

FKaC Scenario Errata

(Scenarios are listed by their old ID with the new ID in parentheses)

The following Scenarios are being updated and re-released in For King and Country with new scenario numbers. This errata to the previous incarnation of the scenarios incorporates previous errata and new update changes, but does not include some minor word-smithing. The new scenario number is listed after the scenario title.

A1 Tavronitis Bridge (93)

- Add a 4-6-8 and a glider to the German OB.

A2 Bofors Bashing (94)

- Add a 4-6-8 and a glider to the German OB.

A3 Descent Into Hell (95)

- Add a 4-6-8 and a glider to the initial Turn 1 force and also to the Turn 4 reinforcements.

A15 Stand Fast the Guards (92)

- In SSR 2 delete “and one AT Gun (and its crew)”.
- In SSR 4, change “dr” to “DR.”
- Replace British balance with “SSR 4 and 5 are NA.”.
- Replace German Balance with “In SSR 3 replace “DR” with “dr”.”

A22 The Crux of Calais (96)

- Add a 4-5-7 and a LMG and 6 “?” to the British OB.
- Replace the British balance with “Add a 4-5-7 and an ATR to the British OB.”.
- In German balance replace “three 4-6-7s” with “two 4-6-7s”.

A24 Regalbuto Ridge (100)

- Shorten Game Length to 7 turns.
- Replace the Victory Conditions with the following: “The Germans win at game end if they have more Good Order squad-equivalents than the British on hill hexes of board 2. Good Order MMC on Level 3 hexes count double.”
- Replace SSR 4 with the following: “One German 8-0 possessing the radio must set up HIP to direct the fire of a single offboard 75* leIG 18 INF Gun (German Ordnance Note 15). Radio Contact must be gained/maintained normally, but Battery access is NA. The 8-0 serves as a spotter (C9.3) and all principles of spotted indirect fire (C9.3-.31) apply [EXC: *Gun Malfunction is NA*], including ROF decrease (C3.33) and target acquisition. For TH# determination purposes, range is counted from hex 3A5.”
- In the British balance replace “7 Turns” with “6 Turns”.

A35 Guards Attack (108)

- Add a 2-4-8 to the German OB.

A38 North Bank (110)

- Add 8 “?” to the British OB.
- Add the following SSR: “5. Prior to play the British player may secretly record which units possess PIATs. The presence of a PIAT will be revealed when the possessing unit fires/transfers/drops the PIAT in LOS and within 16 hexes of an unbroken enemy unit, or is no longer Good Order.”
- Replace the British balance with “Add one 3-3-8 to the British OB.”.
- Replace the German balance with “Delete the 8 “?” from the British OB.”.

A40 Ad Hoc at Beurains (91)

- In Victory Conditions replace “35 VP” with “30 VP”.

A43 Probing Layforce (99)

- In Victory Conditions replace “20 VP” with “17 VP”.
- Reduce British OB by one 6-4-8.
- Replace German balance with “Delete a 9-1 from the British OB.”.

A102 On Silent Wings (98)

- Add a 5-4-8, a LMG, and a glider to the German OB.

G22 A Day By the Shore (103)

- In the VC add “assembled” after “Good Order”.
- In German Turn 3 reinforcements replace “enter on Turn 3” with “enter on/after Turn 3”.
- In German balance replace “on Turn 2” with “on/after Turn 2”.

G43 Kangaroo Hop (106)

- In SSR 6 replace “150+mm OBA” with “100+mm OBA”.
- Replace British balance with “In German setup, delete “using HIP (regardless of terrain)” and delete SSR 5.”.