

A2.3: in the second sentence, insert “/enter” after “up” (three instances).

Units allowed to set up/enter anywhere on a given board may set up/enter on that board's half-hexes only if the half-hex is either part of another board on which it is also allowed to set up/enter or is not butted against another half-hex. Similarly, occupation of a board's half-hexes will satisfy occupation of

A7.531: at the end replace “treated as if he were firing” with “marked with an appropriate Fire counter.”

nor the chance of a weapon malfunction. A Leader directing fire is marked with an appropriate Fire counter.

A8.1: at the end remove “[EXC: Impulse Movement; 13.6; 25.232; D14.2; E11.2; E11.52.]”. (Previously published in AoO replacement pages.)

different activities in one “simultaneous” MF/MP expenditure.

A8.3: after “A DEFENDING Infantry unit”, add “/(its MG/IFE-weapon)”. (This sticky errata includes – and replaces – the J6 sticky errata)

8.3 SUBSEQUENT FIRST FIRE: A DEFENDING Infantry unit/(its MG/IFE-weapon) already marked with a First Fire counter may Defensive First Fire again during that MP as Area Fire by flipping its First Fire counter over to the Final Fire side. Such fire can leave Residual FP but if using a MG/IFE is treated as Sustained Fire and penalized accordingly. Only Small Arms [EXC: MOL], MG, and IFE can be used as Subsequent First Fire. Subsequent First Fire cannot be attempted against any target at a range > that to the closest armed, Known enemy unit, nor outside the firer's Normal Range. Like Defensive First Fire, Subsequent First Fire options are MF/MP dependent; i.e., if the moving unit expends only one MF and draws Defensive First Fire, that Defensive First Firer cannot immediately Subsequent First Fire at it until it expends another MF. The same unit/weapon can never fire on a moving unit in the same Location more times than the number of MF/MP expended (FRD, but a minimum of once per hex) in that Location during that MP (see 9.2). Whenever a unit uses Subsequent First Fire, it must use all MG/IFE in its possession (up to the unit's normal operation capabilities; 7.35-.353) as Subsequent First Fire or forfeit their use for the remainder of that Player Turn (barring FPF); a squad may not split its usable inherent FP from that of its MG/IFE during Subsequent First Fire unless it opts to not use the remaining FP/SW at all. A Multiple-ROF weapon cannot be fired more than once per Subsequent First Fire attack. If a unit, or any SW/Gun it possesses, uses Subsequent First Fire (or Intensive Fire) then that unit and all its SW/Guns are marked with a Final Fire counter.

A9.3: line 8, delete “(or Prep; E7.5)”.

[EXC: FPF; 8.31] and results in a Final Fire counter being placed on the weapon, regardless of its Multiple ROF and the colored dr.

A10.533: line 8, delete “(or in accepting its surrender; 20.21)”

lection) in repulsing the routing unit to the last occupied hex (wherein the routing unit must end its RtPh—and be eliminated for ending the RtPh ADJACENT to a Known enemy unit; 12.15). A concealed unit can possibly claim Interdiction or force a routing unit to alter its route by becoming Known (i.e., by forfeiting its concealment) during that RtPh while in the LOS of the routing unit.

A10 Comprehensive Rout Example: in the second paragraph of Rout Phase Russian Player Turn in lines 7-8, replace “be eliminated for Failure to Rout” with “surrender, or be eliminated for Failure to Rout if No Quarter had been in effect”.

closer to the KEUs it remembers seeing in J6, K3, and J1, and so would surrender, or be eliminated for Failure to Rout if No Quarter had been in effect. It therefore routs downstairs to the ground level of M2, dropping the HMG in M2 Level 2 because its IPC of 3 is not enough to carry the 5 PP weapon. Either SMC in the Location where the HMG was dropped can immediately attempt to Recover it (4.44); the Hero does so with a dr of 5. The 9-1 leader could rout with the squad [10.71], but elects to stay with the Hero to help man the HMG.

A10 Comprehensive Rout Example: in the fourth paragraph of Rout Phase Russian Player Turn, replace the second sentence with “It must rout towards building M7 since that building will bring it farther away from all KEUs (in J9, L8 and M9) [10.51].”.

KEU and not in Melee. It must rout towards building M7 since that building will bring it farther away from all KEUs (in J9, L8 and M9) [10.51]. The first hex it enters

A11.15: in the last sentence, add “Melee” after “but all friendly”

but all friendly *Melee* and enemy units in the Location must be attacked [EXC: a Sniper attacks a *Melee* Location without harming friendly units].

A12.33: line 11, after “hidden Fortification” add “(including Wire but not Panjis)”.

minefields can be discovered by a successful Search (12.152). A unit entering/exiting a hidden Fortification (including Wire but not Panjis) pays no MF/MP to do so, provided that Fortification remains hidden including Infantry/Cavalry (only) crossing a roadblock hexside. Hidden Fortifications revealed by LOS during setup are placed onboard just prior to placing non-OB “?”.

A15.1: at the end of the “* Treat as Battle Hardening if:” line, add “/on a Pier”.

A15.1 at the end of the “† Treat as Battle Hardening if:” line, add: “or if Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32)”.

* Non-elite Italian/Axis Minors Surrender on a Final Heat of Battle DR ≥ 10.

* *Treat as Berserk if:* Japanese, Gurkhas, Partisans, Fanatics, Commissars, SS vs Russians, or subject to No Quarter (15.5).

* *Treat as Battle Hardening if:* Japanese in Pillbox (G1.62) or Cave (G11.97); or if Assaulting/Evacuating side in a Beach Location (G14.32)/on a Pier.

† *Treat as Battle Hardening if:* no Known enemy units in LOS (A15.44), Japanese in Pillbox (G1.62) or in a Cave (G11.97); its closest Known enemy unit is in Ocean (G13.491) or if Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32).

A15.2: line 8, in the EXC after “(C13.31)” add “, ATMM Checks (C13.7).”.

not subject to Cowering or enforced Pin results [EXC: *Minimum Move* (4.134), *Wounds* (17.2), *PF Checks* (C13.31), *ATMM Checks* (C13.7) and *Collapsed huts* (G5.5)]. A hero's current printed Morale Level is never lowered by any cause, but could be increased to 10 (9 if wounded) by various causes (A.18).

A15.23: line 1, replace “fire and carry a” with “use a non-MG”; line 3, replace “a SW” with “a MG (at full FP) or other SW”.

15.23 WEAPONS USE: A hero may use a non-MG SW as if he were a leader but applies a -1 DRM to its To Hit or IFT DR. In addition, a hero uses a MG (at full FP) or other SW normally requiring two men to fire by adding +1 to its To Hit or IFT DR as appropriate (which is negated by the heroic DRM).

A15.42: after “*Minimum Move* (4.134),” add “*Wounds* (17.2),”.

(C13.31, C13.7), *Minimum Move* (4.134), *Wounds* (17.2), or *Collapsed huts* (G5.5). A berserk unit never has its Morale Level lowered by any cause and automatically loses any CX, TI, Concealment or pinned status. However, a berserk unit never receives the leadership benefit of a friendly leader even if this deprives Good Order units of such benefits.

A24.31: line 4, after “placed” add “(by any means)”.
A24.31: lines 5-6, replace “WP on the Area Target Type” with “by ordnance WP”.

(This sticky errata includes – and replaces – the J5 sticky errata)

NMC when the WP is placed (by any means) [EXC: non-moving units in First Fire] in that Location (not when it drifts or they move into it) or when hit by ordnance WP [EXC: if the WP does not rise to that elevation (24.4)].

A25.82: line 2, add “Non-elite” before “Axis Minor”. (Errata to AoO replacement page.)
A25.82: line 3, replace “>10” with “≥10”. (Errata to AoO replacement page.)

Russians] will not attempt escape. Non-elite Axis Minors surrender on a Final Heat of Battle DR ≥10 [EXC: in any scenario where the Hungarians

B6.3: lines 3-4, replace “is considered to take place in Open Ground (1.15)” with “and Residual FP attacks are considered to take place in Open Ground (1.15) with a TEM of –1 which is cumulative with other TEM (e.g., AFV/Wreck) and FFMO/FFNAM”.

6.3 Direct Fire (and Direct Fire Interdiction) against a target on a bridge which is traced only through the road depiction of that bridge hex (or against any pontoon bridge, regardless of LOF) and Residual FP attacks are considered to take place in Open Ground (1.15) with a TEM of -1 which is cumulative with other TEM (e.g., AFV/Wreck) and FFMO/FFNAM. Of course, fire traced through a Hindrance hex elsewhere along the LOS still negates any FFMO or Interdiction claim in the bridge hex. See 9.33 for Elevation Effects.

B13.3: line 2, add “[EXC: vs. bypass movement]” after “hex” and before “. All”.

13.3 AIR BURSTS: There is a +1 TEM for all Direct Fire into a woods hex [EXC: vs. bypass movement]. All Indirect Fire vs unarmored, CE, or OT (even if BU) targets in a woods hex receives a -1 TEM instead, due to the added lethality of Air Bursts. This negative TEM is always applicable—even to targets claiming other beneficial DRM (such as CE, entrenchments, or emplacements) which cannot be added to other (positive) TEM in the hex.

C.8: line 5, replace “moving” with “a moving target”.

also treated as a moving target if during the current Player Turn it has entered a

C2.29: lines 9-10, delete “[EXC: as per D6.64]”.

Cowering (A7.9), may not form/participate-in a multi-unit FG, may not be directed by a non-armor leader [EXC: as per D6.65], may not attempt Deliberate Immobilization or use/gain/retain Acquisition (6.5), and is not subject to Mandatory Fire Direction (A9.4).

C5.6: line 3, replace “or stunned” with “stunned, or marked with a Final/Intensive Fire counter”.

Gun is not pinned, shocked, stunned, or marked with a Final/Intensive Fire counter. An Intensive Firing Gun automatically gains one (and only one [EXC: OVR Prevention; 5.64]) additional shot during that Player Turn. Intensive Fire cannot be used during the AFPh except by an Opportunity Firer. A Gun cannot use Intensive Fire until it has already exhausted its normal ROF. A Gun which has Intensive Fired replaces its fire phase counter with an Intensive Fire counter.

C7.7 AFV Destruction Table: in the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry.

FT/MOL

Burn

Burn

Elim^A

NA

NA

D1.81: lines 2-3, delete “either” and delete “or in its own hex”.

1.81 BOW MG (BMG): A BMG is a bow-mounted MG, and thus may fire only at a target that lies within its vehicle’s VCA [EXC: see 4.223, 8.5 and C2.6]. The Normal Range of a BMG is

D2.5 ESB DRM Table: in the “+1” row after “Russian(r)” add “, all Chinese”.

Russian (r), all Chinese+1

E1.14: line 1, before “Non-Stopped”, add “in Motion”.

1.14 VEHICULAR NVR: A vehicle (and its PRC) that is in Motion/Non-Stopped, or changing its VCA, is treated as being within a viewing unit’s NVR if

E11.2: line 3, replace “AFV platoon movement (D14.2-22)” with “Impulse Movement (D14.3)”. (Previously published in AoO replacement pages.)

of Impulse Movement (D14.3). A Convoy vehicle must pay one

E11.52: line 1, replace “Impulses” with “Impulse Movement (D14.3)”. (Previously published in AoO replacement pages.)

11.52 MOVEMENT: A Column uses Impulse Movement (D14.3) to move/advance as a “multi-hex stack”, and does so at the MF rate of the “slowest” unit in that Column. A Column unit is considered to be continuously engaging

E11.52: line 8, after “Human Wave” add “/Armored Assault”. (Previously published in AoO replacement pages.)

Human-Wave/Armored Assault Movement cannot be.

Index: line 1 of the definition of “FBE” after “Edge;” add “in SASL,”.

FBE (FRIENDLY Board Edge; in SASL the mapboard configuration’s edge

Index: under Sustained Fire, delete “[AFPh Restriction: A4.41, A7.25]”.

Sustained Fire: A9.3 [B#/X#: A.11] [Final Fire Restriction: A8.41] [SMC NA: A9.3] [Subsequent First Fire: A8.3]

F2.2: line 3, delete “concealment (2.3),”.

2.2 Scrub is neither an obstacle nor a Hindrance to LOS, and is treated as Open Ground (1.1) for all purposes other than Gun Emplacement (F.1A), movement costs (2.21), Hammada Immobilization

G18.62: line 3, before “Dare-Death” add “armed, unpinned”.

Personnel attack in which _ one armed, unpinned Dare-Death MMC participates receives an extra –1 DRM. These attributes apply even for a Dare-Death MMC that went berserk involuntarily—or even if it is not berserk (but is unbroken).

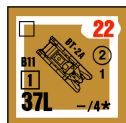
German vehicle Note 61 (SPW 250/9): the depiction of the counter in Chapter H should have a thin white square around it, indicating it has a Slow Turret Traverse. The actual counter is correct.



German Vehicle Note 93: second paragraph, line 14, add “BU” between “fully-tracked” and “AFV”.

tracked BU AFV for movement purposes [EXC: it does not pay MP

Russian Miscellaneous Additional Vehicle Note 7.1: the depiction of the counter in Chapter H should have a white oval underneath the MP indicating it is fully-tracked. The actual counter is correct.



Axis Minor Vehicle Listing PzKpfw IVF1(g): in the Notes column, delete note “B”.

39†,E,Q,R,H

O11.4 CG9 GERMAN INFANTRY/AFV RG: line 3, delete “on/ between A9 and N0, as well as” from the exception.

via any non-East edge hex that is currently friendly-Controlled and was friendly-Controlled at scenario start]:

O11.6194 Note b): line 19, before “on-map”, add “unconcealed”.

any) unconcealed 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 below:

Z3.6179 PrB British RG Chart II Lgt Inf Coy: change the CG Date Max value from “4” to “2”.