

**ASLRB 2<sup>nd</sup> Edition - J12 Sticky Errata v1.0**

**A7.5:** line 7, delete "Personnel".

CENT Locations, provided each Location in the FG contains a unit

**A9.74:** line 10, after "already malfunctioned" add "or it has an X#".

already malfunctioned or it has an X#. An overrunning, fully-tracked AFV which ends its MPH in a target Location may check for Random SW Destruction of unlimbered, NM, and RFMN (C10.2-.26) Guns and abandoned weapons even if the OVR did not result in a KIA unless the weapon is in an entrenchment. A fully-tracked AFV may make an OVR attack vs a Location devoid of Personnel to automatically destroy any Gun/SW therein not in an entrenchment, but must pay normal OVR MP costs. See 11.13 for Random SW/Gun destruction in CC.

**A10.62:** line 12, after "starts a RtPh" add "in a Blaze Location (B25.4) or".

end the phase ADJACENT to it) or when it starts a RtPh in a Blaze Location (B25.4) or in Open Ground in the LOS and Normal Range (10.532) of a Known enemy unit. Place a DM marker on any unit under DM and remove it at the end of the every RPh [EXC: A unit may opt to retain its DM status provided it is not in a woods/building/pillbox/trench so as to guarantee its ability to rout again in the next RtPh. If overstacked in a woods/building, it may also opt to retain its DM status.] DM has no effect on any unit taking a MC, but does require a unit attempting to rally to add a +4 DRM (plus any leadership, terrain, and/or Self-Rally modification).

**A12.34:** line 2, delete "/HS".

its manning crew [EXC: if possessing a non-inherent SW] may al-

**A13.36:** line 5, replace "is currently CX" with "was already CX this turn".

able Water Obstacle, or if the Cavalry/Horse was already CX this turn]. Galloping Cavalry may not Bypass, or move into woods (unless on a road), marsh, crag, graveyard, deep stream or a fordable Water Obstacle, across an

**A19.12:** line 12, after "rout unless in" add "a Blaze Location (B25.4) or".

rout unless in a Blaze Location (B25.4) or an Open Ground (as per 10.531) or Water Obstacle hex (as per B21.43) or if the only armed enemy units ADJACENT are in Melee/berserk/vehicular (20.21) and may not use Low Crawl [EXC: Night (E1.54)]. Disrupted Personnel remain Disrupted until rallied or captured. Disrupted units do not prevent enemy movement into or

**B3.4:** line 5, replace "(O1.3)" with "(O1.2)".

mud, rubble, roadblocks, debris (O1.2), Panji Covered hexsides, SMOKE,

**B3.43:** line 5, replace "(O1.3)" with "(O1.2)".

of a road. A road covered by rubble/debris (O1.2) is treated as non-existent

**B11.31:** in line 2, replace "lower level hex" with "lower level Location".

hexside to an adjacent lower level Location [EXC: LATW other than PIAT

**B11.32:** in line 3, replace "higher level hex" with "higher level Location".

through a cliff hexside to an adjacent higher level Location.

**B20.43:** line 2, after "CX" add "[EXC: broken/Berserk units]".

MF and become CX [EXC: broken/Berserk units] (A4.72 would apply to an advance entry) – regardless of whether the move is through a stream hexside or not, or whether the unit was previously CX or not.

**B23.922:** line 2, add "armed" between "Good Order," and "enemy".

during any phase if an unpinned, Good Order, armed enemy squad (or its equivalent) is inside [EXC: Breach; 23.922I]. A berserk unit must remain in the adjacent hex attacking it in its AFPh/DFPh until the occupants have

**B27.6:** line 6, after "higher-elevation trench/sangar" add "(as if moving from a connecting Trench)". Line 8, after "Controls the trench/sangar" add "Location". Lines 12-14, delete the fourth sentence, which begins "A Snap Shot taken ...".

position to beneath an Accessible higher-elevation trench/sangar (as if moving from a connecting Trench), is also allowed if that Infantry unit and trench/sangar are in the same side's OB and/or the unit's side Controls the trench/sangar Location. In addition, if a Trench counter and Sangar counter are Accessible to each other, Infantry may move/rout/advance/Withdraw-from-CC from beneath one to beneath the other as if both were trenches (in the same manner as a Bunker; see 30.8) regardless of which side set-up/Controls the one being entered. If a sangar already contains its maximum stacking capacity, a unit wishing to enter that sangar hex must first exit to above any trench it may currently be in and may not utilize trench/sangar movement/TEM benefits to enter that hex. This rule does not apply to Infantry Pushing equipment.

**C1.6:** line 5, at the end of the EXC add "; vs unit capable of claiming bocage TEM vs Observer".

Observer [EXC: at night; vs Winter-Camouflaged unit; vs unit capable of claiming bocage TEM vs Observer], but only for his OBA actions. Such units would always be considered concealed for all

**C10.3 MANHANDLING DRM Chart:** in the asterisk footnote, after "LOS Hindrance," add "SMOKE,".

\*LOS Hindrance, SMOKE, HA, FFMO/FFNAM DRMNA.

### Chapter F

**F8.6:** line 7, after "higher-elevation trench/sangar" add "(as if moving from a connecting Trench)". Line 8, after "Controls the trench/sangar" add "Location". Lines 13-14, delete the fourth sentence, which begins "A Snap Shot taken ...".

trench/sangar (as if moving from a connecting Trench), is also allowed if that Infantry unit and trench/sangar are in the same side's OB and/or the unit's side Controls the trench/sangar Location. In addition, if a Trench counter and Sangar counter are Accessible to each other, Infantry may move/rout/advance/Withdraw-from-CC from beneath one to beneath the other as if both were trenches (in the same manner as a Bunker; see B30.8) regardless of which side set-up/Controls the one being entered. If a sangar already contains its maximum stacking capacity, a unit wishing to enter that sangar hex must first exit to above any trench it may currently be in and may not utilize trench/sangar movement/TEM benefits to enter that hex. This rule (8.6) does not apply to Infantry Pushing a Gun.

### Chapter H

**Russian Vehicle Note 12 (page H28B):** The illustration for the T28E M40 incorrectly shows the side AF as boxed 2. The Vehicle Listing on page H28 and the actual counter show the correct side armor AF as boxed 4.



### Red Barricades Errata

**O11.601:** second sentence, replace "the Location the unit is placed in contains" with "any Location contains opposing".

1st edition RB rules

at the owner's choice. If any Location contains opposing enemy unit(s) mark them all with a Melee (not CC) marker.

2nd edition RB rules

climb, at the owner's choice. If any Location contains opposing enemy unit(s) mark them all with a Melee (not CC) marker.

***Valor of the Guards Errata***

**V12.601:** last sentence, replace "the Location the unit is placed in contains" with "any Location contains opposing".

any Location contains opposing enemy unit(s) mark them all with a Melee (*not* CC) marker.

***Charts & Tables***

**C10.3 MANHANDLING DRM Chart (blue Chapter Divider and blue QRDC):**

In the asterisk footnote, after "LOS Hindrance," add "SMOKE,".

[Chapter Divider]

\*LOS Hindrance, SMOKE, HA, FFMO/FFNAM DRM are NA

[QRDC]

\*LOS Hindrance, SMOKE, HA, FFMO/FFNAM DRM are NA