

**A4.12:** replace entire section with:

**4.12 LEADER BONUS:** Any Good Order MMC which begins the MPH/APh and ends its MPH/APh stacked with a leader of the same nationality in the same Location, at the same level (2.8), and with the same wire/entrenchment/panji/paddy status is eligible for a two MF bonus during that MPH/APh, provided it expends all its MF while moving in a combined stack with that leader, and does not expend any of its MF to mount, ride, or dismount any form of conveyance.

**A4.63:** in line 2 after “Dash move” add “to a particular Location”. In the last line of the second Example delete “either” and “or BB6”.

**4.63 DASH:** Infantry may declare a Dash through a road Location if it declares a Dash move to a particular Location prior to moving, and then moves from a non-Open Ground Location on one side of the road directly into the road and then directly into a non-Open Ground Location on the other side of the road provided the normal MF expenditure for this two-hex move is  $\leq$  the unit’s available MF. For purposes of determining the legality of a Dash move, any Location out of the LOS of a firer is also considered a non-Open Ground Location. The Dashing unit may not have expended any MF prior to the Dash [EXC: SMOKE grenade placement attempt; 24.1], may expend no MF in the road or the Dashed-to location beyond the minimum required to enter, and must end its MPH in the non-Open enter AA7, it would be stuck in BB7 without Dash benefits.

**A7.212:** line 4 replace “unarmed/unarmored” with “unarmed, unarmored”.

**7.212 TARGET SELECTION LIMITS:** A unit does not have the freedom to attack units in other Locations while its own Location is occupied by a Known enemy unit (even if disrupted) unless the only known enemy unit in its Location is an unarmed, unarmored vehicle. Whenever a unit is eligible for TPBF vs Known enemy units, it can attack only those units. Spotters (C9.3) are similarly limited, but Observers (C1.6) are not.

**A7.3:** second sentence lines 5-6, replace “due to the effect of terrain, Hindrances, target characteristics, and/or leadership” with “as listed on the IFT DRM chart or in the appropriate rules section”. After the second sentence add: “Each applicable entry on the IFT DRM chart is cumulative (A.17) and is applied only once per attack, unless indicated otherwise.”

**7.3 RESOLUTION:** Fire attacks are resolved by checking to see if any FP modifiers alter the FP of each attacking unit and then adding the adjusted FP factors of all units attacking the same target (see 7.4-.5) to determine the total FP strength of the attack. Make a DR and, after adding any applicable DRM as listed on the IFT DRM chart or in the appropriate rules section, cross-index the adjusted DR with the applicable FP column of the IFT to determine the results of the attack. Each applicable entry on the IFT DRM chart is cumulative (A.17) and is applied only once per attack, unless indicated otherwise. The attacker uses the rightmost column of the IFT whose listed FP (in bold type) does not exceed the total adjusted FP of the attack. Any excess FP factors have no effect [EXC: Heavy Payloads; C.7]. The results vs Personnel targets are applied as follows:

**A7.52:** second sentence line 3, delete “(Covering/CX penalty)”. After the second sentence add: “Should any member of the FG incur a detrimental DRM, it applies to the entire FG (cumulative as per A7.3).”

**7.52** All members of a FG must be able to trace a LOS to the target. Should the LOS of any FG member be subject to a Hindrance/TEM, the worst possible case applies to all members of the FG (A.5). Should any member of the FG incur a detrimental DRM, it applies to the entire FG (cumulative as per A7.3). For this reason, it is often wise to break up such a FG and have its component parts attack separately. A multi-Location FG which discovers that one or more of its units’ LOS is blocked forfeits the participation of only those units whose LOS was blocked. The FG’s other units with a valid LOS must still attack the same target (unless it was eliminated by a previous attack, in which case their attack is forfeit and they are marked with an appropriate fire phase counter) after resolving the blocked firer’s DR (6.11), but as a smaller FG or as separate attacks.

**A8.22:** 3rd bullet replace “Small Arms” with “Spraying Fire”.

- An attack vs a pillbox never leaves Residual FP in the pillbox Location, nor in the non-pillbox Location of that hex unless the attack could affect the entire hex (e.g., Spraying Fire, Area Target Type, etc.).

**A8.3:** add at the end “If a unit, or any SW/Gun it possesses, uses Subsequent First Fire (or Intensive Fire) then that unit and all its SW/Guns are marked with a Final Fire counter.”

**8.3 SUBSEQUENT FIRST FIRE:** A DEFENDING Infantry unit already marked with a First Fire counter may Defensive First Fire again during that MPH as Area Fire by flipping its First Fire counter over to the Final Fire side. Such fire can leave Residual FP but if using a MG/IFE is treated as Sustained Fire and penalized accordingly. Only Small Arms [EXC: MOL], MG, and IFE can be used as Subsequent First Fire. Subsequent First Fire cannot be attempted against any target at a range > that to the closest armed, Known enemy unit, nor outside the firer’s Normal Range. Like Defensive First Fire, Subsequent First Fire options are MF/MP dependent; i.e., if the moving unit expends only one MF and draws Defensive First Fire, that Defensive First Firer cannot immediately Subsequent First Fire at it until it expends another MF. The same unit/weapon can never fire on a moving unit in the same Location more times than the number of MF/MP expended (FRD, but a minimum of once per hex) in that Location during that MPH (see 9.2). Whenever a unit uses Subsequent First Fire, it must use all MG/IFE in its possession (up to the unit’s normal operation capabilities; 7.35-353) as Subsequent First Fire or forfeit their use for the remainder of that Player Turn (barring FPF); a squad may not split its usable inherent FP from that of its MG/IFE during Subsequent First Fire unless it opts to not use the remaining FP/SW at all. A Multiple-ROF weapon cannot be fired more than once per Subsequent First Fire attack. If a unit, or any SW/Gun it possesses, uses Subsequent First Fire (or Intensive Fire) then that unit and all its SW/Guns are marked with a Final Fire counter.

**A8.41 EX:** second paragraph, lines 23-25 replace “...the 4-6-7 would then be marked with a First Fire counter while the LMG’s First Fire counter would be flipped to its Final Fire side.” with “the 4-6-7 and LMG would then both be marked with a Final Fire counter.”

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rected by that Leader during Defensive First Fire; 7.53); the 4-6-7 and LMG would then both be marked with a Final Fire counter. If on the other hand only the squad had First Fired previously, after the first attack on the 6-2-8 both the 4-6-7 and its LMG would be marked with a Final Fire counter (even if the German player opted not to use the LMG in that attack; 8.3).

**A9.52:** replace the second sentence with “Spraying Fire can be used against a moving unit and against a Location without a moving unit (halved again for Area Fire), although its only effect in the second Location would be to leave Residual FP.”

**9.52 RESTRICTIONS:** Spraying Fire cannot be used in a FG attack unless all members of the FG are capable of Spraying Fire, opt to use it, and trace their LOS to the same two target points. Spraying Fire can be used against a moving unit and against a Location without a moving unit (halved again for Area Fire), although its only effect in the second Location would be to leave Residual FP. A unit marked with a First Fire counter which attacks during Final Fire may use Spraying Fire only if both of the attacked hexes are adjacent to the firer. Spraying Fire cannot be used vs descending paratroops.

**A10.41:** line 2 after “Range” add “per A10.532”

**10.41 VOLUNTARY BREAK:** Units within both the LOS and Normal Range per A10.532 of an armed, unbroken Known enemy ground—and/or ADJACENT to any unbroken enemy ground unit—may voluntarily break (even if pinned) at the start of the RtPh so as to be able to rout during that RtPh (but only if breaking will not cause their immediate Reduction or elimination).

**A10.5:** lines 15-16 delete “to increase the distance between itself and  $\geq 1$  nearest Known enemy unit(s)”.

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enemy unit without Interdiction only if it has used Low Crawl (10.52) during that RtPh, but it still may not be ADJACENT to an unbroken and armed Known enemy unit at the end of the RtPh or it will be eliminated for Failure to Rout. Broken units may not use Bypass (4.3).

**A10.62:** line 4 add “CC/” before “WP”.

**10.62 DESPERATION MORALE (DM):** DM is a condition which afflicts any unit during the Player Turn it breaks (even if it breaks voluntarily) or any already broken unit which is subsequently attacked by CC/WP, or enough FP (taking the *possibility* of

**A11.51:** line 5, replace “unbroken/unpinned, armed” with “unbroken, unpinned, and armed”. Lines 7-8 delete “in a halftrack”.

DR for every unbroken, unpinned, and armed enemy HS/crew Personnel counter (+2 for each such squad) in the CC Location (and not in the act of Withdrawal) at the time of each attack unless they are BU. There is a +2 DRM for CC vs a Motion/non-stopped vehicle. An Ambush DRM (11.4/11.8) or Hero DRM (15.24) can also apply to CC vs a vehicle. A leadership DRM applies to CC vs a vehicle only when that leader is combining with another unit in that attack. See also 11.61.

**A12.15:** line 9 after “it will” add “lose Concealment and”.

**12.15 DETECTION:** Concealment can also be lost due to attempted enemy movement (not advance) into a concealed unit's Location. Whenever a non-berserk enemy infantry/non-charging Cavalry unit attempts to move into a Location containing a concealed unit during the MPh [EXC: Bypass (12.151); Human Wave (25.23)], the DEFENDER must *immediately* reveal at least one concealed unit in that Location and thereby force the moving unit back (even from a Wire Location) to the last Location occupied before entering his Location [EXC: units allowed to enter an enemy Location during the MPh; 4.14] where it will lose Concealment and end its MPh (unless it goes Berserk first) and is subject to possible Defensive First Fire attack (or, in the case of a routing unit, eliminated or captured for Failure to Rout; 10.533). If the ATTACKER is concealed, the DEFENDER can (before he reveals any unit) force him to momentarily reveal a non-Dummy unit in that stack; if the ATTACKER cannot, his Dummy stack is removed. The MF expended in attempting to move into the concealed unit's Location are still used, but are

**A19.131:** line 10 replace “all B#” with “all SW Original B#/X# [EXC: DC]”.

**19.131 AMMUNITION SHORTAGES:** Unit Replacement can also occur if a SSR cites a side's on board OB as being afflicted by Ammunition Shortages, in which case any MMC of that side which rolls an Original 12 DR on the IFT while using its Inherent FP suffers Unit Replacement *after* the attack which caused it is resolved. Any MMC subject to, but incapable of, further quality loss is broken *after* resolution of the attack, unless berserk. Not all members of a FG would be subject to Unit Replacement; determine the MMC affected by Random Selection after malfunction or elimination of applicable SW. Unit Replacement does not occur as a result of a 12 To Hit DR, but A.11 would apply because all SW Original B#/X# [EXC: DC] and Ammunition Depletion Numbers are decreased by one during an Ammunition Shortage. All vehicles and Guns are considered to have a circled B# (D3.71) one lower than their inherent B# during an Ammunition Shortage. Those which already have a circled B# start play with a Low Ammo

**A20.21:** line 5 add “unconcealed” after “possible”. At the end of the first sentence add “[EXC: if pinned; 10.53 & G5.5].”

**20.21 RtPh:** Any broken Infantry unit during its RtPh that is both ADJACENT to Known, Good Order, armed enemy Infantry/Cavalry and unable to rout away from it or *only* able to rout while being subject to Interdiction or resorting to Low Crawl (regardless of how it actually routs or if the possible unconcealed Interdictor is Known to it), will surrender to that enemy unit as its prisoner instead, (captor's choice of unit receiving surrender if more than one unit qualifies) after first abandoning all its SW [EXC: if pinned; 10.53 & G5.5]. A stack of broken units in a Location surrenders simultaneously and must be accepted or rejected (20.3) as a stack. If there are not enough Guards for all such surrendering units, the excess units (captor's choice) are freed as Unarmed (20.5). Surrendering units are not subject to FFE or minefield attacks. If the only adjacent armed enemy unit is in-Melee/berserk/vehic-

**A24.31:** line 4 in EXC replace “non-moving units in MPh” with “non-moving units in First Fire”.

**24.31 CASUALTIES:** The chemical agents in WP caused discomfort and could result in demoralization/casualties. All units (including friendly ones) except a non-CE, CT AFV in a Location with a WP counter must take a NMC when the WP is placed [EXC: non-moving units in First Fire] in that Location (not when it drifts or they move into it) or when hit by WP on the Area Target Type [EXC: if the WP does not rise to that elevation (24.4)]. See C1.71 for OBA. The NMC causes DM status (10.62), and also causes loss of concealment if the affected unit is in LOS of a Good Order enemy ground unit. Leadership, CE DRM and TEM apply as negative DRM to the NMC (treating grenades as if a Direct Fire attack for TEM purposes). However, if a CH (or Air Burst when using Indirect Fire) is obtained with WP, TEM are applied to the NMC as positive DRM instead. A CH with WP grenades occurs if the colored dr of the MC DR is a 6.

**B3.5:** line 1 in the EXC: delete “rubble!”.

**3.5** Hidden mines [EXC: in debris] and entrenchments may not be placed in a paved road hex due to the urban nature of the terrain.

**B6.42:** line 6 after “bridge” add “Location”.

**6.42 COLLAPSE:** Wooden bridges may collapse under loads > their current weight limit. The first time the total weight of vehicle/wrecks on a wooden bridge (regardless of length) exceeds ten tons, a Bridge Collapse DR must be made. The DR is modified by +1 for every five-ton increment or fraction thereof in excess of the current bridge weight limit. If the Final Bridge Collapse DR is  $\geq 12$ , the entire bridge Location collapses with the elimination of all counters on and beneath it. Rubble is placed as per 6.331. If the Final Bridge Collapse DR is < 12, the bridge remains intact and its new current weight limit is the current weight just checked. This new weight limit is marked on a side record. The bridge does not have to check for collapse again until this new current weight limit is exceeded.

**B9.5:** line 3 after “walls” add “[EXC: HEAT NA (C8.31)]”.

**9.5 BOCAGE:** Bocage (or hedgerow) is a special form of hedge grown on top of low earthen mounds to form a natural wall. All rules pertaining to walls [EXC: HEAT NA (C8.31)] are applicable to bocage except as modified below.

**B13.421:** line 14 between “woods” and “hex” delete “road”.

that sets up in a woods hex does not place a TB counter (unless set-

**B14.2:** line 6 before “higher” delete “one level”.

**14.2 SEASONS:** An orchard is not a LOS obstacle between same-level units. However, an orchard hex is considered a one level obstacle to any LOS to/from a higher elevation during the months of April through October, and consequently can create Blind hexes. Each out-of-season orchard hex presents a +1 Hindrance to any LOS drawn through it to/from a Location higher than the base level (not the obstacle height) of the orchard hex. However, if the LOS is drawn to/from a Location > one level higher than the base level of the out-of-season orchard hex, only one +1 Hindrance DRM applies, and only if the LOS crosses an orchard adjacent to the ground level target/firer.

**B16.71:** at the end of the first sentence add “;16.4 does not apply”.

**B16.72:** at the end add “and pay double Open Ground COT”.

**Cut out together.**

**16.71** Infantry/Cavalry may enter a mudflat hex at a cost of two MF; 16.4 does not apply. Unpossessed portaged equipment in a mudflat is not lost.

**16.72** Amphibious vehicles may not enter a mudflat in the water movement mode but must use land movement capabilities and roll for Bog instead and pay double Open Ground COT.

**B23.211:** line 5 after “(A10.61),” add “Victory Conditions (A26),”.

**23.211 LUMBERYARD:** Any hex containing numerous brown rectangular striped shapes is a lumberyard hex. Hex 24Q6 (and cD4 of *Deluxe ASL*) is an example of a lumberyard hex. A lumberyard is considered identical to a wooden Single Story House in all respects except for Rout (A10.51), Rally (A10.61), Victory Conditions (A26), and EC DRM for Kindling/Spreading (25.5) purposes, the ability to fire mortars and AA Guns therefrom, and the hex may not be OVR by vehicles. Vehicles may enter a lumberyard only via Bypass [EXC: motorcycles may be pushed]. Paths never exist through a lumberyard.

**B23.25:** at the end add “LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/1X4).”

**23.25 ADJACENT BUILDING HEXES:** A unit in a building is ADJACENT to an adjacent building level of the same building only if both are either on the same level [EXC: Rowhouse; 23.71], or are vertically connected by a stairwell (printed or inherent). Otherwise, no LOS exists between adjacent units in the same building, nor does a LOS exist between non-adjacent units in the same building, unless a LOS clear of the building depiction can be traced through intervening hex(es)—such as from 1M5 to N3 (see 23.1 ill.). LOS to a unit in a building Location [EXC: rooftop Location] can exist only if drawn to an ADJACENT unit or (for LOS between different hexes) if the LOS as it enters the hex does not cross a hexside within the building depiction (e.g., in contrast to 1X3/X4).

EX: The ground level of 1X3 is not in the LOS of the 1st level of W4. Therefore, the broken unit in level 1 of W4 is under no obligation to rout despite the presence of the enemy unit in X3. Similarly, units in those adjacent hexes cannot fire at each other due to their lack of LOS.

**B28.1:** lines 6-7 delete “Known Minefields (28.45-.47)” from the EXC.

**28.1** Minefields are a form of Fortification but are represented by counters only after they are revealed during play [EXC: A-T mines in hard-surfaced terrain; 28.53]. Minefields are available only per scenario OB. The type, Location, and strength of minefields are secretly recorded prior to the start of play by the owning player. Minefields may not be placed in a bridge, paved road, runway [EXC: Non-hidden A-T Mines; 28.53], sewer, marsh, crag, Interior Building Hex, rubble, or Water Obstacle hex. The presence of a minefield is not revealed until a unit susceptible to that type of attack enters that minefield Location or an MMC discovers it by Searching. The minefield’s strength is not revealed if the minefield attack results in no effect. An Anti-Personnel (A-P) minefield must be constructed with a strength of 6, 8, or 12 factors and is not reduced in strength due to the resolution of an attack by that minefield.

**B30.34:** in line 2 delete “Residual FP”.

**30.34** Since a pillbox is a separate Location, each attack [EXC: Bombardment; Area Target Type; Aerial bomb; OBA] vs a pill-

**C.7:** at the end (before the EX) add “The Original DR for rubble creation (B24.) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73].”

**C.7 HEAVY PAYLOAD:** An OBA or bomb hit of  $\geq 250$ mm is resolved on the 36 FP column with a -1 bonus DRM for each multiple of 50mm in excess of 200mm (FRD). (Any such attack halved for any reason is resolved on the 16 FP column with half of any bonus size DRM [FRD]). In addition, any CH that generates FP in excess of 36 FP is resolved on the 36+ column of the IFT with a -1 bonus DRM for each whole multiple of eight FP in excess of 36. A FG may never use Heavy Payload rules. The Original DR for rubble creation (B24.) and pillbox elimination is determined after application of the bonus DRM [EXC: CH; 3.73].

EX: Any 120mm Gun HE CH vs Infantry is resolved on the 36 column of the IFT with a -1 bonus DRM ( $24 \text{ FP} \times 2 [\text{CH}] = 48 - 36 = 12 \div 8 = 1\frac{1}{2}$ ). A 150mm OBA CH is resolved on the 36 column using its Original 2 DR and a -3 bonus DRM ( $30 \text{ FP} \times 2 [\text{CH}] = 60; 60 - 36 = 24; 24 \div 8 = 3$ ). A 250mm bomb CH is resolved on the 36 column with a -5 bonus DRM ( $-1 [250\text{mm}] + 4 [36 \text{ FP} \times 2 [\text{CH}]] = 72; 72 - 36 = 36; 36 \div 8 = 4\frac{1}{2} = 5$ ).

**C1.7:** at the end add “[EXC: IR Missions must be declared prior to the Mission’s first Battery Access draw].”

**1.7 FIRE MISSION:** A Fire Mission consists of the entire time between Battery Access chit draws in which a FFE is on board. There are seven types of Fire Missions. The first is the HE Concentration and the second the SMOKE Concentration (1.71), the Blast Area for both of which is defined in 1.32. The other types are Harassing Fire (1.72), IR (E1.93), Barrage (E12.1), SMOKE Barrage (E12.51) and Creeping Barrage (E12.7). A Fire Mission cannot be of more than one type; e.g. if a battery uses a HE Concentration in its FFE:1 stage, it cannot switch to Harassing Fire or SMOKE, etc., in its FFE:2 stage. Whenever a FFE:1 appears onboard, or when an SR is pre-designated for conversion to a FFE (although if it does not actually Convert it may be re-designated later), the type of Fire Mission to be used (including whether Smoke or WP) must be announced immediately by its owner (before making any required Accuracy dr for it) [EXC: IR Missions must be declared prior to the Mission’s first Battery Access draw].

**C1.81:** lines 1-2 delete “(inclusive of units set up offboard)”.

**1.81 AREA:** Bombardment begins after setup but prior to the start of play. Bombardment potentially affects all the hexes of an entire mapboard (hexrows A-GG) or two adjacent halfboards (hexrows A-Q/Q-GG) at the firer's option, including all friendly units present in that designated area. The firer makes six dr, modifying the last three dr by +6. Each of these Final dr represent a numerical grid coordinate of the Bombardment area which is *immune* to its effects. Should any of these Final dr result in the same number or exceed 10, the total area spared the effects of the Bombardment is correspondingly less. A Final dr of 10 also spares all hexes of the Bombardment area that have a coordinate of 0 (see A2.2). For *Deluxe ASL* see J2.5.

**C5.35:** line 2 delete “in its MPH”.

**5.35 CASE C<sup>4</sup>; MOTION FIRER:** A Motion/Non-Stopped vehicle which is moving and wishes to fire without stopping (D2.13)

**C7.7 AFV Destruction Table:** in the “FT/MOL” column in the “= TK#” row add note “A” to the “Elim” entry.

**FT/MOL**

Burn
Burn
Elim <sup>A</sup>
NA
NA

**C11.3:** line 1 delete “is”.

**11.3** If a Gun starts a scenario hooked up or manned by a non-crew unit, moves, or its manning Infantry voluntarily forfeits Wall Advantage (B9.322) it loses the “Emplaced” To Hit DRM of Case Q. Once lost, a Gun may not regain Emplaced status during that scenario. A Gun's Emplacement TEM ceases to exist when that Gun is removed from play.

**C13.31:** lines 31-33 replace “squads” with “squad-equivalents”.

**C13.311:** lines 3-4 replace “squads” with “squad-equivalents”.

**Cut out together.**

The total number of PF shots taken in the course of a scenario may not exceed the number of German squad-equivalents in the OB prior to 1944, 1½ (FRD) times the number of squad-equivalents during 1944, and twice the number of German squad-equivalents in 1945. The number of shots taken is recorded on the PF Usage Track of the Scenario Aid Card by marking the total allowed number of PF shots on the track with a PF counter and moving it along the Track towards 0 one box at a time whenever a PF shot is taken. When the PF counter reaches the 0 box, no more PF shots may be attempted.<sup>32</sup>

**\*13.311 OPTIONAL USAGE:** Prior to setup in any scenario occurring after September 1943, the German player is allocated PF equal to the number of squad-equivalents in his OB prior to 1944, 1½ times (FRD) the number of squad-equivalents in 1944, and twice the number of squad-equivalents in 1945. He secretly records which units are carrying PF. Each Personnel unit may carry a number of PF equal to its US#. There is no portage cost. The weapons may be fired or transferred in the same manner as any inherent SW, except that no PF Check is necessary. After use or transfer, the PF possession records are updated accordingly because a PF can fire only once before being removed.

**D2.5 ESB DRM Table:** in the “+1” row after “Russian(r)” add “, all Chinese”.

Russian (r), all Chinese .....+1

**D4.2 line 7:** replace “claim a” with “claim an in-hex” before “Case Q TH DRM”.

Q TH DRM but it may claim an in-hex Case Q TH DRM in lieu of HD status. HD status does not apply to a vehicle fired on by Indirect Fire, although the TEM of a wall that would make such a vehicle HD to Direct Fire might count as a reduced TEM for Indirect Fire (see C1.52). A target is never considered HD to any attacking unit qualified to attack its Aerial AF.

**D6.5:** last line: add “/Recovered” after “unloaded”.

capacity can be unloaded/Recovered only by Passengers of the same vehicle.

**E1.931:** at the end add “IR Missions must be declared prior to the Mission's first Battery Access draw.”

**1.931 USAGE:** No Usage dr is necessary for OBA to fire IR. However, the firer of an onboard mortar must make a Usage dr of ≤ 4 before he can fire an IR (failure of which is not considered firing), and in order to fire it he must make a To Hit DR (only to check for malfunction/Low-Ammo/SAN). Firing one IR uses all of a mortar's/OBA's ROF for that Player Turn; therefore, neither type of firer may use another ammo type during a Player Turn in which it fires an IR (when an onboard mortar fires an IR, cover the mortar with a No Fire counter). An onboard mortar firing an IR (or malfunctioning) does cause a Gunflash (and can cause loss of concealment as per the normal rules for that weapon). When OBA is used to fire an IR, the owning player must still have Radio Contact and Battery Access, but FFE:1/2/C status is kept track of offboard (for Battery Access purposes), and each chit used solely to fire IR is reshuffled into the pile when that Fire Mission is completed. OBA fires IR in the same fashion as a SR—never as a FFE. IR Missions must be declared prior to the Mission's first Battery Access draw.

**E3.6:** replace the third sentence with: “On unpaved roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road.”

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**3.6 MUD:** EC are always “Mud”. Fires will spread to adjacent hexes only if the connecting hexside crosses a building/woods/brush/grain/orchard (in season) symbol or the fire is spread by Gusts (B25.651). On unpaved roads, the road bonus in B3.4-.41 is NA and Open Ground movement COT applies (as modified by 3.64) when using the road. Paved roads (which include bridges) and runways are not affected by Mud.

**E3.733:** line 1 delete “Ground”.

**E3.7331:** line 5, after “per hexside.” add “Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside.”.

**Cut out together.**

**3.733 INFANTRY/CAVALRY MOVEMENT:** In Deep Snow, Infantry/Cavalry movement penalties (3.723) still apply and, in addition, such units must pay an extra ½ MF per hexside [EXC: if entering any woods/building/rubble, or crossing a plowed road hexside]. The road bonus (B3.4) is applicable only along plowed road hexsides (roads are plowed only by SSR). Gallop is allowed only if used entirely across plowed road hexsides.

**3.7331 VEHICULAR MOVEMENT:** In Deep Snow the minimum Road Entry MP cost is one MP—not ½—whether BU or not (even on plowed roads). Except along plowed roads, all tracked vehicles must pay one extra MP, and all non-tracked vehicles [EXC: sledges] must pay two extra MP (or MF), per hexside. Along plowed roads, all non-tracked vehicles [EXC: sledges] must pay one extra MP/MF per hexside. Gallop is allowed only if entirely across plowed road hexsides.

*E7.25: line 19 after “one hex,” add “and to reduce any non-cliff Crest Line Blind hexes to zero if there is ≤ 1 level elevation difference (see B10.23).”*

prevent the gaining of “?” by “seeing” an enemy unit; aircraft cause “?”-loss only by attacking concealed units and scoring at least a PTC result on the IFT (provided that attacked unit is within the LOS of a Good Order enemy ground unit). However, a unit moving in Open Ground would not be considered concealed to the aircraft, although the aircraft player may not inspect that stack unless it passes the Sighting TC. Should such a Sighting TC reveal only a Dummy unit, the aircraft has the option of whether or not to count that Sighting TC as its only allowed Sighting TC for that turn, but is subject to Light AA fire regardless of his choice. All Aerial units are considered to be at sufficient elevation to reduce the number of Blind Hexes created by any full-level-or-higher LOS Obstacle to one hex, and to reduce any non-cliff Crest Line Blind hexes to zero if there is ≤ 1 level elevation difference (see B10.23), and to see INTO any Depression barring other LOS obstacles. To an Aerial viewer, the Blind Hex created by bocage is the hex formed by the bocage hexside. LV Hindrances (Mist; 3.32) also apply to Aerial LOS, as per the Aerial Range (E.5).

*E7.3: line 7-8 between “easiest” and “target” add “non-HIP [EXC: Observation Planes may target “empty” hexes]”.*

**7.3 SIGHTING TC:** Before a plane can make a Ground Support attack, it must first pass a Sighting TC from its initial attack hex along a specified Hex Grain to the target it wishes to “sight”. All aircraft have a Morale Level of 8 for purposes of Sighting TC. Failure to pass a Sighting TC results in the aircraft being unable to make a ground attack [EXC: *Mistaken Attack*; 7.32, 7.62], and being immune to Light AA (7.51) fire, during that Player Turn. The Sighting TC is based on the easiest non-HIP [EXC: *Observation Planes may target “empty” hexes*] target to spot in its initial target hex. Once an aircraft has sighted its initial target it need not take any additional Sighting TC to attack other units along the same Strafing Run during that Player Turn (see 7.43). The Sighting TC is subject to the following cumulative DRM:

*E7.4: line 2 at end of EXC: add “and subsequent hexes of a Strafing Run”.*

**7.4 GROUND SUPPORT:** Aircraft may attack ground targets (but no Locations devoid of enemy units [EXC: *Observation Planes*; *subsequent hexes of a Strafing Run*]) anytime during the opponent's MPh (or the plane's DFPh) by making a Strafing Run or Point Attack. An aircraft must always state whether it is making a Strafing or Point Attack just before resolving its second attack. Aircraft attack individually; they may not form a FG, but may attack the same target(s) and leave Residual FP normally. The C3 To Hit Table notes the applicability of To Hit DRM to Aerial attacks. Walls/hedges/ roadblocks do not provide any TEM to a Ground Support attack. The DEFENDER may add an additional board to any board edge so that his aircraft can set up in its initial attack hex outside the confines of the scenario board configuration. An aircraft cannot attack a Location to which it has no LOS and cannot Interdict.

*E7.5: in the antepenultimate sentence in the seventh line from the end after “marked with an AA counter” add “(and AAMG firing at Aerial targets)”.*

marked with an AA counter (and AAMG firing at Aerial targets) may not form a FG [EXC: *Mandatory FG*; A7.55] or use a Fire Lane vs Aerial targets, nor may it use Subsequent First Fire/Intensive/Sustained Fire vs aircraft (or vs any ground target in that Player Turn). An attack vs an Aerial target never leaves Residual FP or affects more than one Aerial target. A unit that exhausts its full ROF in AA fire is marked with a Prep Fire (or Bounding Fire if a moving vehicle) counter as well as retaining the AA marker.

*E7.6: lines 5-6 delete “is subject to malfunction/repair/disablement normally and”.*

**7.6 AERIAL OBSERVATION:** Observation Planes were valuable as mobile, all-seeing artillery Observers for directing OBA. Only one Observation Plane is available per side in any scenario, and is subject to normal aircraft rules except where specified otherwise below. An Observation Plane has an inherent radio, which replaces the one normally included as part of an OBA battery. Heavy AA fire (7.52) is the only way ground units can attack an Observation Plane. Even though technically offboard, an Observation Plane can be attacked in Aerial Combat (although it cannot fire back), and if held in Aerial Melee loses Radio Contact. For DY0 see H1.532.

*E9.12: at the end of the first sentence, add “and the hexgrain direction they will all share.”*

**9.12 DROP POINT:** Prior to scenario setup, each Wing secretly predesignates a Drop Point in the form of a whole hex somewhere on the playing surface and the hexgrain direction they will all share. Each Drop Point must be at least five hexes from all other predesignated Drop Points. Following setup, during the RPh of their entry Player Turn, the ATTACKER makes a dr (Δ) for each Wing. If the dr is a 1-3 the predesignated Drop Point is used. If the dr is a 4-6, the final Drop Point is determined by Random Selection to determine the board (including the originally chosen board, and rerolling any tie dr) and the Drift Placement procedure (3.75) is used to determine the Drop Point on or near that board. With the Drop Points of all Wings thus determined, each Wing places a Stick on the Drop Point, and then places two Sticks on each side of that Drop Point along the same Hex Grain so that

*Chapter K, page K22 (K26 in the 2005 print): column 2, item number “2”, line 1, add “armed” between “Known” and “enemy” and in line 6 delete “/unarmed”.*

2. Routing units may not rout toward a Known armed enemy unit. This means they may not rout to a hex that decreases their range to such an enemy. For example, if a Known enemy unit were in Z1, five hexes away, we could not rout to V3 which is only four hexes from the enemy even though it is out of LOS of Z1. That same unit, even if broken/ Disrupted, would also prevent us from routing to V2. However, were it the only enemy unit in LOS, it could not force us to rout because it has no Normal Range while broken or unarmed.

*Chapter K, page K25: column 1 (K29: column 2 in the 2005 print), paragraph beginning “I rally, but you don’t...” lines 7-8, replace “instead being subject to the result of yours as if I were broken, except that” with “instead my life being subject to the result of your NMC—plus”.*

I rally, but you don’t, and the enemy moves up to CC5 and DD6—forcing you to rout again since these No Quarter Huns aren’t taking prisoners. I opt to accompany you via Voluntary Rout (A10.711). Our choices are to rout to GG4, risking Interdiction in EE5 and FF4, or to Low Crawl to EE5. We go for the woods and risk Interdiction. Since I am no longer broken and am accompanying you in the RtPh voluntarily, I no longer have my own Interdiction NMC—instead my life being subject to the result of your NMC—plus I can aid you with my leadership. The Interdiction NMC DR for EE5 is an Original 7 which is reduced to a 6 by my leadership. So far so good. We continue into FF4 where the Original Interdiction DR is an 8. My leadership DRM saves us from Casualty Reduction, but the Final NMC DR of 7 still pins us in FF4. We may rout no farther in this RtPh and will doubtless be easy targets in the enemy’s next fire phase. Rather than contemplate that dreary ending, let’s call it a day.

**Chapter K, page K44:** column 1 (K52: column 2 in the 2005 print), paragraph beginning “No matter what...”, replace that first sentence with “No matter what, though, if you Hook Up a Gun both towing vehicle and Gun crew (Gun crew only if Unhooking) are marked with a TI counter for the rest of the Player Turn.”

No matter what, though, if you Hook Up a Gun both towing vehicle and Gun crew (Gun crew only if Unhooking) are marked with a TI counter for the rest of the Player Turn. So you can't Hook Up and drive off in one Player Turn, and you can't Unhook and fire in one Player Turn.

**Index:** In the definition of “Armed” in line 2 after “(A20.54)”, add “not possessing a functioning Gun/SW”.

**Armed** (any Personnel unit is Armed unless currently represented by an Unarmed counter (A20.54) not possessing a functioning Gun/SW, as is any non-Abandoned vehicle with an Inherent Crew): (see also Unarmed)

**Index:** In the definition of “Unarmed” in line 2 after “Gun/SW”, add “or inherent crew”.

**Unarmed** (Any unit without inherent FP usable on the IFT unless mounting or possessing a functioning Gun/SW or inherent crew; a leader is armed [unless a prisoner/swimmer: A20.551] but has no Normal Range; Abandoned AFVs are unarmed): A20.5 [Automatic Action: S6.302] [Heat of Battle NA: A15.1] [Inherent Driver: D5.1] [Japanese: G1.15] [Swimmers: E6.4]

**Russian Ordnance Listing page H28H:** Multi-Applicable Ordnance Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4).

3. A