O5.7: *line 12, replace "ROW13-W14" with "ROW14-W15".*

ROW14-W15) are only a 1-level obstacle.

O11.57: *In the INITIAL GERMAN OB, replace "20L(8) AA × 2" with "20L(6) AA × 2".*

20L(6) AA x 2

O11.58: *After the paragraph which begins "Combined CG Victory Assessment", add new paragraph: "CG Initial Scenario SAN: Russian CG Initial Scenario SAN is 4, and German CG Initial Scenario SAN is 3.".*

CG Initial Scenario SAN: Russian CG Initial Scenario SAN is 4, and German CG Initial Scenario SAN is 3.

Note: The above has been sized to be placed just above the paragraph that begins "Combined CG Victory Assessment".

O11.6143: *lines 3-4, after "dr of" add "≤" so the third sentence starts "A dr of ≤ the current turn…."*

AFV makes a dr in each friendly RPh of the next scenario. A dr of ≤ the

O11.6231: *line 1, delete "RUSSIAN". Line 1, after "each CG" add "[EXC: RO CG III]". Line 6, delete "; CG III: 4". After the last sentence, add "This limit applies to the Germans in RO CG III, in which they have a maximum of 4 Attack chits.".*

11.6231 ATTACK LIMITS: Over the course of each CG *[EXC: RO CG III]*, the Russian player may select one Attack chit for every four (or part thereof) CG Days completed. Therefore, with this formula, each CG has a finite number of Attack chits that may be picked by the Russian as follows – RB CG I: 4; CG II: 2; CG III: 8; CG IV: 2; and RO CG I: 3; CG II: 2. This limit applies to the Germans in RO CG III, in which they have a maximum of 4 Attack chits.

O11.6234: *at the end of the first sentence, add "[EXC: maximum of 4 in RO CG III]".*

clare it to be a Night Scenario (E1.) *[EXC: maximum of 4 in RO CG III]*. In such a scenario, the Russians are always the Scenario Attacker and the Germans always the Scenario Defender, despite both sides setting up off-/on-map. As the Scenario Attacker, the Russians may use Cloaking counters for their on-map as well as off-map units. The total number of Cloaking counters remains one per squad-equivalent (E1.411) in the Russian at-start OB. Reinforcements entering from off-map always have Freedom of Movement (E1.21). Determine the Cloud Cover and initial Base NVR as per E1.11 *[EXC: use the historical Moon Phase listing on the Moon column of the CG Roster]*. Note that a result of Overcast on the NVR table does *not* invoke E3.5, Overcast weather does invoke E3.5, and also makes the Cloud Cover Overcast and the Moon Phase irrelevant.

O11.6235, German (or Russian) Assault:, *line 3, after "German" add "[or Russian in RO CG III]". Line 4, after "Russian" add "[or German in RO CG III]".*

Attacker wins if at scenario end he Controls ≥ 24 (if German [or Russian in RO CG III]) or ≥ 12 (if Russian [or German in RO CG III]) more Stone Locations than he started with *or* if he has amassed at least twice as many Casualty VP as his opponent.