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CRITICAL HIT SQUADS & LEADERS MASTER SCENARIO LIST ver. 1.3

- Click on the Scenario # for scenario specific errata and clarifications and on Module/Publication for module specific.
- Type categories: **A** = Geomorph boards; **D** = Deluxe; **S** = Solo; **H** = Historical maps; **PL** = Platoon Leader CG

Type	Scenario #	Module/Publication	Scenario Title	Battlefield Location	Date	Theatre
A	CH 1	Critical Hit Magazine Issue # 1	Authie: The Death of Company C	Authie, France	7-Jun-44	ETO
A	CH 2	Critical Hit Magazine Issue # 1	The Capture of Balta: August 1941	Balta, the Ukraine	3-Aug-41	ETO
A	CH 3	Critical Hit Magazine Issue # 1	The Green Hell	Shimizu Hill, New Georgia, the Solomon Islands	25-Jul-43	PTO - DJ
A	CH 4	Critical Hit Magazine Issue # 1	Steutpunkt Vierville	Normandy, France	6-Jun-44	ETO
A	CH 5	Critical Hit Magazine Issue # 1	Acts of Defiance	Breslau, Germany	27-Feb-45	ETO
A	CH 6	Critical Hit Magazine Issue # 1	Armored Probe	Biak, the Schouten Islands	15-Jun-44	PTO - DJ
D	CH 7	Critical Hit Magazine Issue # 1	Prelude to Breakthrough	Saint Gilles, France	26-Jul-44	ETO
A	CH 8	Critical Hit Magazine Issue # 1	The Predators	Butyrki, Russia	5-Jul-43	ETO
A	CH 9	Critical Hit Magazine Issue # 1	Breakthrough to Kozani	Midway between Vevi & Kozani, Greece	13-Apr-41	MTO
A	CH 10	Critical Hit Magazine Issue # 1	Forest Strongpoint	Orlovo, Russia	6-Feb-42	ETO
A	CH 11	Critical Hit Magazine Issue # 2	Rite of Passage	Western Ukraine, Russia	19-Jun-44	ETO
A	CH 12	Critical Hit Magazine Issue # 2	Snow Ghosts	Khristishche, Russia	24-Jan-42	ETO
A	CH 13	Critical Hit Magazine Issue # 2	Moyland, Bloody Moyland	Moyland, Germany	21-Feb-45	ETO
A	CH 14	Critical Hit Magazine Issue # 2	Ninety Minute War	Agana, Guam, the Marianas	10-Dec-41	PTO - LJ
H	CH 15	Critical Hit Magazine Issue # 2	No Farther	South of Barrikady, Stalingrad, Russia	15-Nov-42	ETO
A	CH 16	Critical Hit Magazine Issue # 2	Out of Luck	South of Busk, Poland	20-Sep-39	ETO
A	CH 17	Critical Hit Magazine Issue # 2	Funnies at Zyfflich	Zyfflich, Germany	8-Feb-45	ETO
A	CH 18	Critical Hit Magazine Issue # 2	Raging Furnace	Oboyan, Russia	10-Jul-43	ETO
A	CH 19	Critical Hit Magazine Issue # 2	Into the Valley	Yupikit, Russia	1-Jun-44	ETO
A	CH 20	Critical Hit Magazine Issue # 2	The Hand of Fate	Custinne, Belgium	26-Dec-44	ETO
A	CH 21	Critical Hit Magazine Issue # 2	A Ridge to Far	Point Cruz, Guadalcanal, the Solomon Islands	27-Sep-42	PTO - DJ
A	CH 22	Critical Hit Magazine Issue # 2	Schwerpunkt	Targul Frumos, Romania	2-May-44	ETO
D	CH 23	Critical Hit Magazine Issue # 2	Suffer the Children...	Grochow Suburb of Warsaw, Poland	16-Sep-39	ETO
D	CH 24	Critical Hit Magazine Issue # 2	Those Normandy Nights	Near Azeville, France	6-Jun-44	ETO
A	CH 25	Critical Hit Magazine Issue # 3	Land of the Khan	Lanfeng, China	10-May-38	PTO
A	CH 26	Critical Hit Magazine Issue # 3	Close Order Driel	Driel, Holland	22-Sep-44	ETO
A	CH 27	Critical Hit Magazine Issue # 3	Fix Bayonets!	Shaduzup, Burma	23-Mar-44	PTO - DJ
A	CH 28	Critical Hit Magazine Issue # 3	Children of the Kunai			
D	CH 29	Critical Hit Magazine Issue # 3	Gift Wrapped	Saint Denis-le-Gast, France	15-Jul-44	ETO
A	CH 30	Critical Hit Magazine Issue # 3	Kravchenko's 6th Guards Tank Army	Mukden, Manchuria	20-Aug-45	PTO
A	CH 31	Critical Hit Magazine Issue # 3	First and Goal	Cassino, Italy	2-Feb-44	MTO
A	CH 32	Critical Hit Magazine Issue # 3	The Kibbutz	Kibbutz Nitzanim, Palestine	7-Jun-48	MTO
A	CH 33	Critical Hit Magazine Issue # 3	At the Point	Mzensk, Russia	10-Oct-41	ETO
A	CH 34	Critical Hit Magazine Issue # 3	The Lighthouse	Suluan Island, the Philippines	17-Oct-44	PTO - LJ
A	CH 35	Critical Hit Magazine Issue # 3	Obong-Ni	Obong-Ni Ridge, South Korea	17-Aug-50	PTO
A	CH 36	Critical Hit Magazine Issue # 3	Saving the Breakout	L'Abbaye Blanche, France	7-Aug-44	ETO
A	CH 37	Critical Hit Magazine Issue # 3	Forgotten Years	On the road to Addis Ababd, Ethiopia	2-Mar-36	DTO
A	CH 38	Critical Hit Magazine Issue # 3	Orange Beach 3	Peleliu, Palau Islands	15-Sep-44	PTO - LJ
A	CH 39	Critical Hit Magazine Issue # 3	Bedja Blockade	Bedja Pass, Tunisia	21-Nov-42	DTO
A	CH 40	Critical Hit Magazine Issue # 3	Nordic Twilight	Haukila Farm, Finland	2-Jan-40	ETO
S	Mission I1	Critical Hit Magazine Issue # 3	Secrets			ETO
S	Mission I2	Critical Hit Magazine Issue # 3	Destiny Riders			ETO
PL	PL F	Critical Hit Magazine Issue # 3	Arakian Rose	"Rose Hill" near the Arkan Coast, Burma	12-Jan-45	PTO - LJ
A	CH 41	Critical Hit Magazine Issue # 4	Test of Nerves	Villers-Bocage, France	13-Jun-44	ETO
D	CH 42	Critical Hit Magazine Issue # 4	Teryaeva Sloboda	Teryaeva Sloboda, Russia	15-Dec-41	ETO
A	CH 43	Critical Hit Magazine Issue # 4	Opening Blow	West of Udem, along the Goch-Calcar Road, Holland	19-Feb-45	ETO
A	CH 44	Critical Hit Magazine Issue # 4	Operation Norwind	Gross-Rederching, Germany	1-Jan-45	ETO
A	CH 45	Critical Hit Magazine Issue # 4	Curtain Call	Along the Sarviz Canal, Holland	6-Mar-45	ETO
A	CH 46	Critical Hit Magazine Issue # 4	Zerf Stranglehold	Zerf, Germany	25-Feb-45	ETO
A	CH 47	Critical Hit Magazine Issue # 4	Steel and Irony	Arnhem, Holland	13-Apr-45	ETO
A	CH 48	Critical Hit Magazine Issue # 4	Double or Nothing	Donets Basin, Ukraine, Russia	12-Feb-43	ETO
A	CH 49	Critical Hit Magazine Issue # 4	High Danger	10 miles west of El Alamein, Egypt	31-Oct-42	DTO
A	CH 50	Critical Hit Magazine Issue # 4	Simmons' Rebuff	Near Bardenburg, Germany	9-Oct-44	ETO
A	2 Updated	Critical Hit Magazine # 3.1	At the Gates of Viipuri	Viipuri, Finland	20-Jun-44	ETO
A	CH 51	Critical Hit Magazine # 3.1	The Sonnenburg Hilton	Oosterbeek, Holland	20-Sep-44	ETO

A	CH 52	Critical Hit Magazine # 3.1	Gross Deutschland's Doorknockers	Connage, France	14-May-40	ETO
A	CH 53	Critical Hit Magazine # 3.1	At the Crossroads	East of Lwow, Galicia, Poland	14-Aug-20	ETO
A	CH 54	Critical Hit Magazine # 3.1	Brew Time	Villers-Bocage, France	13-Jun-44	ETO
A	CH 55	Critical Hit Magazine # 3.1	Lighter Than a Feather	"Sugar Loaf", Okinawa	16-May-45	PTO
A	CH 56	Critical Hit Magazine # 3.1	The "Stalingrad" of Kursk	Karlova, Russia	16-May-42	ETO
A	CH 57	Critical Hit Magazine # 3.1	Yad Mordechai	Kibbutz Yad Mordechai, Israel	19-May-48	MTO
A	CH 58	Critical Hit Magazine # 3.1	Death Ride	Prokhorovka, Russia	12-Jul-43	ETO
A	CH 59	Critical Hit Magazine # 3.1	Bucking For Sargeant	Near Chichagof Harbor, Alaska, USA	23-May-43	PTO
A	CH 60	Critical Hit Magazine # 3.1	Return to Luxembourg	Near Longsdorf, Luxembourg, Germany	18-Dec-44	ETO
A	CH 61	Critical Hit Magazine # 3.1	Prothero's Hook	Mount Prothero, New Guinea	21-Jan-44	PTO - LJ
A	CH 62	Critical Hit Magazine # 3.1	Tanigawa's Outpost	Ryukus Islands, Okinawa	6-Apr-45	PTO - LJ
A	ABS 1	Critical Hit: Special Edition '96	Ivan's Roadblock	Yupickit, Russia	1-Jul-41	ETO
A	ABS 2	Critical Hit: Special Edition '96	The Chantilly Prelude	France, near Strasbourg, Germany	1-Nov-44	ETO
A	CH 63	Critical Hit: Special Edition '96	March of the Mastodons	Chaumont, 4 miles south of Bastogne, Belgium	23-Dec-44	ETO
A	CH 64	Critical Hit: Special Edition '96	Race for the Bridges	Rheinburg, Germany	5-Mar-45	ETO
A	CH 65	Critical Hit: Special Edition '96	The Seton Block	Seton, Burma	25-May-44	PTO - DJ
A	CH 66	Critical Hit: Special Edition '96	One For the Trophy Case	North of Goubellat, Tunisia	31-Jan-43	DTO
A	CH 67	Critical Hit: Special Edition '96	New Kid on the Block			
A	CH 68	Critical Hit: Special Edition '96	Special Messenger	Bir el Alia, Tunisia	21-Jan-43	DTO
A	CH 69	Critical Hit: Special Edition '96	Baptism of Fire	Kogenbroich, north of Geilenkirchen, Germany	20-Nov-44	ETO
A	CH 70	Critical Hit: Special Edition '96	Surprise at Honkaniemi	Honkaniemi, Finland	22-Feb-40	ETO
A	CH 71	Critical Hit: Special Edition '96	Bottom of the Barrel	Southeast of Zossen, Germany	22-Apr-45	ETO
A	CH 72	Critical Hit: Special Edition '96	Across the Wurm	Kogenbroich, North of Geilenkirchen, Germany	23-Nov-44	ETO
A	CH 73	Critical Hit Magazine # 4.1	The Stand Off	Outside Romny, Russia	18-Sep-41	ETO
A	CH 74	Critical Hit Magazine # 4.1	Troteval Farm	Near Verrieres, France	24-Jul-44	ETO
A	CH 75	Critical Hit Magazine # 4.1	The Big Cat's Den	St. Lambert-Sur-Dives, France	19-Aug-44	ETO
A	CH 76	Critical Hit Magazine # 4.1	Hurtgen Hill	The Hurtgen Forest, Germany	6-Oct-44	ETO
A	CH 77	Critical Hit Magazine # 4.1	Drop Zone A	Two miles west of Hamminkeln, Germany	24-Mar-45	ETO
A	CH 78	Critical Hit Magazine # 4.1	The Outskirts of Lemberg	Lemberg, Poland	12-Sep-39	ETO
A	CH 79	Critical Hit Magazine # 4.1	Bar's Against Pazers	Verdenne, Belgium	26-Dec-44	ETO
A	CH 80	Critical Hit Magazine # 4.1	Cut the Line	Route 1, near Ragay, Bicol Peninsula, the Philippines	17-Dec-41	ETO
H	ASL News 24	Critical Hit Magazine # 4.2	Close to the Edge	Stalingrad, Russia	29-Oct-42	ETO
A	CH 81	Critical Hit Magazine # 4.2	Hard Cactus			
A	CH 82	Critical Hit Magazine # 4.2	My God, Did You See Who They Were&	Nofilia, Lybia	16-Feb-41	DTO
A	PB-CH (A)	Critical Hit Magazine # 4.2	On Deadly Ground	Roumana Ridge, Tunisia	6-Apr-43	DTO
A	PB-CH (B)	Critical Hit Magazine # 4.2	Powderworks	Ulyanovo, Russia	11-Aug-42	ETO
A	PB-CH (C)	Critical Hit Magazine # 4.2	Balkan Dawn	Livno, Hercegovina	6-Aug-42	ETO
A	PBP 19	Critical Hit Magazine # 4.2	House of Pain	Gerbin, Sicily, Italy	21-Jul-43	ETO
A	PBP 20	Critical Hit Magazine # 4.2	Hard to Kill	Freineux, Belgium	24-Dec-44	ETO
PL	CG-GE1	Critical Hit: Special Edition '97	The Grain Elevator	The Grain Elevator, Stalingrad, Russia	14-Sep-42	ETO
A	CH 83	Critical Hit: Special Edition '97	Jungles of Stone			
HSL	CH 84	Critical Hit: Special Edition '97	Every Man a Fortress	The Grain Elevator, Stalingrad, Russia	14-Sep-42	ETO
A	CH 85	Critical Hit: Special Edition '97	A Kick in the Pants	Sant' Angelo, Italy	22-Jan-44	MTO
A	CH 86	Critical Hit: Special Edition '97	The Broken Blade	Chouigui, Tunisia	1-Dec-42	DTO

A	CH 87	Critical Hit: Special Edition '97	Rolling Down Rollbahn D	Honsfeld, Belgium	17-Dec-44	ETO
A	CH 88	Critical Hit: Special Edition '97	Hangman's Hill	Monte Cassino, Italy	18-Mar-44	ETO
A	CH 89	Critical Hit: Special Edition '97	Old Man Forward	Brandenburg, Germany	26-Apr-45	ETO
H	TW-A	Critical Hit: Special Edition '97	Zholudev's Guards	Dzerzhinsky Tractor Works ,Stalingrad, Russia	7-Sep-42	ETO
S	xTW-1	Critical Hit: Special Edition '97	Knight's Cross			
A	CH 90	Critical Hit Magazine #5.1	Kampfschweine	Brandenburg, Germany	25-Apr-45	ETO
A	CH 91	Critical Hit Magazine #5.1	Long Minutes	Selzaete, Belgium	23-May-40	ETO
A	CH 92	Critical Hit Magazine #5.1	Pioneer Spirit	Kharkov, Soviet Union	13-Mar-43	ETO
A	CH 93	Critical Hit Magazine #5.1	The Prussian Way	Demyansk, Russia	8-Jan-42	ETO
A	CH 94	Critical Hit Magazine #5.1	The Ulla Crossing	Ulla, Soviet Union	7-Jul-41	ETO
A	PLFH	Critical Hit Magazine #5.1	Frozen Hell ver. 2	Kelja, Finland	25-Dec-39	ETO
A	CH 95	Critical Hit Magazine #5.1	Shambles	St Lambert Sur Dives, Normandy	19-Aug-44	ETO
S	SOLO DTW-1	Critical Hit Magazine #5.1	Recon in Force			
A	CH 96	Critical Hit # 5.2	DC Party	Dog White, Le Hamel-au-Pretre, Normandy, France	6-Jun-44	ETO
A	CH 97	Critical Hit # 5.2	Final Crisis at Blackpool	Near Namkwin, Burma	24-May-44	PTO - DJ
A	CH 98	Critical Hit # 5.2	Welcome to Sunny Italy	Mount Porchia, Italy	4-Jan-44	ETO
A	CH 99	Critical Hit # 5.2	Purple Heart Corner	La Meauffe, France	11-Jul-44	ETO
A	CH100	Critical Hit # 5.2	Dawn of a New Age	Morka, Poland	1-Sep-39	ETO

A	PB-CH (D)	Critical Hit # 5.2	Keller's Heroes	Guines, France	23-May-40	ETO
A	PB-CH (E)	Critical Hit # 5.2	Morning Traffic	Amiens, France	20-May-40	ETO
A	PB-CH(F)	Critical Hit # 5.2	Bedlam Bridge	Arnhem, Holland	19-Sep-44	ETO
A	CH101	Critical Hit # 6.1	In the Ruins of a Church	Ayrappaa, Finland	7-Jul-44	ETO
A	CH102	Critical Hit # 6.1	The Cauquigny Bridgehead	Cauquigny, Normandy, France	6-Jun-44	ETO
A	CH103	Critical Hit # 6.1	A Splendid Counterattack	North of Deynze, Belgium	25-May-40	ETO
A	CH104	Critical Hit # 6.1	Shout for Piats	Le Haut du Bosq, Normandy, France	27-Jun-44	ETO
A	CH105	Critical Hit # 6.1	Wide Diamond	Grainville-sur-Odon, Normandy, France	28-Jun-44	ETO
A	CH106	Critical Hit # 6.1	The Breakthrough	South of Grainville-sur-Odon, Normandy, France	28-Jun-44	ETO
A	CH107	Critical Hit # 6.1	Tumult From the Clouds	Sola-Stavanger, Norway	9-Apr-40	ETO
S	CH108	Critical Hit # 6.1	Assault on a Partisan Home Base	Gomel-Bryansk Highway, Russia		ETO
A	CH109	Operation Compass & Wavell's 30,000 Special Edition	Frontier Raid	Frontier Post, Libyan-Egyptian Border	12-Jun-40	DTO
A	CH110	Operation Compass & Wavell's 30,000 Special Edition	Starlight, Starbright	Fort Maddalena, Libya	12-Jun-40	DTO
A	CH111	Operation Compass & Wavell's 30,000 Special Edition	The Battle of Ghirba	Ghirba, Libya	16-Jun-40	DTO
A	CH112	Operation Compass & Wavell's 30,000 Special Edition	Frontier Raid II	Frontier Post, Libyan-Egyptian Border	17-Jul-40	DTO
A	CH113	Operation Compass & Wavell's 30,000 Special Edition	Graziani's Advance	Coastal Road, East of Sollum	13-Sep-40	DTO
A	CH114	Operation Compass & Wavell's 30,000 Special Edition	Surprise at Nibeiwa	Nibeiwa, Egypt	9-Dec-40	DTO
A	CH115	Operation Compass & Wavell's 30,000 Special Edition	Tummar West	Tummar West Camp, Egypt	9-Dec-40	DTO
A	CH116	Operation Compass & Wavell's 30,000 Special Edition	Pride Before Fall	Coastal Road West of Alam El Dab, Egypt	10-Dec-40	DTO
A	CH117	Operation Compass & Wavell's 30,000 Special Edition	The Fall of Sidi Barrani	Sidi Barrani, Egypt	10-Dec-40	DTO
A	CH118	Operation Compass & Wavell's 30,000 Special Edition	Sidi Omar	Sidi Omar, Egypt	17-Dec-40	DTO
A	CH119	Operation Compass & Wavell's 30,000 Special Edition	Fortress at Bardia I	Bardia, Libya	3-Jan-41	DTO
A	CH120	Operation Compass & Wavell's 30,000 Special Edition	Small Encounters	Bardia, Libya	3-Jan-41	DTO
A	CH121	Operation Compass & Wavell's 30,000 Special Edition	A Test of Nerves	Bardia, Libya	3-Jan-41	DTO
A	CH122	Operation Compass & Wavell's 30,000 Special Edition	Fortress at Bardia II	Bardia, Libya	3-Jan-41	DTO
A	CH123	Operation Compass & Wavell's 30,000 Special Edition	The Bardia Waterworks	Bardia, Libya	4-Jan-41	DTO
A	CH125	Operation Compass & Wavell's 30,000 Special Edition	Down the Throat	Tobruk Perimeter, Libya	21-Jan-41	DTO
A	CH124	Operation Compass & Wavell's 30,000 Special Edition	The Fall of Tobruk	Outside of Tobruk, Libya	21-Jan-41	DTO
A	CH126	Operation Compass & Wavell's 30,000 Special Edition	Metal at Mechili	West of Fort El Mechili, Libya	24-Jan-41	DTO
A	CH127	Operation Compass & Wavell's 30,000 Special Edition	Stand at Derna	Derna, Libya	26-Jan-41	DTO
A	Beda Fomm 1	Operation Compass & Wavell's 30,000 Special Edition	The End of the Line	Sidi Saleh, Near Beda Fomm, Libya	5-Feb-41	DTO
A	Beda Fomm 2	Operation Compass & Wavell's 30,000 Special Edition	The Trap Congeals	Sidi Saleh, Near Beda Fomm, Libya	6-Feb-41	DTO
A	Beda Fomm 3	Operation Compass & Wavell's 30,000 Special Edition	Death of an Army	Sidi Saleh, Near Beda Fomm, Libya	7-Feb-41	DTO
A	CH 128	Critical Hit # 6.2	Few Rare Men	Thulin, Belgium	23-May-40	ETO
A	CH 129	Critical Hit # 6.2	St Homme Skirmish	St Homme Crossroads, South of Thulin, Belgium	23-May-40	ETO
A	CH130	Critical Hit # 6.2	No Quarter at Queniau	Le Queniau, outside Thulin, Belgium	23-May-40	ETO
A	CH131	Critical Hit # 6.2	Blood Brothers	Burnes, France	31-May-40	ETO
A	CH132	Critical Hit # 6.2	Defense of Orphanage Farm	East of Calais, France	23-May-40	ETO
A	CH 133	Critical Hit # 6.2	Group Iron	Kannes, Belgium	10-May-40	ETO
A	CH 134	Critical Hit # 6.2	Sturmtruppen	Goldap, East Prussia	11-Nov-44	ETO
A	CH 135	Critical Hit # 6.2	The River Dance	Brahe River, Poland	1-Sep-39	ETO
A	CH 136	Critical Hit # 6.2	Desperate Stand	Stanley Village, Hong Kong Island	25-Dec-41	ETO
A	CH 137	Critical Hit # 6.2	Assault on Fornebu	Fornebu, Norway	9-Apr-40	ETO
A	Stonne #7	Critical Hit # 6.2	Down on the Streets	Stonne, France	16-May-40	ETO
A	Stonne #8	Critical Hit # 6.2	Shattered Lines	Stonne, France	17-May-40	ETO
A	Stonne CG II	Critical Hit # 6.2	The Crusher	Stonne, France	17-May-40	ETO

A	Stonne CG III	Critical Hit # 6.2	Inferno of Steel	Stonne, France	15-May-40	ETO
A	TIPS #1	TIPS FOR TANKERS	High Ground at Cheux	Cheux, South of Norrey, France	11-Jun-44	ETO
A	TIPS #2	TIPS FOR TANKERS	Fighting Along the Mius	Stepanovka, Along the River Mius, Russia	30-Jul-43	ETO
H	AA 1	All American I: Kellam's Bridge	The Milling Crowd	La Fiere Monoir, France	6-Jun-44	ETO
H	AA 2	All American I: Kellam's Bridge	Ambush at Cauquigny	Cauquigny, France	6-Jun-44	ETO
H	AA 3	All American I: Kellam's Bridge	To the Manor Drawn	La Fiere Monoir, France	6-Jun-44	ETO
H	AA 4	All American I: Kellam's Bridge	A Better Spot Than This&	La Fiere Monoir, France	7-Jun-44	ETO
H	AA 5	All American I: Kellam's Bridge	Cloaks of Confusion	Near Cauquigny, France	8-Jun-44	ETO
H	AA 6	All American I: Kellam's Bridge	Go! Go! Go!	La Fiere Monoir, France	9-Jun-44	ETO
H	AA 7	All American I: Kellam's Bridge	Easy Over	La Fiere Monoir, France	9-Jun-44	ETO
H	AA 8	All American I: Kellam's Bridge	Charge the Causeway	La Fiere Monoir, France	9-Jun-44	ETO
H	AA 9	All American I: Kellam's Bridge	VII Corps Bridgehead	Around Cauquigny, France	9-Jun-44	ETO
H	AA 10	All American I: Kellam's Bridge	Go to Town	West of Cauquigny, France	9-Jun-44	ETO
H	AA 11	All American II: Timmes' Orchard	Absent Friends	Outside Amfreville, France	6-Jun-44	ETO
H	AA 12	All American II: Timmes' Orchard	Westward Ho!	Cauquigny, France	6-Jun-44	ETO
H	AA 13	All American II: Timmes' Orchard	South Rampart - Fire!	Les Heutes, France	6-Jun-44	ETO
H	AA 14	All American II: Timmes' Orchard	North Rampart - Fire!	Les Heutes, France	7-Jun-44	ETO
H	AA 15	All American II: Timmes' Orchard	Beneath the Castle Walls	North of Amfreville, France	8-Jun-44	ETO
H	AA 16	All American II: Timmes' Orchard	The Siege	Les Heutes, France	8-Jun-44	ETO
H	AA 17	All American II: Timmes' Orchard	Millet's Men	West of Amfreville, France	9-Jun-44	ETO
H	AA 18	All American II: Timmes' Orchard	A Bridge So Far&	Amfreville, France	6-Jun-44	ETO
S	AA Mission 1	All American II: Timmes' Orchard	The Gathering	Amfreville, France	6-Jun-44	ETO
S	AA Mission 2	All American II: Timmes' Orchard	Luftlande!	Amfreville, France	6-Jun-44	ETO
H	AA 19	All American III: Shanley's Hill	Gavin's Train	Chef Du Pont, Normandy, France	6-Jun-44	ETO
H	AA 20	All American III: Shanley's Hill	You've Killed Us!	Chef Du Pont, Normandy, France	6-Jun-44	ETO
H	AA 21	All American III: Shanley's Hill	Maloney's Turn	Chef Du Pont, Normandy, France	6-Jun-44	ETO
H	AA 22	All American III: Shanley's Hill	A Long Way to Berlin	Chef Du Pont, Normandy, France	6-Jun-44	ETO
H	AA 23	All American III: Shanley's Hill	Lost Battalions	Caponnet, France	7-Jun-44	ETO
H	AA 24	All American III: Shanley's Hill	Fire Brigade to Filiolet	Le Port-Filiolet, Normandy, France	8-Jun-44	ETO
H	AA 25	All American III: Shanley's Hill	Shanley's Hill	Caponnet, France	8-Jun-44	ETO
H	AA 26	All American III: Shanley's Hill	Everybody's Dying	Le Port-Filiolet, Normandy, France	9-Jun-44	ETO
H	AA 27	All American III: Shanley's Hill	Lifeline	Le Port-Filiolet, Normandy, France	9-Jun-44	ETO
H	AA 28	All American III: Shanley's Hill	Access Denied	Caponnet, France	9-Jun-44	ETO
S	AA Mission 3	All American: Gamers Guide	Group Able => South!	Behind Utah Beach, Normandy, France	6-Jun-44	ETO
PL	CG-AA1	All American: Gamers Guide	Night Drop	Behind Utah Beach, Normandy, France	6-Jun-44	ETO
H		All American: Gamers Guide	Historical Defiance on Hill 30	Near Pont l'Abbe, France	8-Jun-44	ETO

H		All American: Gamers Guide	Historical Gavin Take	Chef Du Pont, Normandy, France	6-Jun-44	ETO
H		All American: Gamers Guide	Historical The Port-Filiolet Crossroad	Le Port-Filiolet, Normandy, France	7-Jun-44	ETO
H	TB 1	Arnhem: The Third Bridge	Breaking In	Arnhem, the Netherlands	17-Sep-44	ETO
H	TB 2	Arnhem: The Third Bridge	Guts, No Glory	Arnhem, the Netherlands	18-Sep-44	ETO
H	TB 3	Arnhem: The Third Bridge	With Breakfast You Get Germans	Arnhem, the Netherlands	18-Sep-44	ETO
H	TB 4	Arnhem: The Third Bridge	The Stand	Arnhem, the Netherlands	18-Sep-44	ETO
H	TB 5	Arnhem: The Third Bridge	Whoa Mohammed!	Arnhem, the Netherlands	19-Sep-44	ETO
H	TB 6	Arnhem: The Third Bridge	Grinding Forward	Arnhem, the Netherlands	20-Sep-44	ETO
H	TB 7	Arnhem: The Third Bridge	Damn and Blast	Arnhem, the Netherlands	20-Sep-44	ETO
H	TB 8	Arnhem: The Third Bridge	The End&	Arnhem, the Netherlands	20-Sep-44	ETO
PL		Arnhem: The Third Bridge	Taking the Prize	Arnhem, the Netherlands	17-Sep-44	ETO
A	ASL News 8	Euro Pack # 1	Motorcycles at Zjitomir	Zjitomir, Russia	8-Jul-41	ETO
A	ASL News 19	Euro Pack # 1	First Contact, First Defeat	North of Mlawa, Poland	1-Sep-39	ETO
A	ASL News 21	Euro Pack # 1	The Shortest Way	Kalinin, Russia	14-Oct-41	ETO
A	ASL News 25	Euro Pack # 1	Under Fire	Pilatka-Ilza, Poland	9-Sep-39	ETO
A	ASL News 41	Euro Pack # 1	Objective Princenhage	Princenhage, Holland	13-May-40	ETO
A	ASL News 42	Euro Pack # 1	Welcome To Vietnam	Na Cham Fort, Indochina	24-Sep-40	PTO - DJ
A	ASL News 43	Euro Pack # 1	Salamanders Into the Flames	Flavion, Belgium	15-May-40	ETO

A	ASL News 48	Euro Pack # 1	For One More Hour	Crupet, Belgium	12-May-40	ETO
PL	CH CG I	Operations of Scw. Ss 102 in the Normandy Campaign	Operations of SS Panzer Abteilung 102	Normandy, France	9-Jul-44	ETO
H	CAC 1	Carnage at Cassino	Ici Beveledere	Mount Beveledere, near Cassino, Italy	26-Jan-44	MTO
H	CAC 2	Carnage at Cassino	One Last Try	Albaneta Farm, near Cassino, Italy	11-Feb-44	MTO
H	CAC 3	Carnage at Cassino	Indians with Grenades	Shakeshead Ridge, near Cassino, Italy	18-Feb-44	MTO
H	CAC 4	Carnage at Cassino	Cavenish Filibuster	Albaneta Farm, near Cassino, Italy	19-Mar-44	MTO
H	CAC 5	Carnage at Cassino	Point 593	Shakeshead Ridge, near Cassino, Italy	17-May-44	MTO
H	CAC 6	Carnage at Cassino	Into the Valley of Death	The Gorge, near Cassino, Italy	12-May-44	MTO
H	CAC 7	Carnage at Cassino	By Dawns Early Light	Phantom Ridge, near Cassino, Italy	12-May-44	MTO
H	CAC 8	Carnage at Cassino	Colle St. Angelo	Colle St. Angelo, near Cassino, Italy	17-May-44	MTO
PL	CAC CG I	Carnage at Cassino	American High Tide on the Cassino Massif	near Cassino, Italy	11-Feb-44	MTO
PL	CAC CG II	Carnage at Cassino	The Tiger Attacks	near Cassino, Italy	18-Feb-44	MTO
PL	CAC CG III	Carnage at Cassino	Once More Into the Breech	near Cassino, Italy	12-May-44	MTO
PL	CAC CG IV	Carnage at Cassino	Diadem	near Cassino, Italy	17-May-44	MTO
A	DB1	Doomed Battalions FREEBIES	Dawn of a New Age			
A	DB2	Doomed Battalions FREEBIES	Flight of the Phoenix	South of Krakow, Poland	9-Sep-39	ETO
PL	CG-TW1	Dzerhezinsky Tractor Works	The Volga Corridor	Dzerhezinsky Tractor Works ,Stalingrad, Russia	14-Oct-42	ETO
PL	CG-TW2	Dzerhezinsky Tractor Works	Seizing the Factory	Dzerhezinsky Tractor Works ,Stalingrad, Russia	15-Oct-42	ETO
H	TW-A	Dzerhezinsky Tractor Works	The Fortress	Dzerhezinsky Tractor Works ,Stalingrad, Russia	14-Oct-42	ETO
H	TW-B	Dzerhezinsky Tractor Works	Rattenkreig	Dzerhezinsky Tractor Works ,Stalingrad, Russia	15-Oct-42	ETO
H	TW-C	Dzerhezinsky Tractor Works	Before the Storm	Dzerhezinsky Tractor Works ,Stalingrad, Russia	13-Oct-42	ETO
H	TW-D	Dzerhezinsky Tractor Works	The Housing District	Dzerhezinsky Tractor Works ,Stalingrad, Russia	15-Oct-42	ETO
A	Euro-Pack 10	Euro-Pack # 2 - Battle of the Bulge	Leapfrog	North of Diekirch, Luxembourg	17-Dec-44	ETO
A	Euro-Pack 12	Euro-Pack # 2 - Battle of the Bulge	Bloody Christmas	Champs near Bastogne, Belgium	25-Dec-44	ETO
A	Euro-Pack 20	Euro-Pack # 2 - Battle of the Bulge	Trojan Horses	Malmedy, Belgium	21-Dec-44	ETO
A	Euro-Pack 45	Euro-Pack # 2 - Battle of the Bulge	Red On White	Thirimont, Belgium	15-Jan-45	ETO
A	Euro-Pack 52	Euro-Pack # 2 - Battle of the Bulge	Time For Lunch	Ligneuville, Belgium	19-Dec-44	ETO
A	Euro-Pack 53	Euro-Pack # 2 - Battle of the Bulge	Fuel Depot #2	Cour, Belgium	19-Dec-44	ETO
H	Euro-Pack 54	Euro-Pack # 2 - Battle of the Bulge	Devils in the Graveyard	Stoumont, Belgium	19-Dec-44	ETO
A	Euro-Pack 62	Euro-Pack # 2 - Battle of the Bulge	Down the Road	Coo-Biester, Belgium	20-Dec-44	ETO
A	Euro-Pack 3	Euro-Pack # 3 - Late War `44-45	Breakthrough Towards Tarnopol	Horodyszcze, Galicia	11-Apr-44	ETO
A	Euro-Pack 5	Euro-Pack # 3 - Late War `44-45	Search & Destroy	Near Tarnopol, Russia	12-Apr-44	ETO
A	Euro-Pack 11	Euro-Pack # 3 - Late War `44-45	Port-Filliolet Crossroads	Port-Filliolet, Normandy, France	7-Jun-44	ETO
A	Euro-Pack 26	Euro-Pack # 3 - Late War `44-45	Turncoats	Bucharest, Romania	24-Aug-44	ETO
A	Euro-Pack 33	Euro-Pack # 3 - Late War `44-45	Paper Tigers	Ogedow, Southern Poland	12-Aug-44	ETO
D	Euro-Pack 44	Euro-Pack # 3 - Late War `44-45	Cornered Tigers	Oosterbeek, Holland	24-Sep-44	ETO
A	Euro-Pack 61	Euro-Pack # 3 - Late War `44-45	Elusive Armor	Near Clark Field, Luzon, the Philippines	29-Jan-45	PTO - LJ
A	Euro-Pack 69	Euro-Pack # 3 - Late War `44-45	L'Amour, L'Amour, L'Amour	Near Schwanenhof, Germany	19-Feb-45	ETO
A	DYO X9	Euro-Pack # 4 - The War in North Africa	No Time for Love	North Africa	15-May-41	DTO
A	Euro-Pack 14	Euro-Pack # 4 - The War in North Africa	Indian Sacrifice	Deir el Shein, Egypt	1-Jul-42	DTO
A	Euro-Pack 15	Euro-Pack # 4 - The War in North Africa	The Pursuit	Between Bir El Harmani & Bir Hakeim, Libya	14-Mar-42	DTO
A	Euro-Pack 18	Euro-Pack # 4 - The War in North Africa	Before the Ghibble Comes	North of Bir Hacheim, Lybia	2-Jun-42	DTO
A	Euro-Pack 20	Euro-Pack # 4 - The War in North Africa	Across the Wire			
A	Euro-Pack 29a	Euro-Pack # 4 - The War in North Africa	A Push in the Bush	El Wak, Somaliland	16-Dec-40	MTO
A	Euro-Pack 71	Euro-Pack # 4 - The War in North Africa	Out of the Sand	North of Kufra, Lybia	18-Feb-41	DTO
A	Euro-Pack 71bis	Euro-Pack # 4 - The War in North Africa	The Sequel	North of Kufra, Lybia	18-Feb-41	DTO
A	Euro-Pack 7	Euro-Pack # 5 - The Eastern Front	Rescue Behle	Uulantoinwarra, Finland	27-Aug-41	ETO
A	Euro-Pack 18	Euro-Pack # 5 - The Eastern Front	Winter Hell	Northwest of Moscow, Russia	6-Dec-41	ETO

A	Euro-Pack 79	Euro-Pack # 5 - The Eastern Front	Teutonic Knights	Gubnik, Russia	2-Jul-41	ETO
A	Euro-Pack 81	Euro-Pack # 5 - The Eastern Front	Katukov Turns the Tables II	Southeast of Mtsensk, Russia	11-Oct-41	ETO
A	Euro-Pack 84	Euro-Pack # 5 - The Eastern Front	Battle for the Odessa Line	West of Odessa, Russia	6-Sep-41	ETO
D	Euro-Pack 91	Euro-Pack # 5 - The Eastern Front	A Taste of Things to Come	Butovo, Russia	4-Jul-43	ETO
A	Euro-Pack 96	Euro-Pack # 5 - The Eastern Front	40 Miles Behind	Korosten, Russia	31-Aug-41	ETO
A	Euro-Pack 99	Euro-Pack # 5 - The Eastern Front	Lords of the Steppe	Ostrov, Russia	8-Aug-42	ETO
A	Euro-Pack 12	Euro-Pack # 6 - Partisan Warfare	Go Your Way	Sartene, Corsica	13-Sep-43	ETO
A	Euro-Pack 57	Euro-Pack # 6 - Partisan Warfare	Red Dragon	Pingshing Pass, Great Wall, China	25-Sep-37	PTO
A	Euro-Pack 64	Euro-Pack # 6 - Partisan Warfare	Stubborn Insurrection	Northwest of Berditshev, Kiev Region, Ukraine	8-Apr-47	ETO
A	Euro-Pack 85	Euro-Pack # 6 - Partisan Warfare	Cemetery at Drvar	Drvar, Yugoslavia	26-May-44	ETO
A	Euro-Pack 92	Euro-Pack # 6 - Partisan Warfare	The Walking Dead	Wola District, Warsaw, Poland	8-Aug-44	ETO
A	Euro-Pack 97	Euro-Pack # 6 - Partisan Warfare	Mussolini's Soldiers	Torija, near Guadalajara, Spain	11-Mar-37	MTO
A	Euro-Pack 100	Euro-Pack # 6 - Partisan Warfare	Determination, Resolve and Grenades	Klisura Pass, Greece	13-Apr-41	MTO
A	Euro-Pack 101	Euro-Pack # 6 - Partisan Warfare	Titiland	Bihac, Yugoslavia	29-Jan-43	ETO
A	XK1	Forgotten Counters of WW II	Encounter at Checkpoint Chapkevskoy	The Lithuanian Border	22-Jun-41	ETO
A	XK2	Forgotten Counters of WW II	Katukov Turns the Tables	Southeast of Mtsensk, Russia	11-Oct-41	ETO
A	GTF 1	Gembloux the Feint	Caught Napping	Oreye, Belgium	11-May-40	ETO
A	GTF 2	Gembloux the Feint	Bitter Day	10km east of Hannut, Belgium	12-May-40	ETO
A	GTF 3	Gembloux the Feint	Reluctant Withdrawal	Crehen, Belgium	12-May-40	ETO
A	GTF 4	Gembloux the Feint	Thisnes at Dusk	Thisnes, Belgium	12-May-40	ETO
A	GTF 5	Gembloux the Feint	Wrong Battle	Near Crehen, Belgium	13-May-40	ETO
A	GTF 6	Gembloux the Feint	Without Thought of Retreat	Ernage, Belgium	14-May-40	ETO
A	GTF 7	Gembloux the Feint	Recapturing Ernage	Outside Ernage, Belgium	15-May-40	ETO
A	GTF 8	Gembloux the Feint	Death on a Hollow Road	East of Gembloux, Belgium	15-May-40	ETO
PL	PL H	Gembloux the Feint	Lost Sentinels	Jandrain, Belgium	13-May-40	ETO
A	Jatko #1	Jatkosota	Toast Victory with Vodka	Petrozavodsk, Russia	1-Oct-41	ETO
A	Jatko #2	Jatkosota	At the Gates of Viipuri			
A	Jatko #3	Jatkosota	Back to the V-T Line	Kuuterselka, Finland	14-Jun-44	ETO
A	Jatko #4	Jatkosota	The Gods of War	Kuuterselka, Finland	13-Jun-44	ETO
A	Jatko #5	Jatkosota	Forests of the North	20 miles southwest of Louhki, Russia	11-Aug-41	ETO
A	Jatko #6	Jatkosota	Mannerheim's Cross	Karhumakea, Finland	5-Dec-41	ETO
A	Jatko #7	Jatkosota	Brothers in Arms	Tornio, Finland	5-Oct-44	ETO
A	Jatko #8	Jatkosota	Arctic Strongpoint	East of the Litsa River, Northern Finland	1-Feb-44	ETO
A	Leatherneck 1	Leatherneck I	Ichiki's Mistake	Ilu River, Guadalcanal, the Solomon Islands	21-Aug-42	PTO - LJ

A	Leatherneck 2	Leatherneck I	Hell's Corner	Matanikau River, west of Henderson Field, Guadalcanal, the Solomon Islands	23-Oct-43	PTO - DJ
A	Leatherneck 3	Leatherneck I	Seizing Viru Harbor	Tetemara Village, New Georgia, the Solomon Islands	1-Jul-43	PTO - DJ
A	Leatherneck 4	Leatherneck I	Tempest at Tombe	Tombe Village, New Georgia, the Solomon Islands	1-Jul-43	PTO - LJ
A	Leatherneck 5	Leatherneck I	Meeting Otto	Apamama Atoll, Gilbert Islands	23-Nov-43	PTO - LJ
A	Leatherneck 6	Leatherneck I	The Last Island	Buariiki Island, Tarawa Atoll, Gilbert Islands	27-Nov-43	PTO - LJ
A	Leatherneck 7	Leatherneck I	Saipan's Tanks	6th Marines Beachhead, Saipan, the Marianas	17-Jun-44	PTO - LJ
A	Leatherneck 8	Leatherneck I	White Beach 1	Tinian Island, the Marianas	24-Jul-44	PTO - LJ
A	Leatherneck 9	Leatherneck I	Deception at RJ177	Road Junction 177, Guam, the Marianas	3-Aug-44	PTO - LJ
A	Leatherneck 10	Leatherneck I	Wrong Way at RJ177	Road Junction 177, Guam, the Marianas	3-Aug-44	PTO - LJ
A	Leatherneck 11	Leatherneck I	Break-Through at RJ177	Road Junction 177, Guam, the Marianas	3-Aug-44	PTO - LJ
D	Leatherneck 12	Leatherneck I	Nightmare at Naha	The northern suburbs of Naha, Okinawa	13-May-45	PTO
A	Leatherneck 13	Leatherneck I	Saito's Farewell Order	Tanapag Plain, Northern Saipan, the Marianas	7-Jul-44	PTO
A	Leatherneck 2 - 1	Leatherneck 2	Airfield Fracas	Peleliu, Palau Islands	15-Sep-44	PTO - LJ
A	Leatherneck 2 - 2	Leatherneck 2	Hellzapoppin' Ridge	Bougainville, the Solomon Islands	18-Dec-43	PTO - DJ
A	Leatherneck 2 - 3	Leatherneck 2	"We Hold Here!"	The Asan-Adelup eachhead, Guam, the Marianas	26-Jul-44	PTO - LJ
A	Leatherneck 2 - 4	Leatherneck 2	Suicide Creek	Cape Gloucester, New Britain	2-Jan-44	PTO - DJ
A	Leatherneck 2 - 5	Leatherneck 2	Storming the Point	Peleliu, Palau Islands	15-Sep-44	PTO - LJ
A	Leatherneck 2 - 6	Leatherneck 2	Second Day in Hell	Peleliu, Palau Islands	18-Sep-44	PTO - LJ

A	Leatherneck 2 - 7	Leatherneck 2	"Forlorn Hope"	Buariki Island, Tarawa Atoll, Gilbert Islands	22-Nov-43	PTO - LJ
A	Leatherneck 2 - 8	Leatherneck 2	On China Station	Tientsin-Peiping Road, Northern China	29-Jul-46	PTO
A	Leatherneck 3 - 1	Leatherneck 3	Red Hill	Okinawa	7-Apr-45	PTO - LJ
A	Leatherneck 3 - 2	Leatherneck 3	Highway to Hell	Okinawa	5-Apr-45	PTO - LJ
A	Leatherneck 3 - 3	Leatherneck 3	Aka Assault	Aka, Kerama Islands, southwest of Okinawa	26-Mar-45	PTO - LJ
A	Leatherneck 3 - 4	Leatherneck 3	Nipponese Nightmare	Zamami, Kerama Islands, southwest of Okinawa	27-Mar-45	PTO - LJ
A	Leatherneck 3 - 5	Leatherneck 3	Sting of the Cactus	Okinawa	5-Apr-45	PTO
A	Leatherneck 3 - 6	Leatherneck 3	Ballbreaker	Aka, Kerama Islands, southwest of Okinawa	27-Mar-45	PTO
A	Leatherneck 3 - 7	Leatherneck 3	Timbuvo Tango	Route 1, Timbuvo Peninsula, Philippines	22-Dec-41	PTO - DJ
A	Leatherneck 3 - 8	Leatherneck 3	The End in Sight&	Iwo Jima	6-Mar-45	PTO
A	OAF 1	OAF Pack 1	Smasher Karl Weidling	Seelow, Germany	16-Apr-45	ETO
A	OAF 2	OAF Pack 1	The Tiger's Roar	Dubrova in the Kursk Salient, Russia	7-Jul-43	ETO
A	OAF 3	OAF Pack 1	Pieper's Sledgehammer	Trois Ponts, Belgium	21-Dec-44	ETO
A	OAF 4	OAF Pack 1	Firefight Before Breakfast	Arnaville, France	11-Sep-44	ETO
A	OAF 5	OAF Pack 1	Gap at Grunewald	Charlottenburg, Germany	26-Apr-45	ETO
A	OAF 6	OAF Pack 1	Colonel Ichiki's Folly	Upstream of the Tenaru River, Guadalcanal, the Solomon Islands	21-Aug-42	PTO - LJ
A	OAF 7	OAF Pack 1	King's Pawn to & Taejon?	Near Taejon Airstrip, South Korea	20-Jul-50	PTO
D	OAF 8	OAF Pack 1	Attack at Martinville Ridge	Hill 150, north end of Martinville Ridge, Normandy, France	16-Jul-44	ETO
A	OAF 9	OAF Pack 1	Hell's Fire at Meuncheberg	Meuncheberg, Germany	19-Apr-45	ETO
A	OAF 10	OAF Pack 1	The Struggle Begins: Panzers at Rasienei	East of Pruzana, Lithuania	24-Jun-41	ETO
A	CH 81a	Critical Hit: Online # 1	Hard Cactus	Sbeitla, Tunisia	16-Feb-43	DTO
A	CH 83a	Critical Hit: Online # 1	Jungles of Stone	Near Hill 362B, Iwo Jima	6-Mar-45	PTO
S	xTW-1a	Critical Hit: Online # 1	Knight's Cross	Dzerzhinsky Tractor Works ,Stalingrad, Russia	15-Oct-42	ETO
H	Alamein 7	Critical Hit: Online # 2	Aussies After Dark	Ruweisat Ridge, El Alamein, Egypt	7-Jul-42	DTO
A	CH 4a	Critical Hit: Online # 2	Dog Green	Dog Green, Omaha Beach, Normandy, France	6-Jun-44	ETO
H	Gona 7	Critical Hit: Online # 2	Repulsed on the Beach	East of Gona Village, New Guinea	2-Dec-42	PTO - DJ
A	CH 67.1	Critical Hit: Online # 3	New Kid on the Block	South of Djedeida, Tunisia	28-Nov-42	DTO
H	StB 9	Critical Hit: Online # 3	Orders for the Major			
H	OBS 1	Ordeal Before Shuri	Here Comes the "Hoss"	Kakazu West, Okinawa	9-Apr-45	PTO
H	OBS 2	Ordeal Before Shuri	Hold the Ridge!	Kakazu Ridge, Okinawa	9-Apr-45	PTO
H	OBS 3	Ordeal Before Shuri	Second `N Ten	Kakazu West, Okinawa	10-Apr-45	PTO
H	OBS 4	Ordeal Before Shuri	Seizing the Ridge	Kakazu Ridge, Okinawa	11-Apr-45	PTO
H	OBS 5	Ordeal Before Shuri	The Japs Counter-Attack!	Kakazu West, Okinawa	11-Apr-45	PTO
H	OBS 6	Ordeal Before Shuri	Shimda's Fist	Kakazu, Okinawa	13-Apr-45	PTO
H	OBS 7	Ordeal Before Shuri	Suicidal Tendencies	Kakazu Ridge, Okinawa	19-Apr-45	PTO
H	OBS 8	Ordeal Before Shuri	Rubble Trouble	Kakazu, Okinawa	21-Apr-45	PTO
PL	OBS CG I	Ordeal Before Shuri	That Damed Hill!	Kakazu Ridge, Okinawa	9-Apr-45	PTO
A	PBP 1	Aussie `96 Pack	Red Sorghum, Yellow Earth	Xianchou, Northern China	18-Sep-38	PTO
A	PBP 2	Aussie `96 Pack	The RHA at Bay	Hondeghem, France	27-May-40	ETO
A	PBP 3	Aussie `96 Pack	Children of the Kunai	Gemas, Malaya	15-Jan-42	PTO - LJ
A	PBP 4	Aussie `96 Pack	Driven to the Bottle	Karlovka, Russia	16-May-42	ETO
A	PBP 5	Aussie `96 Pack	U.S. Forces	Gagliano, Sicily, Italy	1-Aug-43	MTO
A	PBP 6	Aussie `96 Pack	Raw Deal	Dom Butgenbach, Belgium	21-Dec-44	ETO
A	PBP 7	Aussie `96 Pack	Piece of Cake	Budapest, Hungary	6-Jan-45	ETO
A	PBP 8	Aussie `96 Pack	Terminator	Lago Di Comacchio, Italy	2-Apr-45	MTO
A	PBP 9	Aussie `96 Pack	Last Roundup	Erfurt, Germany	11-Apr-45	ETO
A	PBP 10	Aussie `96 Pack	First to See Will...	Osan, Korea	27-Sep-50	PTO
A	PBP 11	Aussie `97 Pack	'A Civil War, Not a Gentleman's War'	Villanueva de la Canada, Spain	6-Jul-37	MTO
A	PBP 12	Aussie `97 Pack	Soft Noodle	Lotien, China	23-Aug-37	PTO
A	PBP 13	Aussie `97 Pack	Marked For Death	Near Romilly-sur-Seine, France	13-Jun-40	ETO
A	PBP 14	Aussie `97 Pack	Under Siege	Cholm, Russia	23-Feb-42	ETO
A	PBP 15	Aussie `97 Pack	The Road to Mandalay	Shwedaung, Burma	29-Mar-42	PTO - LJ
A	PBP 16	Aussie `97 Pack	Bloody Ridge	Edwson's Ridge, Guadalcanal, the Marianas	13-Sep-42	PTO - DJ
A	PBP 17	Aussie `97 Pack	Easy Meat	Ousseltia, Tunisia	22-Jan-43	DTO

A	PBP 18	Aussie '97 Pack	Pandemonium	Donbaik, Burma	18-Mar-43	PTO - LJ
A	PBP 21	Aussie '98 Pack	Raiders of Chaco	Nanawa, Paraguay	20-Jan-33	ETO
A	PBP 22	Aussie '98 Pack	Morire in Belleza	Dibra, Yugoslavia	9-Apr-41	ETO
A	PBP 23	Aussie '98 Pack	Panzerkeil	West of Luchki, Russia	5-Jun-43	ETO
H	PBP 24	Aussie '98 Pack	Gurkhas and Grants	Ningthoukhong, India	22-Apr-44	PTO - DJ
A	PBP 25	Aussie '98 Pack	First and Inches	Uttweiler, Germany	15-Mar-45	ETO
A	PBP 26	Aussie '98 Pack	Steamrollers	North of Lake Balton, Hungary	16-Mar-45	ETO
A	PBP 27	Aussie '98 Pack	Evening Rush Hour	Bondeno, Italy	22-Apr-45	MTO
A	PBP 28	Aussie '98 Pack	Peningkibaru Push	Tarakan, the Dutch East Indies	4-May-45	PTO - LJ
A	PBP 29	Aussie '98 Pack	Block at Anui	Anui, South Korea	28-Jun-50	PTO
A	PBP 30	Aussie '98 Pack	All Aboard!	Seoul, South Korea	26-Sep-50	PTO
PL	PL A	Platoon Leader 1.0	Hills of Arakan	Arakan Coast, Burma	31-Jan-45	PTO - DJ
PL	PL B	Platoon Leader 1.0	Counter-Landing at Koromokina Lagoon	Koromokina Lagoon, Bougainville, the Solomon Islands	7-Nov-43	PTO - DJ
PL	PL C	Platoon Leader 1.0	Decision at Safi	Safi, French Morocco	8-Nov-42	MTO
PL	PL D	Platoon Leader 1.0	Easter at Tobruk	Tobruk, Libya	13-Apr-41	ETO
PL	PL E	Platoon Leader 1.0	Frozen Hell			
PL	PL G	Platoon Leader Booster Pack	Cemetery Hill (version 2.0)	Galatas Village & Cemetery Hill, Crete	20-May-41	MTO
H	PdH 1	Pointe Du Hoc	Praise the Lord	Pointe du Hoc, Normandy, France	6-Jun-44	ETO
H	PdH 2	Pointe Du Hoc	Road Warriors	Pointe du Hoc, Normandy, France	6-Jun-44	ETO
H	PdH 3	Pointe Du Hoc	Nowhere to Run, Nowhere to Hide	Pointe du Hoc, Normandy, France	6-Jun-44	ETO
H	PdH 4	Pointe Du Hoc	The Longest Night	Pointe du Hoc, Normandy, France	6-Jun-44	ETO
H	PdH 5	Pointe Du Hoc	Rangers Relief	Pointe du Hoc, Normandy, France	7-Jun-44	ETO
PL	PdH CG	Pointe Du Hoc	Pointe Du Hoc	Pointe du Hoc, Normandy, France	6-Jun-44	ETO
A	RP 1	Rout Pak I	Mourning in Mouen	Mouren, Normandy, France	28-Jun-44	ETO
A	RP 2	Rout Pak I	The Glory Road	Asun, Malaya	12-Dec-41	PTO - DJ
A	RP 3	Rout Pak I	Fire and Rain	Saint Manvieu, Normandy, France	26-Jun-44	ETO
A	RP 4	Rout Pak I	Piats and Panthers	Le Haut du Bosq, France	27-Jun-44	ETO
A	RP 5	Rout Pak I	Another Balaclava	El Alamein, Egypt	2-Nov-42	ETO

D	RP 6	Rout Pak I	Slam Dance	Arnhem, the Netherlands	17-Sep-44	ETO
A	RP 7	Rout Pak I	No Quarter	Le Mesnil Patry, Normandy, France	12-Jun-44	ETO
A	RP 8	Rout Pak I	Victoria Cross	Parit Sulong, Malaya	20-Jan-42	PTO - LJ
A	RPII 1	Rout Pak II	The Noose	Suomussalmi, Finland	14-Dec-39	PTO
A	RPII 2	Rout Pak II	The Debt Repaid	La Horgne, France	15-May-40	ETO
A	RPII 3	Rout Pak II	Distinguished Service	La Houssiere, France	29-Oct-44	ETO
A	RPII 4	Rout Pak II	The Knife Edge of Defeat	Guadalcanal, the Solomon Islands	13-Sep-42	PTO - DJ
A	RPII 5	Rout Pak II	Brandenburger Bridge	Pripet Marsh, Russia	27-Jun-41	ETO
A	RPII 6	Rout Pak II	Cushman's Pocket	Iwo Jima	7-Mar-45	PTO
A	RPII 7	Rout Pak II	In the Samurai Tradition	San Pablo, the Philippines	6-Dec-44	PTO - LJ
A	RPII 8	Rout Pak II	Riding Shotgun	Bielefeld, Germany	29-Mar-45	ETO
A	RPII 9	Rout Pak II	He Who Hesitates	Naduret El Ghesceusc, Libya	12-Jun-42	ETO
A	RPII 10	Rout Pak II	The King's Dash	Sidi Rezeg Airfield, Libya	20-Nov-41	ETO
A	RPIII 1	Rout Pak III	The Dragon's Claw	Mont-Saint-Eloi, France	22-May-40	ETO
A	RPIII 2	Rout Pak III	Flamed in France	St. Omer, France	23-May-40	ETO
A	RPIII 3	Rout Pak III	A Funny Kind of War	Hertogonbosch, Holland	22-Oct-44	ETO
A	RPIII 4	Rout Pak III	Saving Madagascar	Near Antsirane, Managascar	5-May-42	PTO - LJ
A	RPIII 5	Rout Pak III	A Room With a View	Hevosalmi, Finland	12-Dec-39	ETO
A	RPIII 6	Rout Pak III	Hampshires on the Hill	Maltot, Normandy, France	10-Jul-44	ETO
A	RPIII 7	Rout Pak III	Decapitation	Artelnoye, Russia	27-Feb-43	ETO
A	RPIII 8	Rout Pak III	Another Damn Bridge	Malmedy, Belgium	21-Dec-44	ETO
H	Alamein 1	Ruweisat Ridge	Rommel is at the Gates	Ruweisat Ridge, El Alamein, Egypt	1-Jul-42	ETO
H	Alamein 2	Ruweisat Ridge	Drive to Fuka	Ruweisat Ridge, El Alamein, Egypt	14-Jun-42	ETO
H	Alamein 3	Ruweisat Ridge	Breaking Laager	South of Ruweisat Ridge, El Alamein, Egypt	15-Jul-42	ETO
H	Alamein 4	Ruweisat Ridge	The Italian Turn	Ruweisat Ridge, El Alamein, Egypt	15-Jul-42	ETO
H	Alamein 5	Ruweisat Ridge	Rommel's Sunset	Ruweisat Ridge, El Alamein, Egypt	16-Jul-42	ETO
H	Alamein 6	Ruweisat Ridge	Gunner Halm	Near Ruweisat Ridge, El Alamein, Egypt	20-Jul-42	ETO
PL	RR CG	Ruweisat Ridge	Ruweisat Ridge	Ruweisat Ridge, El Alamein, Egypt	14-Jul-42	ETO
H	StB 1	Scotland the Brave I	Honey Trap	Gavrus, France	28-Jun-44	ETO
H	StB 2	Scotland the Brave I	Cameronian Crossing	Le Valtru, France	28-Jun-44	ETO
H	StB 3	Scotland the Brave I	Seaforth Objective	Le Valtru, France	28-Jun-44	ETO
H	StB 4	Scotland the Brave I	Looking for Trouble	Gavrus, France	29-Jun-44	ETO

H	StB 5	Scotland the Brave I	Hohenstaufen Left	Le Valtru, France	29-Jun-44	ETO
H	StB 6	Scotland the Brave I	Frundsberg Right	Gavrus, France	29-Jun-44	ETO
H	StB 7	Scotland the Brave I	The Flank of the Black Bull	Gavrus, France	29-Jun-44	ETO
H	StB 8	Scotland the Brave I	The Lost Platoon	Gavrus, France	29-Jun-44	ETO
H	StB 9	Scotland the Brave I	Orders for the Major	Gavrus, France	30-Jun-44	ETO
PL	StB CG 1	Scotland the Brave I	The Crossing Sweepers	Gavrus, France	29-Jun-44	ETO
H	StB 11	Scotland the Brave II	Pip Roberts' Run	South of Cheux, France	26-Jun-44	ETO
H	StB 12	Scotland the Brave II	Justify the Losses	Le Haut du Bosq, Normandy, France	26-Jun-44	ETO
H	StB 13	Scotland the Brave II	Siegel's Stand 1	North of Grainville-Sur-Odon, France	27-Jun-44	ETO
H	StB 14	Scotland the Brave II	Siegel's Stand 2	North of Grainville-Sur-Odon, France	27-Jun-44	ETO
H	StB 15	Scotland the Brave II	Position Be Buggered!	Grainville-Sur-Odon, France	27-Jun-44	ETO
H	StB 16	Scotland the Brave II	Shout For Piats	Le Haut du Bosq, Normandy, France	27-Jun-44	ETO
H	StB 17	Scotland the Brave II	Grainville-Sur-Odon	Grainville-Sur-Odon, France	27-Jun-44	ETO
H	StB 18	Scotland the Brave II	We Blessed Them	Bel Val, Normandy, France	29-Jun-44	ETO
H	StB 19	Scotland the Brave II	Destruction of a Squadron	Bel Val, Normandy, France	29-Jun-44	ETO
H	StB 20	Scotland the Brave II	DF 109	Bel Val, Normandy, France	1-Jul-44	ETO
PL	StB CG 2	Scotland the Brave II	Forged in Fire	Normandy, France	29-Jun-44	ETO
PL	StB CG 3	Scotland the Brave II	The Lion Rampart	Normandy, France	29-Jun-44	ETO
A	SoN 1	Soldiers of the Negus	Our Place in the Sun	Amba Augher, Ethiopia	4-Oct-35	DTO
A	SoN 2	Soldiers of the Negus	Criniti's Escape	Dembequina Pass, Ethiopia	15-Dec-35	DTO
A	SoN 3	Soldiers of the Negus	The Golden Mountain	The Tembien, Ethiopia	27-Feb-36	DTO
A	SoN 4	Soldiers of the Negus	The Bitwood Gamble	Near Amba Aradam, Ethiopia	12-Feb-36	DTO
A	SoN 5	Soldiers of the Negus	Circle the Wagons	Near Selaclaca, The Shire, Ethiopia	29-Feb-36	DTO
A	SoN 6	Soldiers of the Negus	Keber Zabania	Mai Ceu, Ethiopia	31-Mar-36	DTO
A	SoN 7	Soldiers of the Negus	The Wells of Borgut	Borgut, The Ogaden, Ethiopia	23-Apr-36	DTO
A	SoN 8	Soldiers of the Negus	Last Hope at New Flower	Addis Ababa, Ethiopia	28-Jul-36	MTO
H	Stonne 1	Stonne 1940	Before Nightfall	Stonne, France	15-May-40	ETO
H	Stonne 2	Stonne 1940	A Will o Fight	Stonne, France	17-May-40	ETO
H	Stonne 3	Stonne 1940	One More Try	Stonne, France	18-May-40	ETO
H	Stonne 4	Stonne 1940	Trial of Strength	Stonne, France	15-May-40	ETO
H	Stonne 5	Stonne 1940	The Butcher	Stonne, France	17-May-40	ETO
H	Stonne 6	Stonne 1940	A New Day Dawning	Stonne, France	15-May-40	ETO
PL	Stonne CG	Stonne 1940	Stonne 1940	Stonne, France	15-May-40	ETO
H	Gona 1	Those Ragged Bloody Heroes	On the Right Flank	Gona Village, New Guinea	8-Dec-42	PTO - DJ
H	Gona 2	Those Ragged Bloody Heroes	Gona's Gone	Gona Village, New Guinea	9-Dec-42	PTO - DJ
H	Gona 3	Those Ragged Bloody Heroes	Cold Comfort	South of Gona Village, New Guinea	26-Nov-42	PTO - DJ
H	Gona 4	Those Ragged Bloody Heroes	Early Surprise	South of Gona Village, New Guinea	19-Nov-42	PTO - DJ
H	Gona 5	Those Ragged Bloody Heroes	Desperate Escape	Gona Village, New Guinea	8-Dec-42	PTO - DJ
H	Gona 6	Those Ragged Bloody Heroes	Skilbeck's Gautlet	South of Gona Mission, New Guinea	6-Dec-42	PTO - DJ
PL	TRBH CG	Those Ragged Bloody Heroes	Those Ragged Bloody Heroes	Gona, New Guinea	29-Nov-42	PTO - DJ
H	UV 2	Uncommon Valor	Agony, Ateball and Angel	Iwo Jima	26-Feb-43	PTO
H	UV 3	Uncommon Valor	Devil's Den	Iwo Jima	27-Feb-43	PTO
H	UV 4	Uncommon Valor	Into the Breech Once More	Iwo Jima	28-Feb-43	PTO
H	UV 5	Uncommon Valor	The Marine Way	Iwo Jima	28-Feb-45	PTO
H	UV 6	Uncommon Valor	119	Iwo Jima	28-Feb-45	PTO
A	UV 7	Uncommon Valor	Unfinished Business	Iwo Jima	19-Feb-45	PTO
A	UV 8	Uncommon Valor	Close Quarters Carnage	Iwo Jima	8-Mar-45	PTO
PL	UV CG 1	Uncommon Valor	Flesh Against Concrete	Iwo Jima	25-Feb-43	PTO
H	UV 1	Uncommon Valor	Move Out!	Iwo Jima	25-Feb-43	PTO
H	GEN #1	GENESIS 48	Sons of Galilee	Kibbutz Degania A, Palestine Mandate	20-May-48	MTO
H	GEN #2	GENESIS 48	Locust Swarm	Near Hirbet Main, Gaza	7-Dec-48	MTO
H	GEN #3	GENESIS 48	Buying Time	Kibbutz Yad Mordechai, Israel	23-May-48	MTO
H	GEN #4	GENESIS 48	Etziongrad	Kfar Etzion, Israel	13-May-48	MTO
H	GEN #5	GENESIS 48	Triple Play	Malkieh, Israel	6-Jun-48	MTO
H	GEN #6	GENESIS 48	Trapping Nasser	Hulequait, Israel	19-Oct-48	MTO
H	GEN #7	GENESIS 48	Fatih-Allah	Mishmar, Hayarden, Israel	10-Jun-48	MTO
H	GEN #8	GENESIS 48	I Dream of Jenin	Jenin, Israel	3-Jun-48	MTO
H	GEN #9	GENESIS 48	Gate Crashing	Jerusalem, Israel	19-May-48	MTO
H	GEN #10	GENESIS 48	No Time to be Thamed	Near Thamed, Sinia	30-Oct-48	MTO
H	GEN #11	GENESIS 48	Ambush at Mitla	Mitla Pass, Sinai	31-Oct-48	MTO
H	GEN #12	GENESIS 48	Final Act	Katib El-Subja, Sinai	2-Nov-48	MTO
H	GEN #13	GENESIS 48	The Monastery	Jerusalem, Israel	23-May-48	MTO

	GEN #14	GENESIS 48	Edge of the Sword	Kfar Etzion, Palestine Mandate	14-Jan-48	MTO
H	GEN #15	GENESIS 48	The Whiskey Wager	Haifa, Israel	21-Apr-48	MTO
A	VOG #1	Valor of the 37th Guards	End Tide	Stalingrad, Soviet Union	11-Oct-42	ETO
A	VOG #2	Valor of the 37th Guards	Into the Factory	Stalingrad, Soviet Union	12-Oct-42	ETO
A	VOG #3	Valor of the 37th Guards	Report for the Fuhrer	Stalingrad, Soviet Union	6-Oct-42	ETO
A	VOG #4	Valor of the 37th Guards	Sturm Party	Stalingrad, Soviet Union	2-Dec-42	ETO
A	VOG #5	Valor of the 37th Guards	Annihilation	Stalingrad, Soviet Union	14-Oct-42	ETO

A	UV 8	Uncommon Valor	Close Quarters Carnage	Iwo Jima	19-Feb-45	PTO
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A	VOG #6	Valor of the 37th Guards	Rattenkreig	Stalingrad, Soviet Union	15-Oct-42	ETO
A	VOG #7	Valor of the 37th Guards	Iron Coffins	Stalingrad, Soviet Union	14-Oct-42	ETO
A	VOG #8	Valor of the 37th Guards	Nikita's Revenge	Stalingrad, Soviet Union	15-Oct-42	ETO
A	TEF #1	Total East Front Pack 1	Eye of the Needle	Vienna, Austria	8-Apr-45	ETO
A	TEF #2	Total East Front Pack 1	The Last Waltz	Vienna, Austria	11-Apr-45	ETO
A	TEF #3	Total East Front Pack 1	Panzers in the Park	Vienna, Austria	11-Apr-45	ETO
A	TEF #4	Total East Front Pack 1	Squeeze Play	Vienna, Austria	13-Apr-45	ETO
A	TEF #5	Total East Front Pack 1	Panzer Pioniers	Kurovitsy, Soviet Union	29-Aug-41	ETO
A	TEF #6	Total East Front Pack 1	The Battle for Pisino	Pisino, Soviet Union	21-Jan-45	ETO
A	TEF #7	Total East Front Pack 1	Last Line Before Oboyan	Dubrova, Soviet Union	7-Jul-43	ETO
A	TEF #8	Total East Front Pack 1	Olin's Surprise	Near Nove-Koszary, Soviet Union	6-Jul-44	ETO
A	PTO #1	Total Pacific Theatre Pack 1	The O-Patchers	Fort Stotsenburg, Luzon, The Philippines	1-Feb-45	PTO
A	PTO #2	Total Pacific Theatre Pack 1	Volckmann's Guerillas	Cervantes, Luzon, The Philippines	14-Jun-45	PTO
A	PTO #3	Total Pacific Theatre Pack 1	Koepang Bang	Penful Airfield, Koepang, Dutch Timor	20-Feb-42	PTO
A	PTO #4	Total Pacific Theatre Pack 1	Battle at Baliuag	Baliaug, The Philippines	31-Dec-41	PTO
A	PTO #5	Total Pacific Theatre Pack 1	Oil Strike!	Palembang, Sumatra	14-Feb-42	PTO
A	PTO #6	Total Pacific Theatre Pack 1	Night Dragons	KB Mission, Milne Bay, New Guinea	26-Aug-42	PTO
A	PTO #7	Total Pacific Theatre Pack 1	Deceptive Reception	Gemench Bridge, Malaya	14-Jan-42	PTO
A	PTO #8	Total Pacific Theatre Pack 1	The South Side of Green	Nissan Island, Green Islands Group, Northern Solomons	16-Feb-44	PTO

PL		Platoon Leader 2.0 Rules				
PL	PL H	Platoon Leader 2.0 Rules	Sunrise Bridge			MTO
PL	PL I	Platoon Leader 2.0 Rules	Armored Stand			PTO
PL		Platoon Leader 2.5 Rules				

H	HB #1	Hell's Bridgehead	Psel River Line	Krasny Oktabyr-Kliuchi, Russia	10-Jul-43	ETO
H	HB #2	Hell's Bridgehead	Battle at Arm's Length	Krasny Oktabyr-Kliuchi, Russia	11-Jul-43	ETO
H	HB #3	Hell's Bridgehead	Just Over The Highway&	Krasny Oktabyr-Kliuchi, Russia	11-Jul-43	ETO
H	HB #4	Hell's Bridgehead	Graveyard of Steel	Krasny Oktabyr-Kliuchi, Russia	11-Jul-43	ETO
H	HB #5	Hell's Bridgehead	To the Last Round	Krasny Oktabyr-Kliuchi, Russia	14-Jul-43	ETO
H	HB #6	Hell's Bridgehead	Clash of Titans	Krasny Oktabyr-Kliuchi, Russia	12-Jul-43	ETO
PL	HB CG I	Hell's Bridgehead	Hell's Bridgehead CG I	Krasny Oktabyr-Kliuchi, Russia	10-Jul-43	ETO
PL	HB CG II	Hell's Bridgehead	Hell's Bridgehead CG II	Krasny Oktabyr-Kliuchi, Russia	13-Jul-43	ETO

A	ASL News #4	Scroungin' ASL News	Just Another Bridge	Berlin, Germany	30-Apr-45	ETO
A	ASL News #31	Scroungin' ASL News	State Farm 41	Near Osipovitchi, Russia	9-Jul-41	ETO
A	ASL News #28	Scroungin' ASL News	Freedom Fighters	Near Elsenheim, France	30-Jan-45	ETO
A	ASL News #23	Scroungin' ASL News	Plans Gone Astray	Akrotiri Peninsula, Crete	20-May-41	MTO
A	ASL News #37	Scroungin' ASL News	A Bush Across the Street	Djergljetz, Russia	14-Aug-41	ETO
A	ASL News #35	Scroungin' ASL News	Not To Lose Face	Twingon, Burma	18-Apr-42	PTO
A	ASL News #32	Scroungin' ASL News	Death and Ruins	Sillegny, France	19-Sep-44	ETO
A	ASL News #38	Scroungin' ASL News	Sauve Qui Peut	East of Trois Ponts, Belgium	21-Dec-44	ETO
A	ASL News #39	Scroungin' ASL News	Time to Burn	Frasselt, Germany	8-Feb-45	ETO
A	ASL News #40	Scroungin' ASL News	Rolling Thunder	Marilles, Belgium	13-May-40	ETO
H	KGP CG IV	Scroungin' ASL News	Above the Prayers	Stoumont, Belgium	20-Dec-44	ETO

H	ASL News #24	Scroungin' ASL News	Close to the Edge	Stalingrad, Russia	29-Oct-42	ETO
A	SCW #1	GUERRA CIVIL	Teruels Tooth	Teruel, Spain	30-Apr-45	ETO
A	SCW #2	GUERRA CIVIL	Last Stand On Hill 197	Asturias, Spain	9-Jul-41	ETO
A	SCW #3	GUERRA CIVIL	Son Servera	Majorca, Spain	30-Jan-45	ETO
A	SCW #4	GUERRA CIVIL	Pingarron Hill	Jarama Valley, Spain	20-May-41	MTO
A	SCW #5	GUERRA CIVIL	Dombrowskis Stand	University City Section of, Madrid, Spain	14-Aug-41	ETO
A	SCW #6	GUERRA CIVIL	Brihuega Disaster	Brihuega, Near Guadalajara, Spain	18-Apr-42	PTO
A	SCW #7	GUERRA CIVIL	Resist Or Die	Madrid, Spain	19-Sep-44	ETO
A	SCW #8	GUERRA CIVIL	Ay Carmala	Asco, along the Ebro River, Spain	21-Dec-44	ETO
A	SCW #9	GUERRA CIVIL	The Road To Torija	On the road to Torija, Near Guadalajara, Spain	8-Feb-45	ETO
A	SCW #10	GUERRA CIVIL	Falangist Pride	Villanueva de la Canada, near Brunete, Spain	13-May-40	ETO
A	SCW #11	GUERRA CIVIL	Noi Siamo Italiani Di Garibaldi	Near Brihuega, Spain	20-Dec-44	ETO
A	SCW #12	GUERRA CIVIL	Ring Of Iron	Outside of Bilbao, Basque Provinces, Spain	29-Oct-42	ETO

A	CH #138	Critical Hit Magazine #6/3	The Sausage War	Tolvajarvi Village, Finland	11-Dec-39	ETO
A	CH #139	Critical Hit Magazine #6/3	Betrayed By General Winter	Tuupura Island, Finland	28-Feb-40	ETO
A	CH #140	Critical Hit Magazine #6/3	Sisu At Summa	Summa, Finland	19-Dec-39	ETO
A	CH #141	Critical Hit Magazine #6/3	Another Alamo	Wilkes Island, Wake Atoll	23-Dec-41	PTO
H	CH #142	Critical Hit Magazine #6/3	Longstop Hill	Longstop Hill, Tunisia	24-Dec-42	MTO
A	CH #143	Critical Hit Magazine #6/3	The Gunslingers	Climbach, France	14-Dec-44	ETO
A	GEN #16	Critical Hit Magazine #6/3	Palestinian Prokhorovka	Nazareth, Israel	16-Jul-48	MTO
A	GEN #17	Critical Hit Magazine #6/3	Ben-Jabo!	Ashdod, Israel	29-May-48	MTO
A	GEN #18	Critical Hit Magazine #6/3	The Archers of Um Sheham	Um Sheham, Sinai	31-Oct-56	MTO
H	GEN #19	Critical Hit Magazine #6/3	Operation Kislev	The Arava, Israel-Jordan Border	30-Nov-56	MTO

H	DBP #1	Dien Bien Phu	Bruno's Flak Attack	Dien Bien Phu, French Indochina	28-Mar-54	PTO
H	DBP #2	Dien Bien Phu	Where the Buffalo Roam	Dien Bien Phu, French Indochina		PTO
H	DBP #3	Dien Bien Phu	Down and Dirty	Dien Bien Phu, French Indochina		PTO
H	DBP #4	Dien Bien Phu	Escape From Huguette 6	Dien Bien Phu, French Indochina		PTO
H	DBP #5	Dien Bien Phu	Langlais on Hill 781	Dien Bien Phu, French Indochina		PTO
H	DBP #6	Dien Bien Phu	Route 41	Dien Bien Phu, French Indochina		PTO
H	DBP #7	Dien Bien Phu	Castors Opening Act	Dien Bien Phu, French Indochina		PTO
H	DBP #8	Dien Bien Phu	Keeping Isabelle Fed	Dien Bien Phu, French Indochina		PTO

The Germans move first in TEF1 #5, Panzer Pioniers.

In DBP #1, there should be 10 x 4-4-8 squads (not '1') (Bruno's Flak Attack).

In CH #138, note the Finnish 6-4-8's are 1st Line and the 5-3-8's Green.

In CH #139, change the Victory location, listed as 18K4, to 18K3. Note the Finnish 6-4-8's are 1st Line and the 5-3-8's Green.

In CH #140, note the Finnish 6-4-8's are 1st Line and the 5-3-8's Green.

In GENESIS #19, Operation Kislev, SR #2 should read, "...any hill hex on Level 2..."

Page 2, SCW 1.11 - REPUBLICAN units use Allied Minor SW/Vehicle/Ordnance counters (not Axis).

Page 2, SCW 1.11 - NATIONALIST units use Axis Minor SW/Vehicle/Ordnance counters (not Allied).

SCW Firefights:

· Q&A:

Q: What are players supposed to do about counters not matching the clip art on firefight cards?

A: Use the closest matching counter to what is on the firefight card.

SCW #2 - Last Stand on Hill 197· REPUBLICANS should set up first (as defenders), and NATIONALISTS should move first (as attackers).

SCW #11 - Noi Saimo Italiani di Garibaldi

· In Republican setup instructions for units setting up on board 42, change the hex coordinate of 'S12' to 'S1'.

SCW #12 - Ring of Iron

- In Objectives: The Nationalists need to Control three of the Six Hills at Game End without losing >45 CVP. (Changed 'five' to 'six' above as there are six 'hills'.)

- Note that the counter clip art on the Firefight Card does not match the counters available for the following vehicles (subtle differences): T-26B, FT-17C, and Pz IB.

- Q: In Firefight #12 does the definition of a "hill" in the Objectives, apply to the hill reference in the setup for the Republicans?

A: No. Republican units may set up on any level hill hex on board SCW2.

In OBS #3, add a radio and a field phone to the Japanese OB. The radio may only be used for the 80mm OBA; the phone for the 100mm OBA.

In Ordea1 Before Shuri scenario 7 (Suicidal Tendencies), the American reinforcements entry text should read, "Elements of Company A, 193rd Tank Battalion: Enter using Convoy Movement on TT1 on Turns 1/2/3/4 as per SR 2:"

In TEF #7, the overlays are placed on board 3.

Q. Genesis 1 "Sons of Galilee" Is grain in season? Scenario 1 is 20 May, normally grain wouldn't be (Plowed Fields in May), but Scenario 3 "Etziongrad", 13 May, has the grain in season.

A. Grain is not in season unless stated otherwise. So, no.

Q. We are currently playing "I Dream of Jenin" and have just completed the Israeli turn 4. Can the Arab Legion player opt to bring his infantry on foot, and then bring his trucks in later? Or, is it required that he bring any infantry on board as passengers in his trucks?

A. It is the designers intent that they come in on the trucks so the answer is No, then Yes.

Q. Genesis 4 "Buying Time" SR 4, 43L9 should be 42L9

A. Noted.

Q. SR 5, "contagious" should be "contiguous" (contagious barbed wire would be an interesting weapon, though!). Third sentence from the end, "The DO NOT ..." should be "They DO NOT ..." SR6, 43Y10 is NOT offboard, presumably the observer should be in in 43Y0.

A. The = They, sure. Yes; the 'contagious' barbed is noted in the magazine iss CH 6/3. Can we share a giggle or would laughter be "contagious" among wargamers? Spellchecking and all of our eyes missed that one. Trace the LOS from 43Y10 as it states.

Q. Genesis 12 "Final Act", SSR 2 calls for Overlay SD4 on E7-F8, which is an illegal placement. Should this be E7-F7, E8-F8, E7-E8. F7-F8?

A. Yes.

Q. Genesis 14 Edge of the Sword "Each SW exited counts as 12 CVP ..." Is this correct?!

A. SW count as 1 CVP each.

GENESIS QUESTIONS AND ANSWERS:

1. The unit quality/substitution on the Israelis is unclear. (a) Irgun 4-2-7 which Battle Harden become Fanatic? (b) Irgun 4-2-7 which ELR become Disrupted? (c) Are the 4-3-6's (I2) Haganah or HIM? (Or are HIM always a subset of Haganah?)

(a) Since there is no higher class for the Irgun 4-2-7 they become fanatic when BH

(b) Irgun 4-2-7 become two broken HS when ELR exceeded See GEN1.154

(c) The HIM are treated as a subset of Haganah/Zahal

2. The following Reinforcement Groups have a CG Max that exceeds the possible purchases, even if the Scen. Max is purchased on every single CG Date: Arab M3 Attack Option; Israeli M1 Fortifications; Israeli M2 Sniper
They do not exceed possible purchase. See C6 of the Jerusalem Campaign Special Rules. Every day is a campaign date. Therefore there are 13 campaign dates (May16-28). The 6 historical dates are shown for those who want to simulate the sequence of the major historical actions but those are not the only available campaign dates.

3. If the Israeli player purchases RG M4 Ammunition, and fails to reach any Isolated units, is the Ammunition RG Retained for the next CG Date?

A. No.

4. C5 Israeli Isolated Ammunition Shortage, is the +1 DRM for consecutive CG Dates Isolated inclusive of the just-completed CG? (so if the Israelis end the first CG Date Isolated, they have a +1 for 1 "consecutive" day Isolated; still isolated after CG Date 2 would be a +2, and etc.)?

It is not inclusive of the just completed CG.

5. The Platoon Leader 2.5 rules for battle Hardening leaders seems wildly excessive, allowing the battle hardening of up to four leaders on a side?! (that is at least half of the leaders in each side's OOB, every CG date). We used the original Platoon Leader rules instead, where only one leader will Battle Harden per side per CG Date.

Don't agree. You add +2 to the dr for it being a leader promotion and ignore the CVP modifier. So, in most cases, you will have a positive modifier which means most often you will get to promote 0 or 1 leaders.

6. There are two Arab reinforcement groups with the ID of O2: the ALA 3" mortar OBA, and the Arab Legion 3" mortar OBA. I assume that as their CG max limits are different, these are indeed different RGs, so that the Arab Legion 3" MTR OBA should be RG O3, which forces the renumbering of the Arab Legion 88 ART OBA to O4. Also, both of the Arab Legion OBA modules (O3 and O4 by my numbering) should probably have a notation of 'd' in their notes column - can't buy the Arab Legion OBA before the rest of the Arab Legion shows up.

They are indeed different. The Arab Legion 3" MTR should be O3 and the 88MM OBA should be O4. However, the Arab Legion OBA is available before the rest of the Legion shows up. The Legion was in the vicinity but did not commit infantry and armor until it looked as if the Jews were going to be victorious in driving the Arabs out of the Old City.

7. Can Israeli units with the r1 and r2 notations (I1 Irgun Platoon, I2 Irregular platoon) set up inside the city walls even if the area is isolated? Or is it intended that while the area inside the city is isolated, these units must set up outside the city walls?

Yes, see C12 of the Jerusalem Campaign Special Rules.

8. Can r1 and r2 type units retreat off the friendly map edge, be Retained, and set up inside the city in the next CG?

A. No.

9. CGSR C3 (Campaign Game setup). Arab setup describes one setup area as "inside the walls" and another as "outside the walls". Can Arab units set up ON the walls?

A. Yes, the Arab player is considered to control all Wall locations at the start of the campaign and as such, may set up ON the wall.

10. GEN 2.1.1 (City Walls TEM). What is the TEM when firing on a (non-tower/gate) city wall hex from an adjacent, connected city wall hex? +3 as if a stone building, or +0 as if a rooftop?

A. It is +3. See the second bullet in the rule example. There are many more turns in the wall than depicted on the 40 meter hex map.

11. C11 (Israeli recycled units) Is a unit eliminated in Close Combat considered to have received a KIA for purposes of this rule?

A. Yes.

12. GEN 1.231 (ALA looting special rules). The rule itself is really confusing with reference to Mopping Up. "... if the building has multiple Locations, it immediately invokes the effects of Mopping Up ..." Does this mean that when an ALA unit enters an original-Israeli building, it takes its Looting TC, ALL building Locations that it could Mop Up are considered Looted, and the ALA unit suffers the consequences of Israeli units being in the Looted Locations as if the ALA unit had Mopped Up? Yes. Are Building Locations that contain Known Good Order Israeli units still Mopped Up under these circumstances? Yes, the Mop Up is attempted and potential casualties ensued as if the Israeli unit is Unknown. Once a building location has been looted (i.e. Mopped Up or controlled by the ALA player) does it still trigger Looting for subsequent ALA units that enter it? No.

13. CG DRM's. The CP Replenishment modifier under the ALA is listed as NA. Does this mean that until the Arab Legion shows up (after CG 4), the ALA doesn't get CPP's in the Refit Phase? No Or do they roll with a 0 modifier? No Or do they always use the Arab Legion +4 DRM even before the Arab Legion RGs can be purchased? Yes

We're starting the G'48 campaign game (well, restarting actually, the first effort was instructive to both sides in what NOT to do), so these aren't idle questions ...

Q. What is the smoke exponent for the Israeli 6-3-8 squads?

A. One smoke grenade icon = exponent of '1'. It is to the left of the 6-3-8.

Q. If the Israelis are supposed to be German-colored, the color match is poor. If they aren't supposed to be German-colored, then they are missing 1/2" and 5/8" Concealment markers, and the German SW used in some scenarios are going to show rather obviously.

A. The 4-color printing process is under control by no one 100% - witness purple Germans and going back further those amazing counters in COI. The counters are considered to be acceptable from a color gamut standpoint and the card-stock core is matched to the 'older' dark cardboard core so they are not a dead give-away (i.e., many wargame companies use that fancy, thinner 'white core' for their counters now).

Q. Israeli Ordnance listings 1 & 2, 2" & 3" MTR, there are no dm counters for the homemade version - can they be dm?

A. No.

Ordnance listings 3 & 4, 120, 120 (H), 160 MTR, listings omit the 'no dm' notation

A. Noted.

Ordnance listing 8, 76* Napoleon, appears to be the same gun as French Ord. Note 9 (65 M mle 06), but is missing the 'h-d' notation from the back of the counters.

A. Answer coming.

Q. Ordnance listing 9, 75 ART, should be "Krupp", not "Krup"

A Krup is correct.

Q. Ordnance listing for the 75 ART mle 1897 is given as 12, but is actually missing - Hispano-Suiza is 12, etc., and there is no 16

A. Answer coming.

Q. Ordnance note 5 refers to the Davidka as exploding, doesn't mention the Parosh, but both have the notation on the counters and in the listing... does the Parosh also explode on a malf 11-12, colored dr=6?

A Yes.

Q. Ordnance listing 12, 20L AA Hispano-Suiza, in the ASL listings (British Ord. Note 20) these guns have a limbered side .

Q. Vehicle listing 3, H39(L) LT, listing shows 4, there are only 3 - but there is also one H39, with no listing for it.

A. There are four total; 3 x 'short' gun and 1 x 'long' gun.

Q. Vehicle listing 5, M4A2, listing shows ROF 0, ctr shows ROF 1;

A. ROF = 1.

Q. Vehicle listing 6, M4A1-K, listing shows ROF 0, ctr shows ROF 1; listing shows # 1, actually 2

A. ROF = 1.

Q. Vehicle listing 7, Sherman 1B, listing shows it as M4-105, that's the Sinai '56 version, the G'48 version ctr calls itself Sherman 1B (confusing because the only differences are the B# and the Sherman 1B's lack of a gun before 2/49)

A. Gun may not be used before 2/49 and note B#. Otherwise same tank and counter used.

Q. Vehicle listing 12, Daimler AC, ctrs are missing the white dot for small target status; vehicle 2 ctr shows a class C gun, listing & vehicle 1 have class B guns.

A. Noted. We'll be providing a new counter with our next release that includes 5/8" counters.

Q. Vehicle listing 15, M3 ht, listing shows 9, actually 10 ctrs;

A. We added an extra, you are correct.

Q. Vehicle listing 17, M3 FT, shows as having a low Ammo X9 - I assume this is an error, it is simply an X9

A. Correct.

Q. Vehicle listing 21, M3 AAG, the counter shows it as M9 AAG; listing has it non-turreted, ctr shows it Slow Traverse

A. Counter is correct.

Q. Vehicle listing 23, Carrier A & Carrier B, listing shows them as Open-Topped, ASL (British Veh. Note) shows them as Close-topped but always CE

A. Add to note in GENESIS 48: "White movement arrow for these AFVs signify Closed Topped but always CE status."

Q. Vehicle listing 24, Jeep & variants, shows the ATR Jeep as open-topped, actually unarmored

A. Add to the note in GENESIS 48: "This vehicle is Unarmored but not

considered Open Topped."

Q. Vehicle listing 26, 1.5 ton Armored truck, listing says close-topped, ctr says open-topped

A. It is a Closed Topped truck. We shall provide a new counter as per my answer above.

Q. Arab - Arab Vehicle & Ordnance listings do not give the # of counters of each type

A. Correct. We'll supplement this table at our website shortly.

Q. Vehicle listing 3, Locust LT, listing says British, cntr shows British, notes says American, I believe the Locust was an American-built vehicle.

A. You are of course correct - provided to the combatants and maintained formerly by the British buy built by Americans.

Q. Vehicle listing 24, Staghound I AC, listing indicates it has sM6: the French-colored counter does, the Soviet-colored counter does not have such a notation; also, listing says truck-type MPs, ASL British Veh. Note 54 has it AC type MPs.

A. No sm is correct. Yes on the AC movement type.

Q. Vehicle listing 35, Lorraine 38/65, indicates HE only, ctr doesn't show it.

A. HE only is correct.

Q. Vehicle listing 36, sIG II SPA, has the B# in Italics - probably supposed to be BOLD for Low Ammo status.

A. Yes.

Q. Sinai '56 Israeli Ordnance listing 4, 120 MTR, listing shows B11, ctr says B12; listing shows S8, ctr says S7; claims there's 2, actually only 1; ctr says no dm, listing omits

A. Counter is correct for all.

Q. Ordnance listing 5, 57L AT 6 pdr , listing shows ROF 2, ctr shows ROF 3; listing says HE5, ctr says HE7

A. ROF = 3; HE = 7.

Q. Vehicle listing 1, M4A2, claims 2, actually 3 in game; listing says B12, ctr shows B11; listing gives a 4 FP AAMG, only vehicle 3 has this.

A. B #11 correct. Only one is provided with the AAMG.

Q. Vehicle listing 2, M4A1-K, claims 1, actually 2 in game
Vehicle listing 3, M4A3, there's only one in the game, but it has ID#4

A. Correct on all.

Q. Vehicle listing 10, M# ht, claims 2, actually 10 in the game

A. Correct, a typo.

Q. Vehicle listing 11, M3 B .50 cal HMG ht, listing shows S6 Ammo, this CANNOT be correct ...

A. No, typo.

Q. Vehicle listing 12, M21 MC 81* MTR ht, claims 2, no such counters in the game. Also, per ASL US Veh. Note 33 & '89 Annual errata, M21 should have a red CS#, range 3-75, and an Inf Crew.

A. One 81mm mortar HT fits all; 'M21' nomenclature did not make it to the counter. Use the M3 'C' counter provided.

Q. Arab '56 Vehicle listing 5, AMX-13 MBT, cntr appears to be missing its white dot

for small target status

A. It is on the counter, just very small.

Q. Vehicle listing 11, Humber IV AC, none included in Genesis '48, none in ASL in Soviet/Egyptian colors

A. This will have to be added as a new counter as per my above notes.

Q. Vehicle listing 12, Staghound AC, listing has the vehicle as truck-type MPs, ASL British Veh. Note 54 has it AC type MPs.

A. Correct.

Q. Vehicle listing 13, M9 & M9A1 ht, none included in Genesis '48, none in ASL in Soviet/Egyptian colors

A. Provided in Brit colors. We'll add them also if they are needed or use British counters.

Q. Vehicle listing 14, Loyd Carrier - none included in Genesis '48, none in ASL in Soviet/Egyptian colors

A. Once again, use British counter if you need one of these.

Q. Vehicle listing 15, White SC, as this is the same vehicle found in ASL American Vehicle note 39, I assume that the MA is 12.7 MG (the LMG having gone missing), and that since the PP capacity is raised from 9 to 13, the vehicle no longer comes with an inherent HS.

A. Yes to all.

Q. Vehicle listing 16, BTR-152, towing letter is lower-case in listing

A. OK.

Q. Vehicle listing 17, 3/4 ton American truck, listing shows the vehicle as being Very Small Target, counter shows it Small Target, US Vehicle note 55 shows it as a Small Target

A. Small is correct.

Q. Vehicle listing 17, Jeep American, listing shows it having a B12, counter shows B11.

A. Counter is correct.

Scroungin' ASL News #24 ("Rolling Thunder") Board configuration should read: "Only hexrows S-GG on boards 11/16/17 are playable".

CH #63 ("March of the Mastadons") Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged.

CH #64 ("Race for the Bridges") Inherent Crews in HT may not Voluntarily Abandon their vehicles and no HT may be Scrounged.

Operation Compass/Wavell's 30,000 General Notes

1. All references to "light" breeze = "Mild" Breeze.
2. In all scenarios that state a *Convoy* must enter on a particular hex, it may enter on/within two hexes of the listed hex and no mines may be set up within six hexes of a hex a Convoy is eligible to enter on. For Convoys, LOS is considered to continue offboard. Any scenario using Convoy Rules may have any Convoy of > 10 vehicles split into small Convoys of <= 10 vehicles each (EX: Graziani's Advance).
3. In any scenario with a Special Rule stating Aircraft are Recalled after dropping their bombs, replace with "after using any armament."
4. Cloaked truck Passengers lose their Cloaked status for *any* Concealment Loss Activity, not just the actions listed on the scenario cards.

Q. Most of the scenarios contain Universal "Bren" Carriers in the Commonwealth OB. But it does not clearly indicate in those scenarios what form the inherent Half Squad should take, either the 247 HS or the 248 HS.

A. Use 2-4-7 HS in all cases unless stated otherwise.

Operation Compass/Wavell's 30,000 Scenario 109 ("Frontier Raid")

1. What are the ammunition types available for the Italian OBA?

A. You will find this information on Page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition.

Operation Compass/Wavell's 30,000 Scenario 112 ("Frontier Raid II")

1. What are the ammunition types available for the Italian OBA?
 2. What are the ammunition types available for the British OBA?
- A1-2. A. You will find this information on Page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition.

Operation Compass/Wavell's 30,000 Scenario 114 ("Surprise at Nibeiwa")

1. SSR4 refers to the concealment of 8 Italian units. There is no OB given ? for dummies. And some Allied units set up on board. So what exactly does this SSR refer too?

A. Any "?" gain after set up (based on range; LOS) must be ignored for eight squads.

2. What level is the British OBA Observer located at?

A. Ground unless specified otherwise.

Operation Compass/Wavell's 30,000 Scenario 118 ("Sidi Omar")

1. Is the morale level improved of the Italian crews in this scenario?
2. Are the Fighter/Bombers required to drop bombs (and thus leave the -playing area) at any given time? Or are they allowed to remain in play until they drop bombs or the scenario concludes?
3. Do the Fighter/Bombers have a MG armament?

Operation Compass/Wavell's 30,000 Scenario 119 ("Fortress at Bardia I")

1. What is the level of cloud cover for NVR determination?

A. Use 1.11 to determine.

2. If squads in this scenario are Lax by SSR. And crews and leaders are not. Are those crews and leaders Stealthy or normal instead?

A. Normal.

3. Is the morale level improved of the Italian crews in this scenario?

A. No.

4. Wire has to be placed in hexes 30A5 to 30GG5. This is a 33 hex Span. But only 32 wire counters are allocated in the OB. Should a hex be missed or should their be 33 wire counters?

A. 33.

5. There is no crew counter for the mortar in the Australian OB. Should this crew replace the 248 Half Squad in the OB, or be additional to the HS?

A. Replace 2-4-8 with a crew.

6. Why are their 4 radio's in the Australian OB?

A. Ignore the '4'; it is 1.

Operation Compass/Wavell's 30,000 Scenario 120 ("Small Encounters")

1. Is the morale level improved of the Italian crews in this scenario?

A. No.

2. What are the ammunition types available for the Italian OBA?

A. A. You will find this information on Page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition.

Operation Compass/Wavell's 30,000 Scenario 121 ("A Test of Nerves")

1. What does "breaking" in the Objectives mean?

A. If they Malfunction, are Captured or Eliminated for Italian victory purposes.

Operation Compass/Wavell's 30,000 Scenario 123 ("The Bardia Waterworks")

1. What is the radio for in the Australian OB. The Artillery module is provided with an Off Board observer, which I would have said would make the radio a redundant feature

A. May use either. You may need it, you'll see!

Operation Compass/Wavell's 30,000 Scenario 124 ("The Fall of Tobruk")

1. What level is the Italian OBA Observer located at?

A. Ground unless specified otherwise.

2. What level is the British OBA Observer located at?

A. Ground unless specified otherwise.

Operation Compass/Wavell's 30,000 Scenario 125 ("Down the Throat")

1. What type and size of bridge exists in hex 27D7

A. See B6.1. Stone.

2. What about the use of Dummy counters provided in the OB?

A. Remove the 4 x "?" from the Italian OB.

Operation Compass/Wavell's 30,000 Scenario 126 ("Metal at Mechili")

1. Is the morale level improved of the Italian crews in this scenario?

A. No.

Operation Compass/Wavell's 30,000 Scenario 127 ("Stand at Derna")

1. In the scenario Stand at Derna, SSR 4 indicated that vegetation hexes on both boards 9 and 15 exists normally. This does not make it clear if this also includes Grainfields. They would normally be out of season, Is this still the case, Or do they exist in season

A. Grain out of season. All others exist as printed on map.

Operation Compass/Wavell's 30,000 Scenario Beda Fomm #1 ("The End of the Line")

1. Are the depiction of the 2 British 8-1 infantry leaders in the Turn 4 reinforcements correct?, should they instead be 8-1 Armour leaders?

A. No. Yes.

Operation Compass/Wavell's 30,000 Scenario Beda Fomm #2 (The Trap Congeals")

1. What is the SAN for the Italian forces

A. SAN: 0.

2. The OB for the Italian forces says that the Tonini Airborne Regiment has an ELR of 5, and SSR2 says that the ELR is 4, Which one is correct?

A. 4.

3. SSR2 says that the Tonini Airborne Regiment's ELR drops to 2 after "their first ELR failure". Is this change of ELR calculated for each individual unit in the OB? or once one unit has failed it's ELR, All other units ELR in the Regiments OB drops to 2?

A. Any unit, i.e., the first.

4. Which units of the Italian OB have an ELR of 2

A. All except Tonini.

5. What are the ammunition types available for the Italian OBA?

A. A. You will find this information on Page H86 for the Italians; check with that nationality's Ordnance notes to see if that gun can fire smoke or any other special ammunition.

6. What level is the Italian OBA Observer located at?

A. Ground level unless specified otherwise.

Operation Compass/Wavell's 30,000 Scenario Beda Fomm #3 ("Death of an Army")

1. What level is the Italian OBA Observer located at?

A. Ground level unless specified otherwise.

2. What units are actually represented In the Italian OB by the Tonini Airborne Regiment?, In particular which leaders from the OB are in this Regiment?, and thus have a higher ELR

A. Your choice of leaders.

3. The Italian OB lists the vehicle "Autocarri L Truck" twice. Once with 4 units and then the other with 6. Should their be 10 units of this type in this scenario?,

A. No.

If not should their be some other unit represented instead?

A. No.

And if this is the case, how many Autocarri L Trucks should their be?

A. Not the case; 10 x Autocarri L Trucks (substitute other counters to 'be' them if you don't own enough).

4. Can the 10-2 Armour Leader that is in the British OB (106th Lancashire Hussars) direct the fire of the 2-pounder Portee even though the unit is not an AFV?

A. Yes.

5. Is the 2-pounder Portee in the OB a 37mm Bofors Portee instead, as represented in the other earlier scenarios

A. No.

GENESIS 48 #13 ("The Monastery") GENESIS #13 refers to Building J27 in the Israeli setup conditions. There is no building in hex J27. What building does "J27" refer to?

A. J26.

PB-CH [F] ("Bedlam Bridge") What happens if the British player totally rubbles a building with his rubble counters? It ceases to be a building, and according to the Objectives it's buildings that the German player scores VPs for controlling. Can ex-building rubble hexes count as well? (Presumably, rubble created by Special Rule 4 would not.)

A. Yes.

Also, in order to score control VP for building hexes, must the German player actually have units in those hexes? Simply controlling those buildings/hexes isn't sufficient?

A. Control will add them to the German VP total.

Rout Pack III #8 ("Another Damn Bridge") The American OB shows a M36B1 on the art work and nomenclature but shows the MF and armament for an M18 Hellcat.

A. M18 is correct.

CH #97 ("Final Crisis at Blackpool") Add the following Special Rule: The pond (waterhole) at 39S10 is flooded. In the Japanese balance provisions a HMG is added, but without the necessary 2-2-8 to man it. Add the 2-2-8. The designer suggest the following changes to better balance the scenario: 1. Change the 2 447's in the reinforcement group with the 9-2 to 2 338's.
2. Remove the SSR that states that 447's have Gurkha capabilities.
3. Add an SSR that states that the 9-2, the 648's and their resulting half squads, and 338's have Gurkha capabilities. (No other units do)

Euro Pack #81 ("Katukov Turns The Tables II"):

1) SSR #1 next to last sentence should read: "Vehicles with low ground pressure pay normal MP";

2) SSR #4 suggests only 2 Russian T26s tanks but the OB calls for 4.

A. There should be 4.

3) SSR #5 lists hex 18Q6 twice for shellholes.

A. Ignore the second listing.

Hell's Bridgehead Map Correction

1. The arrows in the northwest corner of the map that designate where the Russians may enter for each CG are reversed - for CG1 is between hex A1 and LL0. For CG2 it is between A8 and K1. The CG Rules are correct.

2. All brush hexes between A26 and D26 (seven hexes total) should be treated as marsh hexes.

3. Optional: Place Overlay X7, treated as wooden, in hex JJ9. Place a Rubble Counter in this hex for CG II. This is the "Kursk Blues Cafe", infamous in playtesting.

4. Historical note: The village name of Krasny Oktabyr printed in hex M26 is actually Kliuchi. The village of Krasny Oktabyr is partially represented by the cluster of buildings south of the Psel River.

Scenario CH 3 ("The Green Hell") ABS HANDICAP should read:

US3-US2 + replace the Japanese 9-1 leader with a 10-2.

US2-Decrease CVPs in the VC to 18.

US1-Replace a 6-6-7 squad with a 6-6-6.

J1-Increase US SAN to 4.

J2-Increase the scenario length to 7.5 turns.

J3-J2 + replace the US 9-1 with a 9-2.

Scenario CH 4 ("Steutzpunkt Vierville")

1. The direction arrow is currently pointing toward the EAST edge. North is toward the top of the page. This will fix the US being able to enter right next to the beach on Turn 1.

2. The Be5 overlay should be placed Be5: 5O5-5O6 on D7-D6

3. SSR 4 should read: Tanks may not enter a Level 1 hill hex from any Level 0 hex that is west of hexrow I.

Scenario CH 7 ("Prelude to Breakthrough") There should be 16 German concealment counters.

Scenario CH 8 ("The Predators") Special Rule #5 on page 16, Infantry Category B is a Russian HMG and a .50cal HMG. A total of two machine guns are available to the Russian player choosing this category.

Scenario CH 9 ("Breakthrough to Kozani") Special Rule #1 should read "EC are Moderate with no wind at start. Kindling fires is NA."

Scenario CH 25 ("Land of the Khan") The Japanese set up should reference SSR 5, not SSR 4.

Scenario CH 37 ("Forgotten Years") The sand dunes are low.

Scenario CH 53 ("At The Crossroads") Replace the entry instructions for the 4th Division with the following:
 "Elements of the 4th Division, Soviet Konarmiya Army enter on Turn 1 on/-adjacent to hex 43Y1."

Scenario CH55 ("Lighter Than A Feather") The name comes from that most Japanese of sayings: "Duty is heavier than a mountain; death is lighter than a feather."

1) The Marines set up in hexes numbered <=4.

2) Yes, the Japanese Cave Complex is double normal size, i.e. "<= 4 hexes from 15AA6".

Scenario CH 56 ("The Stalingrad of Kursk") Replace the history section with the following:

Ponyri, Russia, July 9, 1943: Among the many fierce battles of Kursk some of the fiercest fighting occurred around and in the tiny agricultural village of Ponyri. The fighting was likened by both sides to a miniature Stalingrad. Along the railway running from Orel to Kursk its importance was a collection and distribution point for the collective farms in the vicinity. For 6 days this village became the focal point of immense efforts by both sides. Units of the 292nd Infantry Division had captured the railway embankment on the opening day but the struggle for control of the settlement was sucking in large numbers of German units. To support the 292nd General Model fed in the 9th & 18th Panzer and the 86th Infantry divisions. The Soviets responded in kind, feeding in more artillery, mortars and howitzers. In Ponyri itself, ferocious hand-to-hand fighting took place with heavy fire support from tanks, artillery, and SP guns, as both sides contested the village. From July 6-9 a see-saw struggle for control of the schoolhouse, tractor depot, railway station and water tower took place. German massed tank attacks impaled themselves on minefields and were shattered by the massed fire from T-34s, anti-tank guns, and tank hunting units with their anti-tank rifles and Molotov cocktails. Although the Soviets were suffering frightful losses their defenses were fulfilling the purpose for which they were designed. The task of Bleeding the Germans white was achieved.

Scenario CH 57 ("Yad Mordechai")

1) SPECIAL RULE #4 should allow the Israelis to deploy and recombine without a leader. [CHw] {Corrected in later printings. SR}

2) All minefields are Known.

Scenarios in Critical Hit Issue 4 and later All AFVs listed in CH scenarios using the new clip art use OPTIONAL MG ARMAMENT by SPECIAL RULE #only. For those confused by the lack of MG designations on the scenario cards, any armament listed in Chapter H notes as "Opt." are only available by Special Rule.

Scenario CH 73 ("The Stand Off") The Weapons Pit counter depiction shows the wrong TEM vs. non-OBA attacks. The TEM is +2 vs. OBA and OVR, +3 vs. Others. The Counter and the rules are correct.

Scenario CH 74 ("Troteval Farm") The printer substituted the German LMG graphics for the British LMG graphics. Use the appropriate British LMG.

Scenario CH 75 ("The Big Cat's Den") The printer substituted the German LMG graphics for the British LMG graphics. Use the British LMG.

Scenario CH 77 ("Drop Zone A") The printer substituted the German LMG graphics for the British LMG graphics. Use the British LMG.

Scenario CH 78 ("The Outskirts of Lemberg") The printer substituted the German MMG and LMG graphics for the Polish MMG and LMG graphics. Use the Allied Minor MMG and LMG. Replace the 4-3-7 in the Elements of the 11th Division with an 8-1 leader. SR #4 makes sD 7, ignore C8.2 reference and just make it 7. Reference in SR #5 to G.2 refers to Brush, Grain and Orchard due to non-PTO nature of scenario.

Scenario CH 81 ("Hard Cactus")

1) The entire board is in play, ignore the shading on the mapboard diagram.

2) Add a radio to the turn one American reinforcements.

3) The single US truck should enter on or after turn 1.

4) The two US T19 HMCs should enter on or after turn 3.

5) The German squads should all be 4-6-8.

Scenario CH 83 ("Jungles of Stone") There should be 8 caves and 2 trenches, not the numbers printed on the scenario card.

Scenario CH95 ("Shambles") Delete the Sherman Fireflies. Increase the number of Sherman V(a) from 15 to 19. Increase the number of Achilles from 1 to 4.

Dzerherzinsky Tractor Works

3.11-.12 As regards 3.11-.12 Leader determination. "For a company or larger unit the CG card will instruct you to make additional leader DR" While the German I notes points this out, the Russian I note does not. It is true Russian companies (I1, I2) get only one leader this way? I understand a 7-0 is supplied as a SW.

A. No. The additional leader is supplied in this case in lieu of the extra DR. The 7-0 is supplied as an "addl. SMC". Note z reads "...the following SW/addl. SMC" and continues, "Guards Rifle Coy - 1 x HMG; 1 x MMG; 2 x LMG; 1 x ATR; 1 x Lt Mtr.; 1 x 7-0. Thus, the note provides a second SMC, the 7-0 to I1. A second leader is then obtained as per 3.12. The Guards SMG Coy, I2, receives one leader as per 3.12. The Storm Pltn also receives one leader as per 3.12, and note I4 also receives a -1 DRM to their roll.

CG TW2 CGSR I2 This rule states that purchase restrictions may be ignored for the initial scenario. But what exactly gets ignored?

Does this mean the purchased units are available immediately? Or that more sections may be purchased, even in excess of the Scenario and CG maximum, but only if purchased for the initial scenario?

A. It's a comparison with CG-TW1, CG SCENARIO RULE I2 (in CG-TW1) to I2 (in CG-TW2), i.e., the German may purchase the previously restricted M2, G1-3 not allowed by I2 in CG I. Our attempt to clarify has apparently confused but that's all it means.

CG TW2 Setup Areas For the Russians in CG II, set up is an area defined on one side along hex row G. The German setup area is "south" of the Russians although the German FBE is West. I am trying to confirm that you actually mean no Germans may setup west

of row G but reinforcements may still enter along there?

A. The Russian set up is delineated as G1-G27-R32-KK23. Replace "south" with "southwest" or "outside of" to avoid confusion.

Debris The debris example art in the rules uses a bad example. It shows hex H28 but the text refers to G28.

A. Both contain debris (a building with debris in the case of H28.).

German Attack The German does not have to buy an Attack Option in the initial scenario.

German OBA Strictly interpreted, the German may not purchase OBA since note a applies to several groups including the 'O' type. If CGI2 is used, then the EXC clause is completely unneeded since both CG use the I2 rule. What is correct?

A. The Germans may purchase OBA. Bring a radio in from off-board, do not add a phone for the Initial Scenario (i.e., on board as Germans enter from off board). No restriction on purchasing an Offboard Observer (O4) for Initial Scenario. Note a reads, "Available for on-map setup on CG day of purchase (EXC: German Initial Scenario)." The EXC simply reminds you this note does not apply for the listed RGs for the Initial Scenario.

German RG note A This note states units as "available for on-map set up on CG day of purchase [EXC: German Initial scenario]."

Additionally CGSR I2 for both CGs states neither side has purchase restrictions for the initial scenario. Do these two rules not contradict each other?

A. No. See above as regards the I2 question and OBA. This question missed the point that this reference simply negated CG SCENARIO RULE I2 from CG-TW1.

Map Gravel Piles are treated as DTW rail embankments, not RB rail embankments.

Map Does the game turn track art work exclude the area it covers from play?

A. Yes. FF35-40 are in play; GG36, HH36, II36, JJ 36 and KK36 are in play.

RB SPECIAL RULE #DTW uses both RB CG SPECIAL RULE #8 (two snipers per side) and 17 (two self-rally attempts per side).

RG Tables

a) Russian Guards Rifle Coy (I1) and German Rifle Coy (I1) RGs should also have 'c' in the notes column.

b) Footnote 'c' should include ATRs as being manned by 127 crews.

c) Add to footnote z: ELR Loss/Gain drn: Soviet I1 -6, I2 -4; German I1 -4, I2-I4 -2.

d) The 'r' footnote for a CG RG does not preclude setting up in Reserve.

Redeployment Use Redeployment Option B.

Russian Entry Can the Russian just enter onto shoreline hex, as if they have boat capability?

A. No.

If they are allowed to move onto shoreline, how many movement points do they have left when do move onto shoreline hex. Perhaps only the edge edge hexes that are not shoreline are available for off board entry.

A. See above. No boats.

Russian RG Table The Russian HW Pltn (I5) comes with BOTH a .50 cal HMG (8-16) and another "regular" HMG (6-12).

Set DC Does DTW use Red Barricades-style Set DCs, that is, they are HIP until the location is searched?

A. Yes, as per O11.6073.

Storage Tanks This references "RB9" but I assume this should be O9.

A. Correct.

Euro Pack #12 "Bloody Christmas" The American Tank Destroyer is an M-18.

Euro Pack #61 "Elusive Armor" The American Tank Destroyer is an M-18.

Gembloux the Feint: "Lost Sentinels" On the German CG card, the German I1 Infantry Pltn. CG Max should read "P12", not "P1,2".

Any AFV is considered a Strategic Location.

Grain is in season (B15.6), and is not treated as Plowed Fields.

Redeployment Use Redeployment Option A.

Scenario GTF1 ("Caught Napping") Make a side note of the tank affected by Special Rule #3, and do not place the Abandoned counter on board.

Scenario GTF3 ("Reluctant Withdrawal") Reverse the two Balances (i.e., the German balance should be French).

CG-GE1 ("The Grain Elevator") Russian reinforcement A2 list a medium tank platoon of 3xKV-1 M40; however the tanks depicted are 3xT34 M41. What should Russian reinforcement A2 consist of?

A. 3 x KV-1 M40. As per PL errata, the textual listing always supercedes the graphical depiction if they vary. [Misc9]

CG-GE1 ("The Grain Elevator") In the German order of battle 4 Flak Pz IV/20 (wirbelwinds) are shown. In the scenario aftermath 4 Flk Pz IV/37 (Ostwinds) are mentioned specifically. Should the Germans have Flak Pz IV/20's or Flak Pz IV/37's?

A. Flak Pz IV/37. [Misc9]

CG-GE1 ("The Grain Elevator") Under the initial Russian OB: A2 NKVD Militia Pltn should be I3 NKVD Militia Pltn; G2 ART Battery should be G1 ART Battery; and O4 Offb'd Observer should be the O2 Offb'd Observer (there is no O4).

CG GE1 ("The Grain Elevator") In the CG E1 Objectives, can draws occur? Should it read, "The Germans win&all stone buildings&" instead of Locations?

A. Yes. No.

German OB it lists, "O4:Offb'd Observer". There is no O4. Does it mean O2?

A. Yes.

Map I notice in some hexes on the GE map building depictions cross over hexsides? Does this make these new hexes Building hexes?

A. No. Building depictions that cross over a hexside block LOS and Bypass movement across those hexsides and have no other effect on play. Note that A9 is a building hex despite the fact that the building depiction 'misses' the hex center-dot.

Map Can you clarify the status of the Grain Elevator (Building I6) hexes I7-I8?

A. Yes. These have a Ground Level and Rooftop Location at Level 2 only. These rooftops may be reached from Level 2 of hex I6. Treat these Rooftops as per O.4B and O.5 for entry and all other purposes otherwise.

Redeployment Use Redeployment Option B.

Russian OB it lists, "A2: NKVD Militia Pltn. X 4". "A2" is the Medium Tank Pltn; an NKVD Pltn. Is I3. Does the OB mean 4 x NKVD

Militia?

A. Yes. Same goes for "G2: Arty Bty.", there is no G2, use G1 instead.

Russian RG Notes I assume Russian Note c also includes INF guns as regards being accompanied by a 2-2-8 crew.

A. Yes.

Jatkosota Counters Finnish Lahti-Saloranta LMG (provided in Jatkosota) The range 7 should be underlined ("2-7") to indicate the availability of Spraying Fire. The depictions on the scenario cards and in the newsletter are correct.

Scenario Jatko #2 ("At The Gates Of Viipuri")

1) Change the reference to board 17 to board 14 in the Russian setup and Board Configuration hexrow limitations.

2) The reference to Board "17" in the Board Configuration hexrow limitations should be Board "14". [CH3.1; CHw] {Fixed in CH Tanks! version. SR}

3) SPECIAL RULE #2 should read "21P7-P8-O8". [CH3.1; CHw]

4) The setup restrictions for the Finnish HIP Elements should be changed to read "... in hexrows with coordinates >= 5". [CH3.1; CHw] {CH3.1 mistakenly has '<='. Fixed in CH Tanks! version. SR}

5) The CH Tanks! version has an IS-2 instead of an IS-2m. The CH Tanks! version has Russian ELR 2 and SAN 4.

Scenario JAK2 ("At The Gates Of Viipuri") The setup restrictions for the Finnish Elements of the 20th Brigade and Er.Ps.K. should be changed to read "... in hexrows with coordinates >= 5".

Scenario Jatko #5 ("Forests of the North") The Germans receive only one HMG.

Scenario 1 ("Ichiki's Mistake") 1) SPECIAL RULE #2 Overlay Corrections as follows: Ef3 should be on Be648-641; Ef1 should be on 35P2-Q2; Ef2 should be on 35X5-Y6. All other overlays are correct.

2) Note on the Mapboard diagram that the Ef1 and Ef2 overlays should be reversed.

Scenario 2 ("Hell's Corner") 1) SPECIAL RULE #3: Paths are Trail Breaks (B13.421). Add the sentence, "Tanks are Not Allowed to enter the stream." They can only cross the river via the sandbar.

2) SPECIAL RULE #7: Use Preregistered rules for this Module (C1.732).

Scenario 2 ("Hell's Corner") Overlays SD8 and SD1 overlap, is this intended?

A. Yes.

Scenario 3 ("Seizing Viru Harbor") 1) SPECIAL RULE #3: May the Japanese AA guns change their CA so as not have a south/-SE hex form part of the CA after setup? Do they have the option to setup in AA mode?

A. Yes, in a fire phase of the first turn of the game. There is no reason to do that since the FB will be gone at the start of the first turn.

2) SPECIAL RULE #6: What if by turn 3 or thereafter there are no surviving Japanese leaders? What phase is the SPECIAL RULE #6 NTC made by the Japanese best leader?

A. They cannot attempt escape. It can be done in the RPh, PPh or MPh.

Scenario 5 ("Meeting Otto") 1) May the 3" Deck Gun place more than one Smoke counter in a Fire Phase, as if it were a mortar?

A. No

2) Is the 2 ROF of the Deck Gun before or after the spotted fire reduction of rate?

A. After, it has a 2 ROF for Spotted Fire.

Scenario 8 ("White Beach I") Overlay Oc104-1053 should be placed on 40O2-N1 rather than 40O1-N1.

Scenario 10 ("Wrong Way at RJ-177") What do two 3-4-8 HS recombine into, a 7-6-8 or 6-6-8 squad?

A. 6-6-8.

Scenario 12 ("Nightmare in Naha") PTO does NOT apply to this scenario.

Scenario 13 ("Saito's Farewell Order") Clarification on SSR3. The NVR does Not change on initial entry, when the Japanese player enters Board 43 the NVR increases by 2, upon entry of Board 33 the NVR will increase 2 more, etc., but the NVR may not increase beyond 6 as per (E1.12).

Leatherneck II Scenario 2 ("Hellzapoppin Ridge") The US force with the crews should have 2 x 81mm. mortars.

Leatherneck II Scenario 5 ("Storming the Point") The LVT4s should have PP value of 39, not 19.

Leatherneck II Scenario 6 ("Second Day in Hell") Japanese OB has 6 crews and 8 weapons requiring crews. Is this intentional or is it supposed to be 8 crews?

A. Yes.

SR 2 Calls for a wooden rubble counter in hex 32E2 and there is a stone rubble counter placed in that hex in the prior sentence. Is the wooden rubble counter actually supposed to be in 32E3?

A. Yes.

Scenario OAF1 ("Smasher Karl' Weidling") Do the German reinforcements enter on turn 1, as per the TO&E tree, or turn 4, as per the entry arrow?

A. Turn 4.

Scenario OAF2 ("The Tiger's Roar") When does the Russian player make the choice between reinforcement groups: before German setup, after German setup, or when they enter on turn 3?

A. Anytime during play.

Do the German Tigers have to enter all on the same edge?

A. No, "and/or" signifies this.

Scenario OAF5 ("Gap at Grunewald") Can the Russians enter anywhere on the south edge east of the canal? The entry arrow is slightly shifted towards board 23.

A. Anywhere.

Scenario PBP1 ("Red Sorghum, Yellow Earth") This is PB1, not PB6.

Scenario PBP2 ("The RHA at Bay") The Germans should have three Pz 38(t)A tanks, not two.

Scenario PBP5 ("US Forces") The Victory Conditions should be read as 5 of the 7 indicated objectives, with entire building K8 being a single objective.

Scenario PBP6 ("Raw Deal") There should be ten American 6-6-7 squads, and ten "?" counters. The US forces should have 1xHMG, 2xMMG, 3xBaz44, 2xDC. {Also the counter art for the Baz44 should have an "8-4", not an "8-5". SR}

Scenario PBP7 ("Piece of Cake") The Russian OB should have 1x 9-1 SMC and 3x LMG (not vice-versa).

Scenario PBP10 ("First to see Will ...") The U.S. Reinforcements enter on the west edge, not the east edge.

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The overlays are at level -1.

Scenario PBP11 ("A Civil War, Not a Gentleman's War") The CH setup graphic on the map could be misunderstood. The text above the unit OBs (saying where to setup) is correct.

Scenario PBP12 ("Soft Noodle") Chinese groups A and B are composed of Conscript 3-3-6 squads, group C is composed of First Line 3-3-7 squads. All Chinese 336/136 MMC are treated as Conscripts (as printed on the ASLO Axis Minor counters).

Scenario PBP13 ("Marked For Death") The French AFV are two AMD-35 Panhard Armored Car.

Scenario PBP15 ("The Road To Mandalay") Burmese 3-3-6's are Conscripts, not Green Troops. Their depiction should have a "C", not a "G", in the upper right corner.

Scenario PBP17 ("Easy Meat") The US Turn 1 reinforcements enter via west edge. Add a 9-1, two 4-6-8's, and a dmMMG to the German turn 2 Reinforcements.

Scenario PBP18 ("Pandemonium") Delete the red 2 under the Japanese 9-0. The Japanese OB should include only three SMC: 10-1, 9-1, & 9-0 (plus 3x448, 3x447, 3x228, 2xMMG, 2xLMG, 1xMTR, 10x?, 2xTrench, 5xFoxhole, as printed).

Scenario PBP22 ("Morire In Belleza") There should be 2x 8-0 SMC, not three, in the Yugoslavian OB. In the Balance (ABS) Y1 should be "Delete 5x ? counters"(not eight).

Platoon Leader 1.0 Rules

PL1.2 OBJECTIVE HEX: May a player declare an already friendly controlled location as an objective hex?

A. No, an Objective Hex is a location that is to be reached by an Infantry unit.

PL1.2 Shift: The word "Shift" is defined, but I could not find any further reference to this word or concept in the rules. Is a Shift part of the game? If yes, then what are the rules pertaining to a Shift?

A. NO. You are correct, this term is defined in 1.2 but there is no call for it in the present rules. Originally there was going to be a process of allowing units to "Shift" from one setup location to another in the same manner as KGP. This concept was dropped at this time due to the very low density and small map area of PL campaigns. It is still being considered as an optional rule at a later date, but for now ignore it.

PL1.5 CAMPAIGN DATA SHEETS: For Historical DRM listed on CDS, does that DRM apply for the side listed as attacker historically or to both sides?

A. BOTH. Originally the Historical DRM was going to be a separate function, but it was then decided to use the separate Leadership, Battle Hardening, etc. DRM instead. Now the Historical DRM is an averaged composite of the forces, manpower and resources available to both sides during the period in question.

PL1.6057 What do you do with units that end the scenario in an LC? Are they retained off-board, or do they go into the nearest friendly set-up area?

A. They go into the nearest (in hexes) friendly set-up area.

PL1.606 It should read "each MMC may portage <= 5PP, each SMC <= 2 PP".

PL1.606 If overstacked, must all units in the overstacked hex attempt escape, or only enough units to eliminate the overstacking?

A. No, only enough units to eliminate the overstacking.

PL1.607 & PL1.6194 There is no Platoon Leader Chapter Divider {in the original PL}. A Chapter Divider was published with Cemetery Hill for PL. {Minor re-wording. SR}

PL1.6111 & PL1.6202 Do the HS that accompany MMG/-HMG/-MTR/-ATR need to be recombined too?

A. Yes, (1.6202) SW are only required to be manned by HS on the CG Period of entry.

PL1.6113 What is the reasoning behind only allowing one leader max per five squads?

A. This only applies if you have selected the Promotion Out-of-the-Ranks option and was used to prevent too rapid a buildup of low-level leaders. The number 5 is an average number from all the LG# potentials and the Avalon Hill CGs. If through normal combat

attrition, you accumulate a better ration of leaders, you may certainly retain them.

PL1.6114 In the second sentence, shouldn't it read, "...ing the DR on the 1.6112 MMC Battle Hardening Table ..."?

A. No. The player must make a choice prior to rolling for leader BH, rather to take the two "free" leaders in 1.6113 or make the DR in 1.6114.

PL1.6114 The first 1.6114 should actually be numbered 1.6113.

PL1.6132 The lowest entry under the drm listings should read "+1 if only non-qualified use possible (A21.13)".

PL1.6133 Should this rule be updated to the equivalent rule in KGP II? "P8.6143 A ... MG may be automatically repaired ... by eliminating a MG of the type that would be given were the disabled MG to be Removed."

A. No.

PL1.6134 If I place a DC in a target hex and the Original effect DR is ≤ 10 , do I retain the DC for the next scenario?

A. Yes.

PL1.6194 CPP Cost: If an RG has a note stating that it is available for On-Map Set-Up on the CG Date of purchase, can it, and no other RG, use this option of On-Map Set-Up for a cost of 2 more CPP than listed?

A. NO. If a unit is noted that it is available for On-Map Set-Up on the date of purchase, that unit, and only that unit, may begin the scenario set-up on-map at no additional CPP cost over that listed in the CDS. Any unit that is not noted as Available for On-Map Set-Up must either be purchased as Reserves, Enter the scenario from off-map, or pay the 2 CPP extra for the privilege of setting up on the map prior to beginning the scenario when it was purchased.

PL1.6194 & PL1.607 See prior entry.

PL1.6194(b) RESERVE SET UP: After Reserve Units are placed on-board and the scenario begins, do these units have the ability to take action? If so, how is this special Cloaking Counter lost?

A. Only after they are activated. Reserve units are activated only by the following:

1. If an enemy (unfriendly) unit enters the reserve unit's LOS and is within three hexes of that reserve unit, that reserve unit and only that reserve unit is activated.

2. Being fired on by any on-board unit from any range [EXC: Snipers, OBA]. (OBA will not activate a Reserve Unit.)

3. Reserve Units are not an eligible Sniper Target.

PL1.6194(b) Would units set up on the map this way (in reserve) also suffer the +2 CPP penalty of 1.6194(a)?

A. NO. They suffer other penalties by being set up in reserve, instead the owner may purchase these reserve units at a lower cost, but there are no assurances that your opponent will attack in such a manner that they will activate and become useful.

PL1.6195 & Campaign Game PLC ("Decision at Safi") Scenario Max: Scenario Max and the Scenario Box (on the PLC CDS) for a US Rifle Platoon differ in allowing the US to purchase 4 per scenario, not counting the Hist DRM. Which is correct?

A. The 1.6195 rule is a default rule that can always be over-ridden by the CDS OB Chart.

PL1.6195 Scenario Max: Are the following Pltns considered Infantry Platoons?

A. Reference the following list of CG, RG ID and answer:

PLA ("Hills of the Arakan") I1 Japanese Assault Engineers: YES; I1 British Commando Troop: YES.

PLD ("Easter at Tobruk") I2 Australian Weapons Platoon: YES; I3 Australian MG Platoon: YES; I4 German Engineer Platoon: YES

PLE ("Frozen Hell") I3 Russian Engineer Platoon: YES; I5 Russian MG Platoon: YES; I1 Finnish Sissi Platoon: YES

In other words are Elite/-Specialized Pltns considered "Inf" Pltns in 1.6195?

A. As can be seen above, all "I" coded units are considered Infantry. This is true across all PL CG now and in the future.

PL1.6196 This states that RG given in the initial OB do not count towards this total, while 1.6197 states that RG given in the initial scenario do. Which is correct?

A. It does seem like this is true, but the purpose on recording all RG (given and purchased) on the Purchase Record is to keep track of Objective Hexes, SW and Leaders rolled for. OB given units do not count towards the CG MAX.

PL1.6202 & PL1.6111 see prior entry.

PL1.621 PURCHASING FORTIFICATIONS: According to the 1.621 table, HIP & Trenches cannot be purchased for Isolated Setup Areas. Since this contradicts RB/KGP tables I would like this confirmed and until such time will assume its an error.

A. This is not an Error. The original premise is that these low intensity CG take place in such a short time frame, that the defending troops would not have time to dig proper Trenches. My original reasoning for HIP was the same since an Isolated unit would be under constant observation by the enemy. It may be that there is a basis for purchasing HIP in any PL CG where the time period between scenarios is greater than 4 "historical" hours. Maybe a player survey is in order?

PL1.621 Purchasing Fortifications: When purchasing HIP for a CG scenario, the notes say that no more than 10% of a side's non-reserve infantry squads [EXC: Japanese]. Does this mean the Japanese can purchase HIP for as many squads as they can afford above and beyond the 10% free or can they purchase HIP for 10% more than the 10% they receive free for a total of 20%?

A. A total of 20% of Japanese squads may be setup HIP (10% free + 10% purchased).

PL1.621 Purchasing Fortifications: Does the Japanese get a Free Cave Complex for every 4 Caves he starts with and/or every 4 Caves he purchases? May he purchase a Cave Complex for every 2 Caves purchased?

A. NO. NO. Cave Complexes must be purchased in all cases.

PL1.623 INITIATIVE DETERMINATION: The CG Cards on the reverse side have a Scenario Time/-Date, Attacker, etc., box. Does the Nationality shown in the box have to purchase an Attack Chit for Days/-Times other than the first scenario?

A. NO, the purchase of an Attack Chit is always optional. The historical information is there for those players that want to play a CG in the historical time frame of that particular battle.

PL1.6241 If a Radio/-Field Phone is in a now isolated location at the end of a scenario, is it now eliminated?

A. If the OBA Module that was assigned to this Radio/-Phone was eliminated, then the Radio/-Phone is eliminated unless another OBA Module is purchased for that particular Radio/-Phone in the very next RG purchase phase. If the immediate OBA Module purchase is made, then the Isolated Radio/-Phone may be selected for that OBA. (A second Radio/-Phone is not received).

PL1.731 Are these drm Cumulative? Are only Russian ski units/-Siberians (not regular Russians) eligible for the -1 drm? Would a Russian Siberian Ski unit receive a -2 drm?

A. YES. YES. YES.

Converting PL1.0 CGs to PL2.0+ ALL 1.0 CGs USE REDEPLOYMENT OPTION B.

All reference to Battle Hardening (1.6114) should now refer to Battlefield Promotion (3.44); SPECIAL RULE #are now FSR; CPP are now CP; FPP are now FP; PL CG SPECIAL RULE #= CG SR; "Scenario" is now referred to as "Firefight"; "determine leaders as per

1.6205" now should read "determine leaders as per 2.36"; "must enter as reinforcements on the CG date of purchase [EXC:1.6194]" should now read "must enter as reinforcements on the CG date of purchase [EXC:2.34]". Intensity Levels determine the maximum number of 'I' type RGs that may be purchased by each for each CG Firefight: 3 for Low, 5 for Mid, 7 for High. For CG A-H below, '*' indicates a suggested update.

PLA Hills of the Arakan RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northeast-Southwest.

The "Sherman VC" should be a "Sherman V(a)".

* Woods-lines are not Strategic terrain in this CG.

PLB Counterlanding at Koromokina Lagoon * Woods-lines are not Strategic terrain in this CG. For the Initial Firefight only, any Japanese-occupied Beach hex not adjacent to a hex with a Marine in it is considered a Strategic Location. {Minor editing. SR}

Is there one specific east edge hex used for Entry/-CG Victory Conditions, or is it any Hex?

A. Any Hex.

PLC Decision at Safi French RG purchased as Reserve must set up >= 6 hexes from the beach in the first CG date. {Reserve activation superseded by previously listed PL1.6194(b) Q&A from CHw. SR}

Pier Locations are Strategic Terrain.

PL1.6195 See entry under "Platoon Leader 1.0".

PLD Easter at Tobruk SPECIAL RULE #C2 Does the wadi lose HIP as soon as a German unit gains LOS to it?

A. Yes, providing the German unit is a "known" SMC/MMC on foot. Night vision in a BU AFV was a very chancy affair and extremely difficult to the driver.

RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast.

SPECIAL RULE #C2 May a German MMC "probe" the wadi to find the deep end?

A. Yes, use the Minefield Clearance rules [A24.74].

PLD Easter at Tobruk SPECIAL RULE #* Add Note A & P to Foxholes in the Fortifications Available for purchase chart (for Historical reasons. Blasting was usually involved to make such holes in the rock)..

PLE Frozen Hell (Original version) 1) RG Note p - Delete Barrage alignment of North-South and replace with Barrage Alignment Northwest-Southeast.

2) Russian Engineer units come equipped with 2 DC.

Considering the Scenario Max, why do the Russians have a selection of 26 Pltns when only a maximum of 15 is possible to be purchased? For player options?

A. The OB in this case was used to represent the wide variety of Russian troops used in the Winter War and is reflected in this manner so that the Russian player has a wide choice in forces. Therefore the answer to part two is ... YES.

PLF Arakian Rose * Woods-lines are not Strategic terrain in this CG.

PLG Cemetery Hill This CG will soon be re-released with a new map and several other changes.

(1) Change "In Commonwealth area (SPECIAL RULE #C4)" to "In Commonwealth area (SPECIAL RULE #C3)" in the Initial Allied OOB.

(2) The German Reinforcement Group Table RG I5 lists a 10-2 SMC while note L lists a 10-3 SMC. The 10-2 is correct.

(3) Greek & N.Z. Reinforcement Group Table RG O1 lists "Scen Max 1, CG Max 30". The CG max should be only 3.

(4) German troops may only enter by Glider during the Initial Scenario and entry via Glider and Paratroop is only allowed during the Initial Scenario.

PLG Cemetery Hill Campaign Data Card

(1) Clarification: Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CPP to set up On-map as per 1.6194. Also, Commonwealth and Greek units independently control CTHC, and establish independent MLR. Greek and Commonwealth troops treat their Allied MLR as uncontrolled. Allied Purchased RG must set up in their respective areas (i.e. Commonwealth or Greek areas) and pay +2 CP to set up On-map during the 2.34 segment of the Reinforcement purchase step.

(2) Initial Allied OB: The allies receive 1 x N.Z. MMG and 1 x N.Z. 2-4-8, delete the "RG" from in front of these two entries.

(3) RG Costs Chart: The following RG cost the amount of CPP indicated: German I2: 5; German I3: 8; German I4: 4.

(4) The German Glider HQ Platoon (I5) receives a 10-2 and a 9-2 leader, not a "10-3". {Not in latest version on CHw SR}

(5) Add to Note "v" the following: German gliders may carry a 5/8" counter. Each glider may carry the following: its normal PP capacity OR one SdKfz2 + one 5/8" gun counter + one 2-2-8 crew (the E8.1 restriction DOES NOT apply). The German may add enough Glider counters to his OB for scenario #1 and for ALL RG which enter in Gliders [EXC: NO Glider may enter empty].

PLH Frozen Hell (CH vol 5/1) *Note b: Clarification about Finnish LMG, use Allied Minor or Jatkoska counters.

*Note l: -change "Determine Leaders (SMC) as per 3.12- .121." to "Determine Leaders (SMC) as per 2.36- 2.361."

*Note r: - change "[EXC:3.9 - 3.91]" to "[EXC: 2.34 - 2.341]"

Pointe du Hoc Rules BAR Gunner Only a Good Order, un-wounded BAR Gunner may Recombine into a squad. A BAR Gunner may not Recombine in any other combination other than 2 x 3-4-7 + 1 x BAR Gunner = 7-6-7 Ranger Squad.

Paragraph 2.3 Line 1 "H15" should be "HH15".

Paragraph 2.5 Line 3 "(EX: Hex CC17..." should read "(EX: Hex GG17..."

Paragraph 2.51 Line 5 "GG18" should be "GG17" and "arrow" there are no arrows.

Line 6 "GG17" should be "GG18".

Redeployment Use Redeployment Option A.

PdH3 ("Nowhere to Run, Nowhere to Hide") The US set up should read, "...set up <= 10 hexes from hex KK13 [EXC: OO13, GG5 and HH4]" to add GG5 and HH4 to the hexes the US cannot set up in. Board Layout should read "(Only hexrows N-RR are in play)".

PdH2 ("Road Warriors") Objectives should read "paved road (S6 - O21)" not "paved road (T6-Q21)".

PdH5 ("Rangers Relief") Reference to P28 in Ranger entry area and Objectives should be N28. The reference to "within ten hexes of OO13" is clarified as meaning EE12 and thus the Objectives should be interpreted as N28-EE12.

Sunrise Bridge CG Redeployment Use Redeployment option A.

The 1) Add to the end of Initial SPECIAL RULE #14 "British units may also enter by Glider if G types."

2) German unit I4 receives 1 x HMG, 2 x MMG.

3) Ignore Note "x" on British unit A1.

4) British unit I3 receives 1 x HMG, 1 x MMG.

Scenario Rout Pack I #2 ("The Glory Road") The scenario is dated in 1942. However, the original Rout Report version was dated in 1941. Which is correct?

A. 12 December, 1941 is correct.

Scenario Rout Pack I #8 ("Victoria Cross") The scenario length is 7.5 turns.

Scenario Rout Pack II #3 ("Distinguished Service") Although not an error, the German HMG should be exchanged for a second MMG for better balance.

Scenario Rout Pack II #5 ("Brandenburger Bridge") The German setup restriction of ">= 2 hexes" should be "<= 2 hexes". The Germans also start with Control of the two victory hexes.

Scenario Rout Pack II #8 ("Riding Shotgun") The 8th Armored Recon elements should enter "& on the North, South and/or WEST &".

Scenario Rout Pack II #9 ("He Who Hesitates") Change MkIIIL's to MkIIIJ's; change MkIIIG's to MkIIIH's and change the SdKfz 7 with Pz. Regt. 5 to a SdKfz 11.

Ruweisat Ridge CG, Rules and Map

British CG Card The 40L/-57L ATGs for the British mention portees in the notes column. Do they come with their own transport ala the Germans/Italians?

Q. This is correct. They get the vehicles as per the vehicle notes.

CG Data Card Notes Note C mentions that HMG/-MMG/-ATR/-Lt Mtr/-etc. comes with a 247 HS. Does this include the random SWs received?

A. No.

Counters Counter card is meant mostly for captured vehicles in the correct color and are replaced with any wreck when knocked out, as RG purchases are limited by the CG Card, not the counter mix.

German Force Are the Germans in RR considered Elite for Special Ammo Depletion purposes?

A. No. They barely had ANY Ammo never mind extra stuff at this point.

Map 0621 is at Level 0, Hex 0620 is at Level 1, with two level 1 hills at 1224-1225-1324-1325 and around 0222; Level 1 (most of map); Level 2 (first hill level); Level 3 (Pt. 63).

British RG British groups A9 and A10 say 3 x dr on table A7 and 5 x dr on table A8 respectively however those tables are a single dr.

A: Use the tables as written - one dr each for A7 and A8.

British RG O1 O1 and O2 should be listed as "76mm MTR OBA" and "88mm OBA."

CG Note 'b' This should be "I1 +1", not "I2".

Counters Counter card is meant mostly for captured vehicles in the correct color and are replaced with any wreck when knocked out, as RG purchases are limited by the CG Card, not the counter mix.

Map 0621 is at Level 0, Hex 0620 is at Level 1, with two level 1 hills @ 1224-1225-1324-1325 and around 0222; Level 1 (most of map); Level 2 (first hill level); Level 3 (Pt. 63).

Movement Do all hexes use Chapter F costs?

A. Yes.

OBA All three nations may buy Pre-Reg for their OBA with the values listed as Italian O4.

Table A5 Should read "Make 4 dr's per Truck platoon purchased".

Table A9 Delete the word "Truck".

Redeployment Use Redeployment Option A.

Firefight Alamein #1 ("Rommel Is At The Gates") Per FSR2, small target-sized Guns may be moved between any trench hexes the Allies set up on Pt.63.

Firefight Alamein #5 ("Rommels Sunset") The entry requirements for the NZ reinforcement on Turn 3 should read "4408 or 4417".

FSR #1 examples: Deir: 4017; Sand: 1902; Note FSR #1 EXC to F7.31 Bog Checks by vehicles (Sand Dunes: 2802/2803); Brush: 0504, Hammada: 0710.

FSR #7 This should read "[EXC: 4410-4413 are NA]".

FSR #15 Note that this only applies if the SMC is granted HIP by FSR or CG purchase.

FSR #15 Should read Craggs may be used for HIP placement and are considered Concealment Terrain for Dummy placement. However Craggs are not Concealment Terrain for "?" Growth.

Scotland the Brave I CG and Rules

British CG Card Line G1, Battalion AT Gun section, the words "[2-2-8 + 6 pdr AT]" should be bracketed.

German OBA If the German buys OBA in CG dates 2 and 3 does the observer set up on board (as implied by note o) or does he enter from off board?

A. Like other RGs, the leader and radio may set up onboard or offboard. I am sorry if the wording of note "o" ("one on-board leader") is confusing; I intended only to mean that this was NOT an Offboard Observer!

Scenario StB 9 ("Orders For The Major") The "Remnants of A, B, and C Companies" force should not have two of each leader; the 2s should instead appear under the PIAT, LMG, and MTR illustrations. (The scenario has now been playtested as printed and found not to suffer, indeed some players prefer the printed version, to the Designer's great annoyance!)

Scotland the Brave News Early copies of the Scotland the Brave News sheet insert incorrectly stated that a LOS exists between T17 and T23. This is of course incorrect; follow B13.6 and the StBI Terrain Notes.

Scotland the Brave II CG and Rules

CG3 British card The last line should end "Churchill MkVI" (not "MkV")

CG3 "Initial British OB", last line should read-

Plus 30 CP (not 25, the CP Allocation Table below is correct).

Map Hex I31 should be open ground; the building should be in I32. Hex I31 should be Open Ground. This is a detail that can be ignored with no detriment to game play and is presented for 100% terrain accuracy.

Map For anyone who has difficulty seeing the wall hexsides, these exist between:

F21 - G21 to G22 - G23 (5 hexsides)

F32 - G32 to G30 - G31 (5 hexsides)

J32 - K32 to I34 - I35 (7 hexsides).

For those who have difficulty seeing the crest line between I1 - J1 and U14 - U15, simply run a black ball-point pen along this line (as many ASL players have already done with crest lines on the KGP maps).

Miscellaneous Fontenay le Pesnel was misspelled.

Overlays The free replacement overlays on the StBI map need a 105% enlargement to fit the StBI map perfectly.

Stonne 1940 CG Rules and Map (NEW CG CARDS AND PLAY AID INCLUDED IN CH MAGAZINE VOL 6/2)

Counter Art: Any counters depicting '4-4-7' squads are 4-3-7 squads.

Attack Option According to the CG card, the Germans are limited to 4 attack options; French 3. The purchase of an attack chit is not listed on the RG card. Is the attack option simply selected or must it be purchased?

A. Simply selected.

CGSR 19 My MLR is basically all along the plateau hill line with a portion of the plateau around C9. For deployment in the next fire fight can I put vehicles in this area of plateau even though they have no legal route there [woods, mined sunken road and entry D]?

A. Set up is in ACCESSIBLE locations - the locations are not accessible to vehicles since the path of hexes leading to the Friendly

Entry Areas is through terrain impassable to vehicles (Woods, -CGSR19).

CGSR 26 The SW is received if the final dr is <= 4.

CGSR 26 Do the initial fire fight CP suffer from the reduction DR?

A. Yes.

CGSR30 Is the Tank Type dr per unit or per Platoon?

A: Per Platoon (with CGSR 30.1 on countermix limitation).

CGSR 31 Do the Initial Firefight CP suffer from this reduction?

A. Yes.

CGSR 35 The initial OB granted by the scenario is restricted to areas A, B, C and/or the road running from D0 to P7. Although additionally purchased RGs may utilize area D for a price, any RG listed in the initial OB as well as any RG purchased with the 34 CPs is restricted to the same Entry Areas A, B, C or road D0-P7 for the Initial FF.

CGSR 41 How does the Initial Firefight attacker get decided?

A. There is no ATTACKER/-DEFENDER in the INITIAL Firefight since (as stated in CGSR 41). VCs are not based on the Dual Attack or Side Assault terms but on the Initial Firefight Objectives found on the CG Card.

CGSR 43 Change "15AMa" to "15AMb".

CGSR 44 Is this table used for officer replacement? With it there is a good chance that the French get 8 officer upgrades in the RePH!

A. Yes. True!

Consolidated notes for CG Cards A French observer at level 6 cannot see a great deal, German obs at level 5 even less?

A. Quite normal due to the fact that Stonne is the highest elevation within a 12 kilometers radius (hence its importance as artillery OP.). [Misc17]

Consolidated note I for CG Cards Are French leaders received at 1:4 squads or 1:3?

A. 1:3.

Consolidated note I for CG Cards Delete "Fully-Trackd".

French CG Card What is the French CPP for FPPs? The card lists 4 max per FF but 2 max per CG and this is obviously incorrect).

A. 1 CPP - 2 max/FF - 2 max/CG. The 4 max is for a future CG III. [Misc17]

French CG Card The entry for M2 should have: 1 CP - 2 max/FF - 2 max/CG.

Contrary to standard PL rules, French mines cost 8FP/AP Factor and 20FP/AT Factor.

French OB Is the French AMR ZT3 in the Initial Firefight OB part of the triangle parent unit (and thus withdrawn at the end of 15 PMb)?

A. Yes.

German CG Card Are I9 (Assault Eng Coy) and I10 (Arm Aslt Eng Coy) really composed of 338's?

A. Yes.

German CG Card Are the Germans allowed to buy FPP?

A. No fortifications for the German.

IFSR 1 The LV is for the first five turns.

IFSR 3 Does the these French receive free HIP?

A. Yes.

Map K7 is different level on play aid from map. What level are the woods in C6, M7, E4, E5, F4, and E5?

A. The crest line is too close to the hex center - K7 IS level 6. Here is a listing of the Levels along the Bois-De-La-Grande-Cote:

Level 6: A4-B4-C5-D5-E5-F5-G6-H6-I7-J6-K7-L7-M8-N8-O9-P8

Level 5: A3-B3-C4-D4-E5-F5-G5-H5-I6-J6-K7-L6-M7-N7-O8.

Level 4: A2-B2-C3-D3-E4-F4-G5-H4-I5-J5-K6-L6-M7-O7.

We urge players to take a sharp black pencil and to draw the Crest lines along these hexes. You'll see that there are a few double-crests. For better viewing of the above, print the free Stonne Player's aid available at www.CriticalHit.com.

Redeployment Use Redeployment Option A.

Withdrawing When both sides have to remove units in about the 3rd firefight do we use side records to indicate how to deal with vehicles?

A: Yes.

Arnhem: The Third Bridge CG, Rules and Map

548 MMC The German OB for many of the scenarios, as well as the CG, provides 548 SS squads, that is they are identified as being SS. Do counters get an underlined Morale and a higher broken side Morale?

A. No.

ELR The 658 and 548 units are SS and get Elite ammos status (C8.2) and the higher ELR, usually 4 or 5. All other units (usually 447s) get the lower ELR, usually 3.

MAP What are the circled numbers on certain buildings for?

A. They indicate the key locations (and TVP) for the CG. They also show casual observers the layout of the historical British perimeter, building by building.

MAP DEPICTIONS says that stray building parts do not block LOF/-LOS to/-from a building if they are part of the same building. Does this include an LOF/-LOS traced directly along the hexspine? For example:

* Is there LOS between CC19 and DD17?

* Between I10 and K10?

* Between M4 and O4?

A. Each of these is blocked. Remember that the rule of thumb on all of these LOS questions is common sense - of course you can fire from N3 to N5 but L4 to N4 is clearly intentionally blocked.

2 This says that stray building parts deny Bypass along their hexsides. This is clearly logical for the building that the stray part belongs to. But may a unit Bypass the obstacle that does NOT cross the hexside? For example:

* Can a unit move from L5 to M7 by Bypassing the L6 building along the L6-/M6 hexside?

* From I10 to K10 along the J9/J10 hexside?

A. In both cases infantry could, but a vehicle could not.

2 Can a unit perform "Rowhouse bypass" by way of a vertex which is covered by the building-depiction/black-bar, such as:

* Vertex N7/-O7/-O8?

A. due to the depiction, they would have to enter O7 for 1 MP.

* Vertex X6/Y6/Y7?

A. The unit would have to enter X6 or use 'rowhouse bypass' on the east side - Y6-Y7, where the black bar doesn't extend past the vertex.

2 If LOS traced along the hexspine of a stray part is not blocked (per the above question), does the presence of a black bar cause it to become blocked? For example:

* Is there LOS from P19 to R19?

A. No.

2.814 EX Regarding the Narrow Road EX (following the 2.814 section), can you check it for errors and also explain it in more detail?

A. The example is correct. It helps to think of these roads as not having buildings.

2.814 EX using the Narrow Street example, if a HIP AT Gun in G6 (CA at F4) wants to wait until the vehicle has spent >3 MP in LOS before it starts shooting, where will the vehicle be and what facing will it have on the 4th MP in LOS? On MP 5?

A - Vehicle expenditures in the example: 0MP - C6; 1MP - D6; 2 - Turn left; 3 - E6; 4 - F5 (now in Gun LOS); 5 - Turn left (2MP in LOS); 6 - Turn left (3); 7 - Turn right (4); 8 - F4 (5); 9 - G4 (Out of LOS). The vehicle must merely use a legal VCA (one that corresponds as closely as possible with the road) to move into each hex, hence the VCA changes (turns).

4.55 In the 2nd CGFF, the Grabner counter FSR rules do not specify that Unit C - KG Grabner is to be used for setup. FSR 4.551 specifies the Entry turn but not where the KG is to enter.

A. ATB 4.55 second sentence should read "The Graebner force (Unit C) sets up and is used according to FSRs 2 and 3..."

4.6 Delete the "Go to.." line before 4.6. Change the first sentence in 4.6 to read "The following SR apply to all firefights on/after 18 AM..."

Counter Errata The sixth row of British units (historical leaders mostly) has some mismatches on the backs of the counters:

Using a black pen, neatly make the '9' on the back of 8-1 Lt. Barnett into an 8 (almost invisible with this typeface). Also, change the 'E' on the backs of the 4 6-5-8 engineer counters to '5'. Gently peel the paper backs (the broken side) of 8-1 Maj. Wallis (Frost's 2ic) and 9-1 Capt.. Briggs and swap them, reattaching them with a light smear of white glue. Do the same for the radio and MTR in this row.

Campaign Game How do the German ELRs work?

A: The basic rule is Special Rule TB3: the 658 and 548 units are SS and get Elite ammo status and the higher ELR, usually 4 or 5. Everyone else (usually 447's) gets the lower ELR - usually 3.

Campaign Game The 1st CG Firefight (CGFF) is a Night action. Is the British Majority Squad Type (MST) Stealthy because of TB2?

What is the MST of the Germans?

A. Yes - the British are Stealthy. The German MST is Normal throughout, except for SMC and units that 'descend' to conscript (as usual).

Campaign Game The CG says there is a pillbox in T19 [NRH] but the A:TTB rule section covering the pillbox describes a vertex location, not T19.

A. There is certainly only one pillbox. It should more correctly be referred to as the 'T18 pillbox.

Campaign Game German OB The CG German OB rules and the German OB on the OB card are in conflict. The former indicates the Germs can receive up to 4 8-0 in the initial firefight, while the card indicates three.

A. Follow the rule book with its detailed description. 4 x 8-0 in all.

* German Reinforcement Group B; the CG rules say it's available on turn 6 or after on a dr 2< the turn number, the OB card says it's available turns 5+ [that says turn 5 or after] on a dr 2< the current turn.

A. Again, follow the rule book, which is more specific.

Campaign Game PLSR The CG PL Special Rules specify the changes to the PL rules in CG PLSR 4.41. Does this mean that the players do not use the PL rules? If so, then at the end of a FF, how does each side determine their respective CTHCs and MLRs (since it is not listed in CG PLSR 4.72)?

A. No - it means that of the standard 15 PL Special Rules, only those 8 listed in 4.41 are used in TB. The last part of 4.41 states "In addition, the following Firefight and CG Special Rules show all of the PL rules that are in effect, in order. No other PL sections are used." So to play the ATB CG, players need only follow the sequence of ATB 4.4, and generally familiarize themselves with the 8 standard PL SR and the 16 TB SR (rules section 3.0). [Misc26]

Map Is hex R16 a building hex?

A..No. The center dot is not in the building so treat it as Open Ground.

Map Is hex A8 a building hex or merely a stray part? Is hex R16 a building hex or merely a stray part?

A. A8 is NOT a building hex. R16 is actually an error on my part during a late stage of the game. It should have been a building hex, but as depicted is not. [Misc24]

Map Is the E11 marketplace treated as a paved road or a boulevard?

A. Since it is not declared Boulevard it is Paved Road.

Scenario TB2 ("Guts, No Glory") The radio has no use in this scenario. Change the German Unit A listing on the CG OB card to read "8-0 x 4" and the German Unit B listing to read (2<, 6+)..

Scenario TB3 ("With Breakfast You Get Germans") Map Layout should read "TB - only hexrows on/east of U are in play".

Those Ragged Bloody Heroes CG, Rules and Map

Australian CG Card Footnote w Delete "1xHMG,". In the example replace five dr with four dr.

(Note the use of the "*" symbol denotes the gray bullet in the left-most column of the TRBH CGSR)

CGSR1 Hex M9 is an example of Marsh.

CGSR14 Delete the "*", this SR is in effect for all TRBH scenarios and CG.

CGSR19 Add the "*", this SR is only in effect for the TRBH CG.

CGSR23 Add the "*", this SR is only in effect for the TRBH CG.

Food & Ammo Can food and ammo purchased for an idle fire fight be carried over, like forces to the next fire fight?

A. Note there are separate answers for Food and Ammo:

FOOD: The Food purchase for an Idle Firefight spares the Japanese from doubling of the Sickness/-Starvation losses in the subsequent RePh, so it is used and does not carry over.

AMMO: The Ammo purchase for an Idle Firefight has not been expended so can be carried over to the next Firefight.

Japanese CG Card Footnote w Replace "Rifle Platoons (I2)" with "Rifle Platoons (I2 & I3) and the Construction Platoons (I4)".

Map DD4 is correctly printed as (interior) Dense Jungle. Treat CC6 and DD5 as Light Jungle as printed (for readability all the jungle center dots on the map are valid as printed).

Note the last part of FSR28, each Pillbox can have both the adjacent hexes in its CA as free Cleared Fire Zones, if they are Kunai or Light Jungle. A Pillbox adjacent to DD3 and with it in its CA, would have the CFZ advantage over units IN the Stream and at Crest level. CFZs _could_ exist in DD3 or EE3 or FF), being hexes containing Light Jungle (and a Stream).

Redeployment Use Redeployment Option A.

Victory Conditions Can the Japanese win a sudden death victory in the first fire fight just by KIAing 4 CVP of Australian units and losing just 2 of their own?

A. The sudden-death victory applies if the Japanese have a 2:1 CVP/TVP score advantage after any Firefight, but the EXC: clause at the end requires that they 'earn' a minimum of 15 CVP/-TVP in that Firefight. The 9 TVP with which the Japanese start the CG* are not 'earned' during the first Firefight, they already possess them, so they must look elsewhere (like the Entry Points) or score some cheap kills.

* As per CG card and FSR29, 5 TVP for the Mission and 2 each for the Gona Creek and Small Creek crossings.

Gona3 ("Cold Comfort") Playable area should read "(only hexes numbered >=7 west of hexrow S are playable.)".

Gona4 ("Early Surprise") Replace Japanese Handicap with " Replace the Japanese MMG with a HMG."

Platoon Leader 2.0 Rules

2.14-2.141 In which sequence are the DR/dr made?

A. 1) Attacker in enemy MLR, then Defender in enemy MLR.

2) Attacker Isolated, then Defender Isolated.

3) Attacker in Uncontrolled, the Defender in Uncontrolled.

4) Attacker in No Man's Land, the Defender in No Man's Land

5) Attacker in friendly MLR may redeploy. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Attacker may now conceal all units according to PL CG11 before Defender may look at board.

6) Defender in friendly MLR. Infantry (not Gun crews) may redeploy within their maximum range without a DR. Defender may now conceal all units according to PL CG11 before Attacker may look at board.

2.14-2.141 Which Redeployment DR/dr are secret?

A. None.

2.14-2.141 Is a redeployed Gun no longer Emplaced?

A. No - it may still be Emplaced if Terrain allows.

2.171 Which Fortifications may remain HIP without being placed on board during the RePh?

A. Mine/-minefield, Wire, Tetrahedron, Panji, Pillbox, Fortified Building, Tunnel, Cave, Cave Complex, HIP Guns, Trip Flares, Set DC.

2.2 Do losses during the RePh count for Scenario, CG and DRM purposes?

A. All RePh losses count for the previous scenario for all purposes. Recalled units are lost but are not counted for CVP.

2.21 This rule can force units to recombine when redeploying freely could allow them to acquire abandoned SW.

A. Units may ignore this rule when doing so requires not attempting to redeploy to an abandoned SW, Gun or AFV. The owning player may choose the sequence for resolving such recombinations.

2.22 Each side may have a maximum of two heroes at the end of this step.

2.23 Battle Hardening rolls should be secret.

2.24 Should there be a leader allowed for each?

A. Change "2.24 LEADER GENERATION: For each MMC Battle Hardened" to "2.24 LEADER BATTLE HARDENING: Make a second dr on the Battlefield Promotion Table with a +2 drm plus any other non-CVP drm. If this result is > 0, the player may battle harden that number of his leaders. No leader hardened in step 2.221 may harden again, nor can any leader harden more than once during this step."

2.3(a) "All vehicles currently within their VCA" should read "Any vehicle currently within its VCA".

2.3(e) Don't remove Concealment counter.

2.3 2.3 "Note that a side may never purchase more than 3 infantry platoons (RG with an ID beginning with 'I' and identified as a 'Platoon' or 'Pltn') unless specifically allowed by that CG." Is this limit per RePh or per CG?

A. Section 2 outlines the steps taken during one RePh. [Misc26]

2.33 This rule says Reserve units must setup > 7 hexes from the nearest enemy-controlled Location or Entry Area, but the 1.4 "In Reserve" definition says >= 7 hexes.

A. This is a typo! Yow - it's pretty much always been >=7. [Misc26]

2.34 The setup cost table does not say what the "In Reserve" cost reduction (if any) is for "HW" units (allowed to setup In Reserve in 2.33), but does list "V" units which are not allowed to setup In Reserve (again, according to 2.33).

A. No penalty or cost reduction. [Misc26]

2.362 The rule refers to the "2.361 table" but in the rules there is no 2.361.

A. The 2.361, "LEADER-/ARMOR LEADER TABLE" is _directly_ above 2.362. [Misc26]

2.37 "Each Leader must set up/-enter stacked with a MMC ..." So it's not possible to have a lone leader off doing HIP Radio duty, for instance? Or even more likely, hiding in the back line, ready to rally broken troops who come his way?

A. Good point. I added a line we had discussed previously: [EXC: ... OR a leader in possession of a Radio/-Field Phone.] A leader, of course, could 'drop back' and 'hide' anywhere he wants after entering but he is not going to gain HIP status unless set up on-board. [Misc26] {Minor editing. SR}

2.381 Footnote 2, at first glance, appears to directly conflict with the Note at the end of the table, but I assume what you mean is that you may purchase dummy cloaking counters, but you may not purchase dummies and then cloak them, correct?

A. Correct.

2.42 The last sentence - should that read "... may NOT be used as Dummy non-Reserve Cloaking Counters"? If it's a blanket restriction, than an appropriate note should be added to Footnote 2 of 2.381.

A. Yes.

2.74 The DRM chart seems to have been duplicated.

A. My mistake - two different formats for the on-line edition. Fixed.

3.121 Change the DR column of the table to read "2; 3; 4; 5-6; 7-8; 9-10; 11"

3.121 What is the rules section for leader generation mentioned on the CG card for "Lost Sentinels"?

A. 3.121.

3.13 Which fortifications can be purchased for the Initial Scenario only?

A. Trenches, A-T Ditches, A-B Mines, Tetrahedrons, Panji, Pillboxes, Tunnels, Caves, Cave Complexes and Minefields may only be purchased before the initial scenario unless stated otherwise (i.e., by CGSR, CG Card).

3.141-3.142 What are Night scenario Attacker/-Defender benefits?

A. They are spelled out in 3.142: No Move, etc.

3.144 This rule says that Initial Scenario VC and CG VC are stated on the CG cards (and they are), but doesn't mention what the VC are for non-Initial Scenarios.

A. VC are determined by CVP if not otherwise indicated by individual PL CGs.

3.15d Pin & TI counters will already have been removed by this time (since the player turn ended before the Firefight End dr was made). In the "Do Not Remove" paragraph, "stun" is listed twice.

A. The first two are just a reminder for the forgetful. The second - Fixed. [Misc26]

3.15d) When are concealment/dummy counters removed?

A. When dictated by normal concealment loss and during some Redeployment steps. Some are retained. [Misc26]

3.21 "Dismounted Armor Leaders may redeploy as infantry to another vehicle and re-mount." If this is meant to be an exception to the general rule that Armor Leaders may never take counter form, it should be very clearly stated as such! Are ALs redeployed in this manner subject to Casualty Reduction and/or Replacement, and if so, how is that handled?

A. This is simply an item that many players wanted included. The specific case is to allow him to change out of an immobilized vehicle. In all cases, the Armor Leader shares the fate of his crew, and thus doesn't need to take counter form. [Misc26] {And see change in next answer. SR}

3.21 "(i.e., a truck could move, pick up infantry and move again as during the MPh)" Uh, that would NOT be allowed in the normal MPh rules - a transporting vehicle may not move prior to embarking passengers/-riders (D6.4).

A. All MPh rules apply to said movement; I've changed the last two items to read: "Dismounted Armor Leaders may redeploy with their crew as infantry to another vehicle and re-mount. Infantry may only combine their Redeployment with that of a conveyance by following normal MPh MF/-MP restrictions (i.e., a truck could pick up infantry then move as during a MPh)." [Misc26]

3.219 REDEPLOYMENT DRM: I assume the DRM for leadership does not apply for a leader moving alone.

A. Unless a Hero. [Misc26]

3.3 Are used/-X'd DC/-FT/-PSK/-BAZ eliminated? What about replenishment of Special Ammo numbers?

A. Yes. There is none, except by CG Special Rules.

3.4 What is the "Front Line" referred to in the Fortification Clearance Table?

A. Any hex in the friendly MLR <= 2 hexes from an enemy MLR hex.

3.44 BATTLEFIELD PROMOTION TABLE The drms are listed twice. [Misc26]

3.46 "Ammunition Shortage DRM apply." What is an Ammunition Shortage DRM? "Leadership, Inexperience, Captured Use DRM apply." I assume only for those units stacked with/possessing the weapon in question?

A. If Ammo shortage is in effect, apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Yes. [Misc26]

3.46 Leadership can apply to repairing an Immobilised vehicle. Armor Leaders in that vehicle only, or what?

A. Yes. [Misc26]

3.46 "Captured malfunctioned weapons are removed from play." Is this after you have attempted to repair them?

A. Yes. [Misc26]

3.461 Again, the mysterious Ammo Shortage DRM is invoked. Also, what are the Captured Use and Inexperienced DRMs when applied to Recalled vehicles?

A. Apply "Ammunition Shortage (A19.131) DRM, "...all B# and Ammunition Depletion numbers are decreased by one during an Ammunition Shortage", i.e., apply a -1 DRM. Inexperience is +1 (D3.45) Let's say you are hellaciously lucky - you capture a King Tiger with a conscript half squad. Then Mr. Sniper lays a shot on your CE conscript Soviet King Tiger crew. You are now Recalled, and subject to A21 Captured Equipment, and will have a hard time rolling <=2 for purposes of 3.461 with all of those + mods (+4). [Misc26]

3.47 The ELR Change DRM lists "friendly side won last CG Firefight (if possible)". What does "if possible" mean?!

A. If there is no related EXC in the CG SR. Some do not allow a Firefight victory. [Misc26]

3.91-3.92 Are Reserves eligible Sniper targets?

A. Yes.

Are they released by OBA?

A. No.

By Snipers?

A. No.

CG3 Can CG scenarios also end by mutual agreement?

A. Yes.

CG12 Must Malfunctioned weapons attempt repair in every Rally Phase? If you have a Leader with a Malfunctioned SW, does he have to attempt repair even if there are broken units in his Location?

A. Leaders with broken units in their hex may attempt to rally those units instead of attempting SW repair.

Leaders Are there any limits to leader?

A. Neither side may begin a CG with more than one each of the two top leader types listed for their nationality in the 3.121 Table. For instance, the Japanese may only start with one infantry 10-1, one infantry 10-0, one armor 10-2 and one armor 9-2. Any extras rolled for automatically become the next available leader on the list, e.g., a Japanese 9-1 instead of a second 10-0. In addition, the total squad-to-leader ratio for a side's non-Reserve units may not exceed their Chapter H limits (i.e., British 5, German 4, etc.)

OBA Do IR count as FFEs?

A. No.

Page 1 CTHC: Uses ">=", should be "<=."

Page 4: REDEPLOYMENT DRM lists +1 per HS equivalent > one HS. This should be +1 per HS > one Squad. Also "-1 for PP > IPC of Redeploying unit" should be "+1".

Redeployment Can AFV platoons redeploy with one DR?

A. Yes. Roll Random Selection for any adverse effects.

Redeployment Can you dm a dm-able SW/Gun for purpose of this shift and then still set it up normally?

A. Yes.

Redeployment Redeployment range is not relative to control. Can units really fly six hexes over enemy-controlled terrain?

A. Yes.

Redeployment What are the options for TCA, BU, and hull down status during redeployment?

A. One Hull Down roll per AFV is possible, as are all other options of TCA/VCA, BU/CE as per normal setup.

Redeployment What happens if a vehicle redeploys into a building, bog or mine hex?

A. All effects of the move take place immediately. E.g., mine attacks or bog checks are resolved as soon as the vehicle is placed in the hex.

Setup Areas Try creating a setup area on any Desert Board without Foxholes/-Trenches using the new definition of Strategic Locations. Now do it with 1 unit of FPP from "Easter at Tobruk".

A. Easiest fix - create a simple SPECIAL RULE #for desert CGs with easier definition of Strat. Loc. Scrub, using AFV, whatever.

Notes Be sure to note the important changes in the form of Leader limits and units which may re-deploy within their Redeployment

Range without making a DR. In the interest of calling it a night, players may opt to skip step 2.136 (i.e., Redeployment of Units in

Friendly MLR) and perform 3.5 through 3.13 on their own (i.e., purchases), followed by 2.135 - 3.4 their next time together, followed by 3.14 on.

Kellam's Bridge Rules and Map

Kellam's Bridge booklet Change "B6/B7" in column 3, paragraph 1 to "B7/B8".

Kellam's Bridge booklet On the back page, first paragraph "Introduction", delete from "Similarly, the hedge hexsides &" to the end of the paragraph ("& and the hex grid").

Kellam's Bridge booklet The Designer's notes for "The Milling Crowd" erroneously claim that Continuous Slope negates Height Advantage. The wording of B.5 might lead you to make this conclusion, but the last sentence of B1.14 is quite explicit.

Kellam's Bridge booklet The Designer's notes for "To The Manor Drawn" says "units suffering Ammunition Shortage are not Good Order"; it should refer to SW, not units.

Kellam's Bridge map The terrain feature between CC8 and CC9 is a Cliff. [page 1, column 3 of booklet; AAN1]

Kellam's Bridge and Timmes' Orchard maps What is the terrain in Kellam's Bridge hex X8 and Timmes' Orchard hex E14? A partial orchard-road, a la Pegasus Bridge?

A. Both (all) these hexes are orchard. Not orchard road.

Kellam's Bridge map Hex T6 et al. These are foxholes. Artistic license makes them look like shellholes.

Kellam's Bridge map Hex Z9. Is this a narrow street, or just artistic licence?

A. Well, both really. A narrow street (if anyone ever wishes to use it as such) which probably should have been left off except that it looks like the real terrain. One lesson learned here is getting the balance right between naturalistic appearance and practicality of play. Generally, the latter wins, even if the result is (e.g.) some oddly-shaped grainfields, and crest lines that tend to follow the shape of hexagons!

Shanley's Hill Map

Shanley's Hill Un-numbered half hexes are not playable.

Timmes' Orchard Rules and Map

Timmes' Orchard booklet On the back page, change "TO1.8" by the picture of the Gray Castle to "TO2".

Timmes' Orchard booklet In the LOS examples on page 7, the second bullet point "Unit B in G20 has a clear LOS to G18", not H17.

Timmes' Orchard map Is hexside D20/D21 a rowhouse hexside?

A. Yes. See TO1.5.2

Timmes' Orchard Special Rules How is a wall linking E5 and E6 going to prevent Bypass? It will make it more expensive in MF/MP, but it won't prevent it, except to those units that can't cross walls normally.

A. Your interpretation is what was intended.

Scenario AA1 ("The Milling Crowd") Change the American balance to "Add one MMG to one of American turn 1 reinforcement groups".

Scenario AA4 ("A Better Spot Than This") SSR5 implies, without actually stating as much, that Battlefield Integrity is a required rule to play this scenario. Use of A16 Battlefield Integrity is required.

Scenario AA5 ("Cloaks of Confusion") The Germans have 3 Guns but 4 crews. Is this intended, or is there a typo somewhere?

A. The card is correct. Various numbers of crews were tried during playtesting. As noted in the Designer's Notes, the Americans stumbled on an artillery park, defended by alert guards, but the guns not manned.

Scenario AA11 ("Absent Friends!") Does either side start the scenario with control of the VP hexes?

A. No.

Scenario AA12 ("Westward Ho!") Change the U25 American-entrance/-German-exit hex to V25.

Scenario AA15 ("Beneath the Castle Walls") Lt. Marr is the 8-1 listed as "507th Regiment Guide set up on P11" in the American OB. Is a draw possible?

A. No. Germans win at game end if Americans have not achieved their VC.

Scenario AA16 ("The Siege") SPECIAL RULE #4 is confusing; are the at-start 5-4-6 squads not susceptible to Battle Hardening to 7-4-7s? Should the SPECIAL RULE #read "all American 7-4-7 MMC" instead of "all American MMC"?

A. No. This SPECIAL RULE #still seems to me about as tight as it could be without being over-long. Unless you invoke the simpler rule suggested, all American MMC can Battle Harden up as well as ELR down.

Scenario AA18 ("A Bridge So Far&") The Timme's Orchard map should be placed on top and any new terrain supersedes any underneath such hexes for the play of AA18 only. (In the newsletter, CH grants the customer permission to color-photocopy the only portion that overlaps for ease of play. SR)

SPECIAL RULE #4 says "No American unit may change its hex". Should this be "Location", instead of "hex"? May they expend MF for any purpose?

A. The card is correct. Yes.

Scenario AA20 ("You've Killed Us!") In SSR3 insert "time" between "The first" and "the American".

Scenario AA20 ("You've Killed Us!") & Scenario AA21 ("Maloney's Turn") In AA21 the scenario card says the German forces "set up within <= 2 hexes of the bridge at BB31". AA20, which depicts the same force, but in an earlier battle for the same bridge, says the Germans, "set up IN Foxholes (use foxhole counters in hexes with printed foxholes) within three hexes of the bridge at BB31." Can the Germans in AA21 set up IN the printed foxholes, also?

A. Yes.

Scenario AA21 ("Maloney's Turn") How many LMG's does the German force get? The card lists only 1, but >the American balance provision is "Delete one LMG from the German Order of Battle". Should be two in the OB?

A. The card is right; the words "delete one LMG" were chosen to be as explicit as possible.

Scenario AA22 ("A Long Way To Berlin") The German reinforcements enter on turn 1 between "GG35 and "LL35". Surely that should be GG36?

A. Sorry, the half hexes were not intended to be numbered. Change to GG36. And please note that un-numbered half hexes are *NOT* playable!

Scenario AA24 ("Fire Brigade to Filiolet") SPECIAL RULE #3: May the Americans expend MF for any purpose?

A. Yes.

Solitaire Mission 1 ("The Gathering") The AC# should read "Enemy AC# 2/Friendly AC# 3".

Night Drop! CG

American RG Can you confirm the CP cost of para unit I5 relative to glider unit I2?

A. Yes, they are meant to be different.

American RG Can you confirm the CP cost of 1057th Regiment O1 relative to 709th Division O1?

A. Yes, they are meant to be different based on the relative differences in these units and their combat values.

Game Length How many game turns are there?

A. On Turn 6 the Game End dr is "1"; on Turn 7, the Game End dr is "3" and on Turn 8, the Game End dr is "5".

German FBE What is the German FBE?

A. All board edges southwest of the listed U.S. perimeter and the south, west and east edges of the Shanley's Hill map are considered FBE for the Germans.

German Setup Is the German set up perimeter correct or should AA12 read A12?

A. A12.

Intensity Level Can you confirm the LOW intensity level?

A. Yes. It is LOW intensity. You may choose to increase the intensity level of each side equally in any PL CG and we suggest you try this one with a MID intensity for both sides for greater piece density.

Redeployment Use Redeployment Option A

Setup What is the order of set up?

A. As a Dual Attack, a dr is made to determine who sets up first and who moves first.

Armored Stand CG

American Fortification Table Delete 'Pillbox' from the American Fortification table.

American RG Table American CG Card note 'n' should refer to RG O3, not G3.

Japanese RG Table Ignore the images for Japanese units I1, I2 and I3 - each unit has only 3 squads.

Japanese RG Table Japanese RG I5 consists of 3 x 228, 2 x MMG, 1 x HMG.

Objectives For CG I, the American cannot lose greater than 55 CVP; for CG II, no greater than 75 CVP.

Scenario Euro Pack I #19 ("First Contact, First Defeat") The counter art shows two Polish AT guns. However SPECIAL RULE #5 states "Use AN Italian Gun to represent THE Polish &" So would the counter art be right and there are two 37L or is the SPECIAL RULE #right and there is only one?

A. The note refers to both, i.e., two guns.

Scenario Euro Pack I #21 ("The Shortest Way") In the Critical Hit version there should be only one German 8-1 leader, not nine. [Misc4]

Scenario Euro Pack I #48 ("For One More Hour") Add SPECIAL RULE #7 "The French may not Boresight."

In the Critical Hit version, the French Infantry/ATG group, 5th Mixt Escadron, sets up on Board 41, east of row N (not inclusive).

Scenario Euro Pack I #52 ("Time for Lunch") 1) In the scenario prelude replace "December 19, 1944" with "December 17, 1944".
2) Errata - In the German entry conditions replace "on 24Y1" with "on/-adjacent to 24Y1".

CAC6 - Into the Valley of Deat:Add to the Turn 2 Polish group: Elements of the 4th Polish Armored Regt.: 1 x Sherman IIA(a), 3 x Sherman V(a) (thus giving the Poles 8 Shermans total). You can download a [new scenario card](#) in PDF format.

Euro-Pack #99 ("Lords of the Steppe") Ignore the German OBA icon, they receive no OBA.

Scenario CH 106 ("The Breakthrough") Set up for the 7th Battalion and the mortars should be "<= 3 hexes from..."

Uncommon Valor CG1 Flesh Against Concrete

1. The Intensity Level for the USMC should be Medium, not Low.

2. USMC RG O1 (80+ Bn. Mtr. OBA) may only fire HE and WP

3. USMC RG V1 may NOT roll for optional FT armament as per Ch. H

4. The USMC should add RG O7 150+ OBA (HE+S) to their RG Chart

CP cost: 5

FF Max: 1

CG Max: 3

no additional notes

(This RG represents the VAC Corp Arty)

UV1 Move Out!

1. US 80+ OBA can only fire HE+WP

UV2 Agony, Ateball and Angel

1. US 80+ OBA can only fire HE+WP

UV3 Devil's Den

1. Only hexrows N-V and numbered 7-15 (inclusive) are in play

UV8 Close Quarter Carnage

1. Add this Special Rule:

Place overlays as follows:

H6 on 27L6 L7

H2 on 26 M5 M6

W2 on 27 K3 J3

W1 on 26 F6 F5