to the Observer?

Overrun Flowchart: in the third bullet after the "**Staying in the Location:**" header in the "**Vehicle may exit if able**" box, replace "ends the MPh" with "ends its MPh".

Vehicle may exit if able

- Complete Trail Break (B13.421) as fully-tracked AFV exits Woods, Jungle, or Bamboo.
- Vehicle must exit the Location before concluding another OVR

Staying in the Location:

- Vehicle must be able to Shock/Elim an enemy AFV on an original TK/IFT DR of 5 in order to stay in that AFV's hex (D2.6)
- Random SW Destruction for unpossessed or non-portable SW/Guns not in Pillbox/Entrenchment when OVR by a fully-tracked AFV if it ends the MPh in the Location (A9.74)
- Concealed/HIP units are revealed if an "unbroken" vehicle (A12.1) ends its MPh in Bypass of their Location (A12.42)
- All units are marked with a CC counter and are bound by TPBF Target Selection Limits (A7.212) *[EXC: vs Unknown unit or unarmored vehicle with no Vulnerable PRC]*
- Surviving units are eligible to attack in the CCPh if able