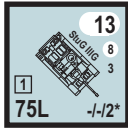


Dos Equis Pack Errata

The listing below is sticky notes for the Dos Equis 20th Anniversary Pack. Print on Avery 5265 with scaling and resizing turned off. Cut to size and place on top of the error indicated. All errata applies to the 1st Edition pack except where noted.

TX-1: The StuGIII G should not have a box around it's rear/side armor factor.



TX-3, Mission: Remove the phrase, "or Manned Good Order Romanian non-Crew MMC".

MISSION: Russians win at game end if there are no Good Order Romanian Squad/HS or fully manned functioning Gun on/ADJACENT to any road hex [EXC: 5I9, 5I10, 5Q1, 5Q2, 5Q10].

TX-3, SR 3: "infantry" should be "Infantry"

3. Russian units have winter camouflage and Russian Infantry are stealthy. Voluntary abandonment of AFVs is NA.

TX-3, Romanian BI: Should be "[90]".

[90]

TX-4, German OB: "Sanger" should be "Sangar".

sangar (see SR3).

TX-5, MISSION: Change the total number of controllable intersections to 27. [1st & 2nd Editions]

for controlling each intersection (a hex with ≥ 3 road hexsides, 27 in

TX-5, SR 2: Replace "Attacker" and "Defender" with "ATTACKER" and "DEFENDER".

2. There is only one Player Turn for Game Turn 1. All units secretly set up to enter on Turn 1 prior to play. Place a divider across the board to screen initial offboard setup. Each Phase of Game Turn 1 is executed alternating one unit/stack at a time: a German unit/stack first, then an American unit/stack. All units are considered to be the ATTACKER for Game Turn 1. [EXC: Units which are not marked with a Bounding Fire/Final Fire counter may perform any DFF/SFF/FPF/DF activity normally allowed that DEFENDER (Vehicles pay Bounding Fire Penalties, Personnel pay Advancing Fire Penalties)]. IF is NA on Turn 1. The German is considered the ATTACKER for CC purposes.

TX-6, MISSION: Replace with, "The Germans win if, at game end, they can amass ≥ 30 FP on to the Bridge Location in hex 59S5. Only Good Order MGs (SW/vehicular) in normal range and Good Order Infantry inherent FP (using only PBF/TPBF) apply".

MISSION: The Germans win if, at game end, they can amass ≥ 30 FP on to the Bridge Location in hex 59S5. Only Good Order MGs (SW/vehicular) in normal range and Good Order Infantry inherent FP (using only PBF/TPBF) apply.

TX-7, MISSION: Change CVP differential to 8 [1st & 2nd Editions]

MISSION: The Germans win at game end if they amass ≥ 8 more CVP than they suffer.

TX-8, MISSION: Change VP total to 80. OPTIONS: Change Russians to 70 and Germans to 90. [1st & 2nd Editions]

MISSION: The Russians win at game end if they amass ≥ 80 VP. VP = CVP of German units eliminated + EVP of Russian units exited off the west edge. German units remaining onboard at game end are counted as eliminated for purposes of game end VC. Prisoners are NA for the purpose of Victory Conditions.

OPTIONS:

- ★ Change MISSION to ≥ 70 VP.
- ⚔ Change MISSION to ≥ 90 VP.

TX-10, SR1: Change Ground Snow reference to (E3.72) [1st & 2nd Editions]

Special Rules:

1. EC are Snow, with no wind at start. Weather is Overcast (E3.5). Ground snow (E3.72) is in effect. Due to the hard frozen ground conditions, entrenching is NA. Steppe Terrain (F13.2) is in effect.