***A7.55:** line 1, change "Good Order units/weapons" to "units/weapons capable of forming a FG with each other".*

7.55 MANDATORY FG: If units/weapons capable of forming a FG with each other in the same Location are going to fire at the same target (i.e., at both the same Location and the same unit and the same "simultaneous" [8.1] MF/MP expenditure; see D3.5) during the same phase they must form a FG *[EXC: Fire Lane; 9.22]*; they may not attack separately except with ordnance/FT/DC or the subsequent shots of multiple ROF weapons (9.2).

***A7.7:** line 4, after "/ordnance" add "/vehicular-armament".*

7.7 ENCIRCLEMENT: Any non-Aerial Infantry, or Vulnerable PRC of an Immobile vehicle, fired upon consecutively during the same PFPh, DFPh *(not* MPh), or AFPh by two or more non-Aerial units using their inherent FP/SW/ordnance/vehicular armament at ≤ Normal Range (1.22, 10.532) is subject to possible Encirclement *[EXC: pillbox; B30.32]*. The attack(s) constituting an Encirclement must be resolved *consecutively;* if a player fires at a different target in the in-terim, he cannot use previous attacks as the basis for his claim to Encirclement. Encirclement occurs if the firer's LOS enters the target Location either: a) through opposite hex*spines*; b) with exactly three target-hex vertices between them in both clockwise and counter clockwise directions; or c) through any three non-contiguous hex*sides*. An Encirclement can also be created by a LOF from both the Location directly above and below it in a building hex. To be considered valid fire, ordnance weapons must secure a hit on the target, and other firers must exert enough FP (taking the *possibility* of Cowering into account) to possibly inflict at least a NMC result on the target. A qualifying target Location is thereafter marked with an Encirclement counter and every non-berserk, non-heroic enemy/Melee Personnel unit therein suffers an immediate one level drop in morale to both the attack that sealed its Encirclement and any other attacks made against that Location as long as it is so marked. All fire by an Encircled unit is subject to a +1 DRM on the IFT (or To Hit DR if ordnance). The MF cost of the first Location entered (regardless of phase) by an Encircled unit is doubled (after all modification). Should other enemy units enter an Encirclement Location they are immediately Encircled. Regardless of the Encircler's subsequent actions, the Encircled counter remains on the Location to affect all enemy/Melee Infantry units, and Vulnerable PRC of an Immobile vehicle, in that Location until they all leave the *Location* (even if they all leave it only momentarily), become berserk/heroic, are eliminated, or are captured. Being Encircled has adverse effects on a unit's ability to avoid capture (20.21). A unit Encircled more than once does not suffer additional penalties for multiple Encirclement.

***A12.31:** at end add, "or if placed on board voluntarily".*

12.15, .152, .153, .32, .34) or if placed on board voluntarily.

***A15.5:** line 3, after "Good Order" add "armed".*

Surrender immediately to any ADJACENT Known Good Order armed enemy Infantry/Cavalry as if they shared the same Location.[22] If no such enemy unit is ADJACENT, the unit is only Disrupted instead *[EXC: Units subject to No Quarter, Japanese, Gurkhas, Partisans, Fanatics, and Com-*

***A19.12:** line 10, after "Good Order" add "armed".*

cupies the same Location as, a Good Order armed Known enemy Personnel unit not in Melee *[EXC: No Quarter 20.3]*. Disrupted infantry do not

***B2.1:** penultimate sentence, after "in-hex terrain" add "[EXC: roads]".*

already a shellhole hex; the in-hex terrain *[EXC: roads]* (and any Flame/Blaze already in it) is considered to no longer exist at all. Shellholes occur only IN a Depression—not at its Crest Level.

***B20.41:** replace "marsh hexes on the same board" with "adjacent/connected marsh hexes (B16.6)".*

gully for all purposes, and all adjacent/connected marsh hexes (B16.6) are considered mudflats.

***C4.3:** last line, the cross references should be to C8.11, not C8.2.*

HE, and are not subject to APCR Depletion Numbers (8.11).

***C12.3:** At the end, add "If firing within hex, the zone is only that hex.".*

12.3 BACKBLAST ZONE: The backblast zone of a RCL consists of the firing hex and all Locations within one level of the RCL in the hex or hexes immediately behind it in the opposite direction of the LOF. This zone is determined by extending the LOS of the firing weapon backward through the firing hex a distance of one hex. If this backward extension of the LOS lies exactly along a hexspine of the firing hex (such that it forms a hexside between two adjacent hexes) then both of those adjacent hexes are considered part of the backblast zone. If firing within hex, the zone is only that hex.

Chapter H

***Free French OBA Availability Chart (page H130A):** entry for DR 9 in the 12/43-5/45 column, change "80+" to "80+ M".*

80+ M

***UN Forces Vehicle Listing (page H192):** [U.S./ROK/OUNC Vehicle Note 3] (M4A3E8(105) MT): The Vehicle Listing indicates that this vehicle has a Fast Turret, but the counters indicate a Slow Turret. The counters are correct.*

ST

***UN Forces Vehicle Listing (page H192) and U.S./ROK/OUNC Vehicle Note 4 (M4A3E8(105) Dozer MTv):** The Vehicle Listing and Note illustration indicates that this vehicle has a Fast Turret, but it should show a Slow Turret. The counter is also incorrect.*

ST

***UN Forces Vehicle Listing (page H192) and U.S./ROK/OUNC Vehicle Note 5 (POA-CWS-H5 MTv):** The Vehicle Listing and Note illustration indicates that this vehicle has a Fast Turret, but it should show a Slow Turret. The counter is also incorrect.*

ST

***UN Forces Vehicle Listing (page H192) and U.S./ROK/OUNC Vehicle Note 21 (M37 HMC SPA) (page H196):** The Vehicle Listing and Note illustration indicates that this vehicle has a main armament mounted in a Fast Turret, but it should show a Non-Turreted main armament. The counter is also incorrect.*

NT

***BCFK SW ALLOTMENT CHART (page H215):** Canadian entry, in the "M2 60mm LT. MTR" column, delete superscript "6".*

8

Chapter W

***W.7C:** line 8, after "eliminate a Pillbox (B30.92)", add "reduce a foxhole (F7.42),".*

Roadblock B(29.5), eliminate a Pillbox (B30.9), reduce a foxhole (F7.42), eliminate a Sangar (F8.41), remove a Panji hexside (G9.72), eliminate a Cave (G11.88), Breach a Seawall (G13.62), or eliminate a Tetrahedron (Gl4.56).

Red Factories

***O.2, SSR RF6:** add new penultimate sentence: "A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM."*

tion need not pay an extra MF to enter a "connecting" trench. Infantry may not enter such a trench while using Bypass movement, nor may they use Bypass movement while in such a trench, nor may they exit such a trench to directly use Bypass movement. A vehicle must pay the appropriate MP-costs/penalty to cross such a trench while using VBM; hence those vehicle types not allowed to cross a trench may not do so while using VBM. A unit entering/leaving a building/rubble Location via a "connecting" trench is not subject to Snap Shots as it does so, nor if entering/leaving a Cellar Location to/from such a trench, is the unit considered to be changing elevation for any purpose. Infantry may enter a Fortified Building Location as if that Location were not Fortified provided they enter it from a trench/AT-Ditch that is "con-nected" to that building Location.

O5.7: *line 12, replace "ROW13-Wl4" with "ROW14-Wl5".*

ROW14-Wl5) are only a 1-level obstacle.

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

20L(6) AA x 2

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

Combined CG Victory Assessment: Victory in RF CG I is assessed separately per Map Group (O.1). If one side fulfills the CG VC on one map and the other side fulfills the CG VC on the other map, the result is a draw.
CG Initial Scenario SAN: Russian CG Initial Scenario SAN is 4, and German CG Initial Scenario SAN is 3.

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

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

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

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

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

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

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

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

Hatten in Flames

Page HF1, after SSR HF12, add new SSR: "HF13 U.S. 60mm MTR/ OBA: *60mm OBAmodule per U.S. Ordnance Note 1 is NA.".*

HF13 U.S. 60mm MTR/ OBA: 60mm OBA module per U.S. Ordnance Note 1 is NA.

HF3.3: *replace the third sentence with "The CG continues until the last CG Day of that CG.".*

nario sequence called the Refit Phase (RePh: 3.6). The CG continues until the last CG Day of that CG. The "start lines" (or Front Line Locations, to use the game term) in a CG non-Initial Scenario are determined by Locations Controlled by both sides at the end of the last-completed CG scenario.

(Trim to this line)

HF3.51, Initial Scenario Special Rule 1.2: *line 1, after "RGs" add "[EXC: "O" and "M1" types]".*

1.2 RGs *[EXC: "O" and "M1" types]* purchased with these GCPP *must* enter as reinforcements (see SSR CG8) *[EXC: American "A" -type RGs enter on/after Turn 3]*.

HF3.6137: *line 2, replace "Gun" with "Weapon".*

3.6137 SPECIAL AMMO: Each non-Isolated Retained Weapon (including vehicular-mounted) has all of its Depleted ammunition types (if any) restored to normal availability (see also SSR HF12).

HF3.619 Fortification Purchase Table: *in the HIP row, replace superscript "2" with superscript "3".*

5/3/2/1/1 [3]

HF3.6214, Onboard/Offboard Setup Rules table: *in the American TD row, replace "≥ one hex from all American Front Line Locations" with "≥ two hexes from all German Front Line Locations", and in the German AFV row, replace "≥ six hexes from all German Front Line Locations" with "≥ seven hexes from all American Front Line Locations".*

Location, ≥ two hexes from all German Front Line

Location, ≥ seven hexes from all American Front Line

Dinant

DN2.31: *At the end, add "Contrary to B31.126, an Immobilized-vehicle/ wreck-(including a Burnt-Out Wreck) may be removed per D10.4 as long as the tracked AFV is in an adjacent/same-hex road Location directly connected to the hexside.".*

2.31 NARROW STREETS: All Narrow Street (B31.1) rules apply except as stated otherwise. A Narrow Street in a hex with woods (EX: Z26) is considered a normal Narrow Street. Contrary to B31.126, an Immobilized-vehicle/ wreck-(including a Burnt-Out Wreck) may be removed per D10.4 as long as the tracked AFV is in an adjacent/same-hex road Location directly connected to the hexside.

A Narrow Street with a building/woods in only one of the hexes sharing the hexside (EX: QQ26; I16) is considered a normal Narrow Street *[EXC: a unit bypassing is always in the*

DN4.4, SSR CG10: *lines 14-15, replace "nor may it be removed from play as per Dl0.4 [EXC: 3.232; 3.53]" with "but may be removed from play as per Dl0.4 (see also 2.31, 3.232 and 3.53)".*

See also 4.6059. A Burnt-Out-Wreck may not catch Fire but may be removed from play as per Dl0.4 (see also 2.31, 3.232 and 3.53). A Burnt-Out-Wreck is a LOS Hindrance in the same manner as a normal wreck.

DN4.51, Special Rule 1.3: *line 3, change "must" to "may".*

used for purchases made for the 13 May Afternoon CG Date (and may

German Reinforcement Group Chart: *RG G4, in the OB column, change "3 x 2-2-8, 3 x 2cm FlaK 30, 2 x Opel 6700" to "2 x 2-2-8, 2 x 2cm FlaK 30, 2 x Opel 6700".*

2 x 2-2-8, 2 x 2cm FlaK 30, 2 x Opel 6700

German Reinforcement Group Chart: *RG M2, in the Date Available column, delete "+".*

14 Morn

Sword and Fire: Manila

SF1, SSR SF5: *line 1, replace "Hidden-" with "Non-hidden". Last sentence, after "road" add ", shellholes, Palm Tree Stumps [17.2]".*

SF5 FORTIFICATIONS: Non-hidden-Mines/Entrenchments (including A-T Ditches; B27.56) may set up in a paved-road/Ramp-(5.2)/Wide-City-Boulevard-(10.1)/Railroad hex that also contains shellholes. Trenches (not A-T Ditches) may set up in a paved road hex adjacent to a SF Cellar Location (SSR SF6; 4.42). Japanese Fortifications (including mines) in open ground (including road, shellholes, Palm Tree Stumps [17.2]) hexes may not set up using HIP.[3]

SF1, SSR SF10: *replace the second sentence with "Mortars and AA Guns with an M# ≥ 10 may set up in a rooftop Location.".*

for Americans. Mortars and AA Guns with an M# ≥ 10 may set up in a rooftop Location. Once so set up, they may not move unless

SF1, SSR SF11: *after the penultimate sentence, add "Every SMC stacked with a Commando MMC has Scaling abilities, and every SMC generated by a Commando MMC (via leader determination [20.6215] for American RG "13"), or via Hero creation (A15.21) or Leader creation (Al7.) is a Commando.".*

SF11 ASSAULT ENGINEERS & COMMANDOS: The followng MMC are Elite (A1.25) Assault Engineers (H1.22): Amer-ican 7^5-4-7 squads and their 3-3-7 HS, and Japanese 4^3-4-8 squads and their 2-3-8 HS. MMC counters with a DC symbol have been provided to allow players to distinguish these units. The enhanced Smoke capability normally afforded an Assault Engineer squad is already reflected in the printer Smoke Placement Exponent, which may not be increased further. American Assault Engineers are also Commandos (H1.24). Every SMC stacked with a Commando MMC has Scaling abilities, and every SMC generated by a Commando MMC (via leader determination [20.6215] for American RG "13"), or via Hero creation (A15.21) or Leader creation (Al7.) is a Commando. If a Japanese Assault Engineer is Replaced, it loses all special capabilities, even if it subsequently Battle Hardens.

SF4.43: *first sentence, at the end add "and to/from units beneath a "connecting" Trench (SSR SF6) and as per B8.2".*

4.43 LOS: LOS to/from a SF Cellar exists only between ADJACENT Locations *within the same building* and to/from units beneath a "connecting" Trench (SSR SF6) and as per B8.2. A unit in a SF Cellar Location may never claim Wall Advantage.

SF4.5: *line 4, after "MG" add ", Residual FP, Fire Lane".*

Small Arms Fire, MG, Residual FP, Fire Lane, Canister, HEAT, IFE, and ordnance ≤ 37mm; it has a +2 TEM vs all other types of attack. Otherwise, it is treated as a stone building/rubble.[8]

SF4.6: *at the end, add "A Steel-walled building is treated as a stone building for Bog Check (D8.21) purposes.".*

HE (only) attack ≥ 70mm (or DC/HEAT attack) with an Original IFT DR that causes a KIA on the appropriate IFT column results in stone rubble (B24.11). The Kindling and Spread numbers for a Steel-walled building is "11". A Steel-walled building is treated as a stone building for Bog Check (D8.21) purposes.

Page SF3, after rule 4.9, add new rule: *"**4.10 FACTORIES:** Each building on the SF maps that has ≥ one road/RR entering it is a Factory (B23.74). A non-rubbled Factory Location that has a road/RR entering it (EX: 4E16) is considered a Vehicular-Sized Entrance (B23.742). Rubble that is connected to a Factory (EX: 4M52) is Factory Rubble (B23.743)."*

4.9 OPEN AIR WORKSHOPS: Open Air Work-shops have wood or steel support beams for walls and sheet metal roofs, are blue-gray in color, and only exist on *Isla Provisor* (EX: 4L37). They are treated as a wooden Single Story House (B23.21) except as stated otherwise. Open Air Workshops are a Half-Level LOS Hindrance (that also applies as a DRM to Fire Lanes [A9.222]) with 0 TEM *[EXC: +1 TEM vs Indirect Fire]*. Mortars may fire from an Open Air Workshop hex but Spotted Fire (C9.3) is NA. Any HE (only) attack ≥ 70mm (or DC/HEAT attack) with an Original IFT DR that causes a KIA on the appropriate IFT column eliminates the workshop with no effect on any occupants/Weapons; place a Debris counter (2.) in that hex. A Bog Check colored dr that would ordinarily result in either rubble or falling through the cellar (B23.41) instead places a Debris counter. Fully-tracked vehicles move from one hex of an Open Air Workshop to another hex of the same Open Air Workshop as if in a Factory (B23.742). The Kindling and Spread numbers for an Open Air Workshop are "7".

4.10 FACTORIES: Each building on the SF maps that has ≥ one road/RR entering it is a Factory (B23.74). A non-rubbled Factory Location that has a road/RR entering it (EX: 4E16) is considered a Vehicular-Sized Entrance (B23.742). Rubble that is connected to a Factory (EX: 4M52) is Factory Rubble (B23.743).

SF9.11: *last sentence, after "Accessible" add "(COT and FFMO as if open ground)".*

Scaling (B23.424), a Wall Location is Accessible (COT and FFMO as if open ground) only from another Wall Location, an Aquarium rooftop (9.3), or from an Intramuros Stairwell directly below it. See also SSR SF4.

SF17.2: *second sentence, at the end add "and are treated as open ground (B1.) except as stated otherwise".*

17.2 PALM TREE STUMPS: Palm Tree Stumps (EX: 2K32) are represented by 2-4 brown dots, similar to an orchard (Bl4.), but brown. Palm Tree Stumps present no LOS Hindrances and are treated as open ground (Bl.) except as stated otherwise. Vehicles entering/exiting a Palm Tree Stump hex without using the road must check for Bog with an additional +2 DRM.

17.3 COCONUT GROVES: Coconut groves are represented by seven leafy symbols (EX: 4S80) and are treated as Palm Trees (G4.) *[EXC: TEM is + 1/-1 as if it was woods; B13.3]*.

SF20.4, SSR CG11, Japanese RG section: *line 4, delete "(Walls, Stairwells, Gates hexes NA)".*

muros in hexes numbered ≥ 16 in CGs IV and V]. Otherwise, units enter from offboard on/after Turn 1 on friendly-Controlled hexes per the SSR for that CG. [15]

Charts, Tables and Maps

W. National Capabilities Chart (Chapter Divider): *KMC entry, in the "ORDNANCE TH# Color OBA ACCESS FINAL ACC dr" column, change "9/50+: Black" to "8/50+: Black".*

8/50+: **Black**

W. Korea Terrain Chart: *in row "W1.33 Steep Hills Road" in the "Terrain (Rule)" column, "Steep Hills Road" should be in black not red.*

W1.33 Steep Hills
Road

***A7.55:** line 1, change "Good Order units/weapons" to "units/weapons capable of forming a FG with each other".*

7.55 MANDATORY FG: If units/weapons capable of forming a FG with each other in the same Location are going to fire at the same target (i.e., at both the same Location and the same unit and the same "simultaneous" [8.1] MF/MP expenditure; see D3.5) during the same phase they must form a FG *[EXC: Fire Lane; 9.22]*; they may not attack separately except with ordnance/FT/DC or the subsequent shots of multiple ROF weapons (9.2).

***A7.7:** line 4, after "/ordnance" add "/vehicular-armament".*

SW/ordnance/vehicular-armament at ≤ Normal Range (1.22, 10.532) is subject to possible Encirclement *[EXC: pillbox; B30.32]*. The attack(s) constituting an Encirclement must be resolved *consecutively;* if a player fires at a different target in the interim, he cannot use previous attacks as the basis for his claim to Encirclement. Encirclement occurs if the firer's LOS enters the target Location either: a) through opposite hex*spines*; b) with exactly three target-hex vertices between them in both clockwise and counter clockwise directions; or c) through

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render immediately to any ADJACENT Known Good Order armed enemy Infantry/Cavalry as if they shared the same Location.[22] If no such enemy unit is

***A19.12:** line 10, after "Good Order" add "armed".*

Good Order armed Known enemy Personnel unit not in Melee *[EXC: No*

***B2.1:** penultimate sentence, after "in-hex terrain" add "[EXC: roads]".*

hex; the in-hex terrain *[EXC: roads]* (and any Flame/Blaze already in it) is considered to no longer exist at all. Shellholes occur only IN a Depression - not at its Crest level.

***B20.41:** replace "marsh hexes on the same board" with "adjacent/connected marsh hexes (B16.6)".*

for all purposes, and all adjacent/connected marsh hexes (B16.6) are considered mudflats.

***C4.3:** last line, the cross references should be to C8.11, not C8.2.*

firing HE, and are not subject to APCR Depletion Numbers (8.11).

***C12.3:** At the end, add "If firing within hex, the zone is only that hex.".*

ered part of the backblast zone. If firing within hex, the zone is only that hex.

Pocket Edition Chapter H

***UN Forces Vehicle Listing (page H192) and U.S./ROK/OUNC Vehicle Note 4 (M4A3E8(105) Dozer MTv):** The Vehicle Listing and Note illustration indicates that this vehicle has a Fast Turret, but it should show a Slow Turret. The counter is also incorrect.*

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