

A7.308: lines 15-16, delete “[EXC: if HD the vehicle is unaffected by an Immobilization result]”.

the Kill Number, the vehicle is immobilized ; if the Final DR is \leq half of the Kill Number, the vehicle is eliminated as a burning wreck and all of its PRC are eliminated. Otherwise, the PRC of an eliminated vehicle must check for survival (D5.6). The surviving PRC of an eliminated vehicle are not subject to further effects from that attack. However, the Vulnerable PRC of a vehicle that has not been eliminated may still be subject to a Collateral Attack (D.8).

B6.3: lines 3-4, disregard the B6.3 errata from the Journal 7 Debriefing; instead, after “regardless of LOF)” replace “is” with “and Residual FP attacks are”.

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

Chapter B Terrain Chart: in row “6. Bridge” in the “TEM” column replace “LOS” with “FFMO”; in the “Notes” column replace “If” with “FFMO if”.

FFMO: -1*/+1

FFMO if LOS is thru road depiction; otherwise +1; TEM: +1

C3.33: line 11, replace “all vulnerable units/PRC hit by WP must take an A24.31 NMC” with “see A24.31 for a hit by WP or if in a Location where WP is placed”.

nance; see A24.31 for a hit by WP or if in a Location where WP is placed.

C3.331 EX: at the end add “See also B9.521 second EX for WP placement.”.

being friendly to the firer. See also B9.521 second EX for WP placement.

D4.2: lines 3-4, replace “Direct or Small Arms/non-ordnance [EXC: DC, C7.346] fire” with “Direct Fire ordnance”.

4.2 HULL DOWN (HD): HD is a term used to describe any situation wherein the LOF to the bottom half of a vehicle is blocked by terrain, making that portion of the target incapable of being hit by Direct Fire ordnance. A vehicle qualifying as a

D4.21: lines 1-2, add “ordnance” after “Direct Fire”.

4.21 WALL/ROADBLOCK: A vehicular target fired on by Direct Fire ordnance through a wall/bocage/roadblock hexside that would affect that fire with a +2 or +1 TEM (see B9.3-.36 and B9.5) is instead considered HD to that fire.