

ASLRB (2nd Edition) published errata for Chapters A-K & W (highlighted material is new as of **November 2025 and **December 2025**; with the latter being added after the Debriefing in *ASL Journal 16*) [not including material already corrected in printed Replacement Pages issued in previous products]**

Index:

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

FBE: in the definition of “FBE”, line 1, after “Edge;” add “in SASL,”.

Field Phones: in the definition of “Field Phones”, replace “O6” with “OCG6”.

Fire Lane “Hard” Hindrance: in the definition of ‘Fire Lane “Hard” Hindrance’, after “Graveyard” add “/Light Woods”.

Squad Equivalent: in the definition of “Squad Equivalent”, add “non-Inherent-” in front of “crews” and “crew”.

Sustained Fire: in the definition of “Sustained Fire”, delete “[AFPh Restriction: A4.41, A7.25]”.

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

Chapter A:

A1.4: The green MMC illustration does not represent an actual unit.

A2.1: line 13, delete “white”.

A2.3: in the second sentence, insert “/enter” after “up” (three instances).

A2.9: line 1, add “/weapon” after “unit”.

A4.12: Replace entire section with “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: line 2, after “Dash move” add “to a particular Location”. In the last line of the second Example delete “either” and “or BB6”.

A5.5: line 1, add “non-Inherent-” in front of “crews”.

A7.212: line 4, replace “unarmed/unarmored” with “unarmed, unarmored”. **Lines 4-5, delete the second sentence, which begins “Whenever a unit is...”.**

A7.212 EX: Replace the last three sentences (starting with “If the squad were...”.) with: “If the squad were in an upper-level Location of the hex, then it could attack outside its hex; it would still attack the PRC with TPBF, but now the Passengers could attack back (D6.61) although only with PBF (if within one level), not TPBF; if CE, the halftrack (and its Passengers) could also fire outside its hex.”.

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.”.

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

A7.351: lines 4-5, after “SW” add “/Gun”.

A7.4: in the last sentence, replace “); see C3.33 for Area Target Type” with “, Area Target Type vs enemy units [C3.33])”.

A7.5: line 7, delete “Personnel”.

A7.52: second sentence line 3, delete “(/Cowering/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).”.

A7.531: at the end replace “treated as if he were firing” with “marked with an appropriate Fire counter.”.

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

A7.7: line 4, after “/ordnance” add “/vehicular-armament”.

A7.7: line 17, after “enemy” add “/Melee” then in the next to last line on page A15 after “enemy” add “/Melee”.

[Already incorporated on the PDF downloadable pages for ASL Journal 3 errata.]

A7.9: line 11, after “Finns” add “[EXC: Conscripts (25.7)]”.

A8.1: at the end remove “[EXC: Impulse Movement; 13.6; 25.232; D14.2; E11.2; E11.52.]”.

A8.10: Add the following optional rule after rule A8.1:

***8.10 OPTIONAL FIRST FIRE COUNTERS:** Special individual “FIRST FIRE—XX” counters are provided for players who wish to mark separately the units and weapons making Defensive First Fire attacks, e.g., “FIRST FIRE—INHERENT.” Other than how those units/weapons are marked, none of **8. DEFENSIVE FIRE PRINCIPLES** changes.

A8.22: Second paragraph, line 4, at the end of the EXC add “; D5.33”. 3rd bullet, replace “Small Arms” with “Spraying Fire”.

A8.3: line 1, after “A DEFENDING *Infantry* unit”, add “/(its MG/IFE-weapon)”. At the end add “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.”.

A8.311: line 1, replace “eligible to use TPBF vs” with “whose Location is occupied by”. Line 2, replace “*unarmed/unarmored*” with “*unarmed, unarmored*”.

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.”.

A9.22: line 5, after “counter” add “or is restricted by its terrain to using Area Fire (7.23)”.

A9.3: line 8, delete “(or Prep; E7.5)”.

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.”.

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

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

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

A10.51: line 7, delete “into another hex”. Line 30, in the EXC after “*RtPh*” add “(or when a new destination is re-figured)”.

A10.531: line 3, replace “any Interdictor” with “the particular enemy unit(s)”.

A10.533: line 8, delete “(or in accepting its surrender; 20.21)”.

A10.6: line 3, after “Finns” add “[EXC: *Conscripts* (25.7)]”.

A10.62: line 4, add “CC/” before “WP”. Line 12, after “starts a *RtPh*” add “in a Blaze Location (B25.4) or”.

A10.711: line 2, after “stacked with” add “(see 4.12)”.

A10 Comprehensive Rout Example: in the second paragraph of Rout Phase Russian Player Turn in lines 7-8, replace “be eliminated for Failure to Rout” with “surrender, or be eliminated for Failure to Rout if No Quarter had been in effect”.

A10 Comprehensive Rout Example: in the fourth paragraph of Rout Phase Russian Player Turn, replace the second sentence with “It must rout towards building M7 since that building will bring it farther away from all KEUs (in J9, L8 and M9) [10.51].”.

A11.15: in the last sentence, add “*Melee*” after “but all friendly”.

A11.16: lines 1-2, delete “in the same Location with an enemy unit”.

A11.17: line 3, before “Finns” add “Elite/1st-Line”.

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

A11.8: line 5, delete “not”. Line 6, delete “unless actual Ambush occurs”.

A12.122: replace the two bullets with:

- A unit that is *within* 16 hexes of an unbroken enemy ground unit, is *not* in Concealment Terrain, and is *out* of the LOS of *all* unbroken enemy ground units (see the applications of Case K in the Concealment Table);
- An Infantry unit (not manning a Gun) that is *beyond* 16 hexes from all unbroken enemy ground units but in the LOS of *at least one* of them, and is *in* Concealment Terrain (see the application of Case I in the Concealment Table).”.

A12.14: line 6, before “breaks” add “fails a MC or”. Last paragraph, line 11, after “momentarily” at the beginning of the parenthetical phrase before “to prove” add “without revealing its possessions.”.

A12.15: line 5, delete “; *Human Wave* (25.23)”. Line 9, after “it will” add “lose Concealment and”.

A12.2: lines 9-10, replace “orchard-road” with “orchard-/brush-/grain- road”. In the antepenultimate sentence, after “TCA” add “, HD”.

A12.31: at end add “or if placed on board voluntarily”.

A12.33: line 11, after “hidden Fortification” add “(including Wire but not Panjis)”.

A12.34: line 2, delete “/HS”.

A12.42: line 4, after “or if” add “failing a PAATC (12.41) after”. Line 5, replace “end the MPh” with “end its MPh”.

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

A15.1: at the end of the “* Treat as Battle Hardening if:” line, add “/on a Pier”.

A15.1: at the end of the “† Treat as Battle Hardening if:” line, add “or if Assaulting/Evacuating side in a Beach Location/on a Pier (G14.32)”.

A15.2: line 8, in the EXC after “(C13.31)” add “, ATMM Checks (C13.7).”.

A15.23: line 1, replace “fire and carry a” with “use a non-MG”. Line 3, replace “a SW” with “a MG (at full FP) or other SW”.

A15.42: line 5, after “Minimum Move (4.134),” add “Wounds (17.2).”.

A15.5: line 3, after “Good Order” add “armed”.

A17.2: at the end of line 5, add “Good Order” after “A”.

A19.12: line 10, after “Good Order” add “armed”. Line 12, after “rout unless in” add “a Blaze Location (B25.4) or”.

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

A19.132: line 4, change “4-3-6” to “4-4-7”.

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

A20.55: next to last line, replace “non-Finnish Axis Minors [EXC: Hungarians in Hungary; see 25.8]” with “Axis Minors [EXC: within own national borders vs Russians; 25.82]”.

A22.612: line 11, after “in that Location”, add “per 7.4”. Line 18, delete “Non-Stopped”.

A24.1: line 3, after “by any” add “Good Order”.

A24.31: line 4, after “placed” add “(by any means)”. Line 4 in EXC, replace “non-moving units in MPh” with “non-moving units in First Fire”. Lines 5-6, replace “WP on the Area Target Type” with “by ordnance WP”.

Chapter B:

Page B1: at end of Order of Presentation, add “35. Light Woods” and “36. Prepared Fire Zone” and “37. Debris”.

B2.1: at the end of the penultimate sentence add “; the in-hex terrain [EXC: roads] (and any Flame/Blaze already in it) is considered to no longer exist at all”.

B3.4: line 5, replace “(O1.3)” with “(O1.2)”. Last line, before “pushing” add “Searching (A12.152) or”.

B3.43: line 5, replace “(O1.3)” with “(O1.2)”.

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

B6.3: line 3, after “regardless of LOF)” replace “is” with “and Residual FP attacks are”.

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

B8.61: line 7, after “Fortified” add “but would instead be eliminated if the opposite entrance were an enemy-occupied pillbox”.

[Already incorporated on the PDF downloadable pages for ASL Journal 3 errata.]

B9.21: line 2, after “/hexspine” add “forming a part of the unit’s hex”.

B9.3: line 5, after “road” add “/gap”.

B9.31: line 8, replace “wall/hex” with “wall/hedge”.

B9.321 first EX: The 4-6-7 should be marked with a WA counter.

[Already incorporated on the PDF downloadable pages for ASL Journal 3 errata.]

B9.323: line 3, after “forfeit it” add “[EXC: 9.324]”.

B9.324 (2008 version): Replace the last sentence with “A HIP unit that desires to claim WA during setup must secretly record such WA status [EXC: 9.323]. A HIP unit may forfeit WA (even if it had been mandatory) to an enemy unit claiming WA (even implicitly; 9.323) over a shared hexside and remain hidden but must be placed on board (concealed) to deny an enemy unit from claiming WA, or to claim WA that is not mandatory and was not recorded, or to forfeit WA if no enemy is claiming it. Hidden units are not considered when determining if broken/unarmed units may claim WA (9.32).”.

B10.1: fourth sentence, after “in question” add “for LOS purposes (but the actual Crest Line is always used for movement purposes)” and after “hill hex” add “[EXC: Newer boards may depict visible Crest Lines beneath this other terrain (EX: 61F8), in which case the actual Crest Line is used to determine LOS as is the case with Inherent Terrain]^{3A}”.

B11.31: line 2, replace “lower level hex” with “lower level Location”.

B11.32: line 3, replace “higher level hex” with “higher level Location”.

B13.3: line 2, add “[EXC: vs. bypass movement]” after “hex” and before “. All”.

B13.421: line 15, between “woods” and “hex” delete “road”.

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

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”.

B18.43: line 1, change “ordnance” to “Gun”.

B20.3: line 2, after “provided a LOS” change “to” to “INTO”.

B20.41: line 2, after “for all purposes” add “[EXC: 33.]”. Replace “marsh hexes on the same board” with “adjacent/connected marsh hexes (B16.6)”.

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

B20.93 EX: line 4, after “cases” add “when not using Assault Movement”. At the end of the penultimate sentence add “and if pinned or broken in T3 would be placed IN the Depression at the end of its MPH”.

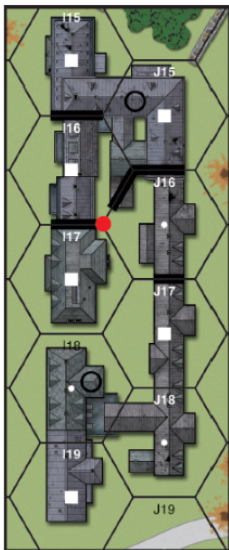
B23.211: line 5, after “(A10.61),” add “Victory Conditions (A26),”.

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).”

B23.71: delete the penultimate sentence, which begins “Units in different Rowhouses...”.

B23.712: Add the following rule + EX after rule B23.711:

23.712 VARIABLE HEIGHT ROWHOUSES:^{3B} Rowhouses (23.71) that have a combination of 1 and 2 levels are denoted by the existence of both an inherent stairwell (23.22) (EX: 16aJ16) and a printed stairwell (23.23) (EX: 16aI15) within the same Rowhouse.



EX: A unit at Level 2 in 16aJ15 does not have a LOS to a unit in any Location inside the building in J16 or J17, regardless of whether J16 is rubble or not. If hexside J15-J16 was breached (23.711) at Level 2 there would be a LOS to the rooftop Location in J16. A unit in the rooftop Location in J15 does have a LOS to the rooftop Location in J16 (as well as all other rooftop Locations of the building). A unit at ground level in J16 may move directly into I17 at a cost of 2 MF; movement into I16 requires “bypass” for 1 MF at vertex J16-I16-I17 (shown by the red dot) and then entry of I16 for 2 MF.

B23.74: at the end, add footnote “^{3C}”.

B23.922: line 2, add “armed” between “Good Order,” and “enemy”.

B24.55: Add the following rule after rule B24.5:

24.55 PRINTED RUBBLE: Rubble can also be printed on the mapboard (EX: 96G3). This printed rubble is treated exactly as if a corresponding rubble counter of that type were in that Location [EXC: Clearance (24.71) is NA]. Ignore small portions of artwork extending across a hexside into an adjacent non-rubble Location.

B24.74: in the third sentence, after “hexsides” add “(to include any existing partial TB placed upon entry)”.

B27.4: line 7, after “RtPh” add “or when using Assault Movement to enter/exit a foxhole”. At the end of the last sentence add “and Defensive First Fire attacks [EXC: Snap-Shot/Residual-FP/OBA (if pinned/broken by such the unit remains in the foxhole hex above the foxhole); FFMO can apply normally] in the foxhole Location above the foxhole”.

B27.4, second EX: at the end of the last sentence add “[EXC: when using Assault Movement]”.

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...”.

B27.6 and Chapter B Footnotes: change existing footnote “3A” to “3B” and add new Chapter B footnote “3A. 10.1 HILLS: In addition to having visible Crest Lines beneath some terrain, newer boards are much better at depicting where Crest Lines actually are by using gaps in the terrain. In many areas of these boards, most players will be able to agree on where the Crest Lines actually are underneath the other terrain of grain, brush, woods, or buildings even without visible Crest Lines. When players can so agree, we encourage them to use the actual Crest Lines to determine LOS.”.

B27.6: line 1, change existing footnote to “^{3D}”.

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

B28.61: line 5, add “Infantry/Cavalry” between “but” and “are”.

B29.2: line 4, after “woods/building” add “/Rail-Car-(32.5)”.

B29.5: line 4, after “results in a” add “*Final*”. Line 14, replace “Placed/Thrown” with “Placed”.

B30.34: line 2, delete “Residual FP”.

B30.6: line 11, after “be attacked” add “(nor attack)”.

B32.11: after the first semicolon in the EXC add “*Streetfighting, Manhole Locations,*”.

B37.9: Add the following rule after rule B37.8:

37.9 PRINTED DEBRIS: Debris can also be printed on the mapboard (EX: 96N5). This printed debris is treated exactly as if a debris counter were in that Location. Ignore small portions of artwork extending across a hexside into an adjacent non-debris Location.

Chapter C:

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.8: line 5, replace “moving” with “a moving target”.

C1.24: Add the following optional rule after rule C1.23:

***1.24 RADIO/FIELD-PHONE MALFUNCTION & REPAIR:** In lieu of the normal radio/field-phone malfunction/Repair rules (A9.7-.72), field phones are treated as having a B# instead of the X# on the counter. Radios and field phones are treated as having a Repair Number of “R2” on the back of the counter, and a Repair dr of 6 is treated as no change.

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

C1.7: at the end add “[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)”.

C1.821: lines 8-9, replace “breaks/suffers-” with “fails-a-MC/suffers-”.

C1.823: Replace entire section with “Whenever any Bombardment MC DR is an Original 12, place either a Shellhole counter or a Flame at the Base Level of that hex, depending upon which placement is legal. If both placements are legal, make a subsequent dr. If this dr is ≤ 3 a Shellhole counter is placed; if this dr is ≥ 4 , a Flame is placed. Bombardment may place no more than one per hex.”.

C2.29: lines 9-10, delete “[EXC: as per D6.64]”.

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”.

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

C4.2: penultimate line replace “Gun” with “weapon”.

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

C5.35: line 2, delete “in its MPH”.

C5.6: line 3, replace “or stunned” with “stunned, or marked with a Final/Intensive Fire counter”.

C6.7: line 3, in the EXC after “(G11.83)” add “or out of LOS”.

C6.8: line 3, after the “WP” in the EXC, insert “; HD (D4.2)”.

C7.344: Replace the last sentence with “CX/TEM/AFPh-use do not modify the Basic TK#; however, To Hit Cases A, K, and R apply as DRM to the FT TK DR, and there is also a +2 DRM if the Target is a moving vehicular target (C.8) and a +2 DRM if the Firer is in-Motion/Non-Stopped. Any Original FT TK DR of 2 results in a burning wreck.”.

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

C8.4: line 15, after “of all hexes” add “per A7.4”.

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

C11.2: line 2, after “which” add “set up manned by a crew and”.

C11.3: line 1, delete “is”. Line 1, after “If a Gun” add “is a RCL or”. After the last sentence, add “A Gun that sets up qualified for Emplaced status may nevertheless set up non-Emplaced, provided this fact is noted on a side record.”.

C12.23: line 1, replace “inside an Emplacement,” with “a”. Line 2, after “pillbox,” add “cave,”.

C12.3: at the end, add “If firing within hex, the zone is only that hex.”.

C13.1: line 7, replace “red” with “green”.

C13.23: line 1, delete “with gunshields”.

C13.3: line 2, after “September 1943” add “(see A25.76 for Finnish use and A25.85 for Romanian and Hungarian use)”.

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

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

C13.7: line 4, replace “Good Order (or Berserk)” with “unbroken”.

Chapter D:

Page D1: at end of Order of Presentation, add “17. Aerosans”.

D1.33: line 1, change “MA” to “MA/CMG”.

D1.81: lines 2-3, delete “either” and delete “or in its own hex”.

D2.11: Replace the fourth sentence with “VCA changes (if not on a road) in difficult terrain (see Terrain Chart) require a Bog Check (D8.2).”.

D2.3: line 16, add “/hexside” after “hex”.

[Already incorporated on the PDF downloadable pages for ASL Journal 3 errata.]

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

D3.32: line 6, append the following at the end: “if not in Motion; or Case C⁴/quartered FP, if in Motion.”. Delete the sentence: “(See Example at the top of the next page.)”.

[Already incorporated on the PDF downloadable pages for ASL Journal 3 errata.]

D4.2: lines 3-4, replace “Direct or Small Arms/non-ordnance [EXC: DC, C7.346] fire” with “Direct Fire ordnance”. Line 7, replace “claim a” with “claim an in-hex” before “Case Q TH DRM”.

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

D4.223: line 1, change “Non-MA” to “Non- MA/CMG”.

D5.33: line 7, after “resolved,” add “is a separate action (i.e., it may not be declared together with an MP expenditure or BFF attack) that allows attacks vs the vehicle on the preceding MP expenditure (including possible attacks by Residual-FP/OBA if a CE counter is placed),”.

D6.2: line 5, after “SPA,” add “SPAA,”. Line 6, replace “in addition” with “within those timeframes”.

D6.21: line 5, after “enter” add “/exit”.

D6.24: line 11, after “unit breaks” add “or is eliminated”.

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

D7.13: line 2, after “woods/building” add “/Rail-Car-(B32.5)”.

D7.211: line 4, after “Fire” add “vs a vehicle *not* in Bypass (A11.8)”.

D8.21: in the table, add a new row with “+1” in the “**DRM**” column and “Entry of Light Woods at one-third MP allotment” in the “**Cause**” column, and add a new row with “+1” in the “**DRM**” column and “Entry of debris” in the “**Cause**” column. In the table, in the “**Cause**” column, replace “Moving into Wire” with “Moving into (changing VCA in) Wire”.

D8.23: line 2, change “motorcycle; 15.47” to “motorcycle (15.47); Aerosans (17.24)”.

D8.5: lines 7-8, delete “(thus its BMG is unusable in CC)”.

D16.12: line 3, after “orchard-roads” add “and brush-roads”.

D16.23: line 1, after “waterline” add “(i.e., land)”.

Chapter E:

E1.14: line 1, before “Non-Stopped”, add “in Motion/”.

E1.23: in the table, after “Japanese” add “, Finns”.

E1.52: line 1, after “vehicles” add “using land movement rate”.

E1.531: at the end, add “A unit/stack entering from offboard in the MPh need not make a Movement DR until it actually enters the board, at which time it becomes subject to all Straying rules.”.

E1.61: line 2, before “Finnish” add “Elite/1st-Line”.

E1.7: line 8, replace “bocage TEM” with “WA (B9.32) over a bocage (B9.5) hexside”.

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

E3.: fourth sentence, at the end add “and on page H186 for use in Finland and the Leningrad-Murmansk area”.

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.”.

E3.712: line 1, delete “Infantry”.

E4.3: line 5, after “rubble” add “or debris”. Line 6, after “benefits” add “, Rail Car (B32.5)”. Line 8, after “building” add “/Rail-Car”.

E5.2: penultimate sentence, after “Manhandled” add “via Infantry Bypass or”; delete “or around it via Infantry Bypass”; after the sentence, add “Other boats may be Manhandled using Bypass.”.

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),”.

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

E7.3: in the table, in the “**Condition**” column in the “+2” row, after “Light Woods” add “or Rail Car”; in the first “+1” row, after “graveyard” add “/debris”.

E7.3: in the table, add a new row with “+2” in the “**DRM**” column and “Target is in Light Woods” in the “**Condition**” column.

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

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)”.

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

E8.23: in the table, in the “**Condition**” column in the “+2” row, after “palm trees” add “, Rail Car, debris”.

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

E9.42: line 2, replace “cactus hedge” with “vineyard”. Line 2, after “olive grove” add “, Rail Car”.

E11.2: line 3, replace “AFV platoon movement (D14.2-.22)” with “Impulse Movement (D14.3)”.

E11.52: line 1, replace “Impulses” with “Impulse Movement (D14.3)”. Line 8, after “Human Wave” add “/Armored Assault”.

Chapter F (2nd Edition released in Hollow Legions, 3rd Edition):

No errata.

Chapter G:

G15.12: in the illustration for the armored bulldozer, and on the actual counters, delete “+2 vs non-ord DirF in VCA”.

Chapter H:

H1.202: lines 1 & 4, change “Ski capability” to “Skis”; line 5 & 12, change “ski capability” to “skis”; line 8, change “ski capability has” to “skis have”.

H1.22: last sentence, after “Assault Engineer” add “*squad*”.

H1.28: Below the **ELR Chart**, in the Axis Minor note, change “*Finns’ ELR always equals Germans*” to “*see page H187 for Finns*”.

H1.44: at the end, add “or an Ahkio, which costs 1 BPV”.

H1.53: Replace the “**Finnish OBA Availability Chart**” with “See page H187 for Finns.”.

H1.531: In the table, at the end of the † note add “See page H187 for Finns.”.

H1.6: In the **Fortification BPV** table, add a new row with “PFZ” in the “**TYPE:**” column and “8 per factor¹⁶” in the “**COST:**” column, and in the footnotes add “¹⁶: See B36.6; although PFZ are not a Fortification, list these in the Fortifications section of the DYO Purchase Roster.”.

H1.82: last line, change ‘*a 12 DR equals “no effect” for a Finnish OB*’ to “*The Finnish player may add an 8+1 in lieu of making a Leader Exchange DR*”. In the table, add “8+1*” in the “12” column of the Finnish row.

H1.83: Delete “-FINNISH” from the **GERMAN SW ALLOTMENT CHART** title and delete all the “/x” (slashes and the number following them) from that chart in the “# *In Game*” row and the “ATR” column. Add footnote 4 to the “ATR” heading in the **RUSSIAN SW ALLOTMENT CHART**, and replace footnote 4 with “Not available until Dec. 1941.”.

German Vehicle Notes 6, 7, & 8: Delete the Romanian, Hungarian, and Slovakian RF statements in German Vehicle Notes 6, 7, & 8.

German Vehicle Note 61: The depiction of the counter in Chapter H should have a thin white square around it, indicating it has a Slow Turret Traverse. The actual counter is correct.

German Vehicle Note 65: at the end of the first paragraph, add “See also U.S. Multi-Applicable Vehicle Note Z.”.

German Vehicle Note 92: The illustration of the *2cm FlaK LKW* and the *3.7cm FlaK LKW* both incorrectly show the vehicle as half-tracked; the Vehicle Listing and the counter itself both correctly show these vehicles using truck movement.

German Vehicle Note 93: second paragraph, line 14, add “BU” between “fully-tracked” and “AFV”.

German Vehicle Note 97: second paragraph, at the end of the first sentence, add “regardless of time frame”.

Russian Vehicle Notes 6, 7, 8, 9, & 10: Russian MAVN P. This Multi-Applicable Vehicle Note also applies to Russian Vehicle Notes 6, 7, 8, 9, and 10.

Russian Vehicle Note 12: 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.

Russian Vehicle Note 19: Russian MAVN N. This Multi-Applicable Vehicle Note also applies to Russian Vehicle Note 19.

Russian Lend-Lease Vehicles: M4A2 shipments mentioned in Russian Vehicle Note 50 beginning 7/44 (not 10/43 as shown in the Russian Lend-Lease Vehicle Listing on page H28F).

Russian Ordnance Listing: Multi-Applicable Ordnance Note A applies to the 107mm mortar (Note 3) not to the 120mm mortar (Note 4). The individual Notes themselves correctly show the appropriate Multi-Applicable Ordnance Note.

Page H130A, Free French OBA Availability Chart: Entry for **DR 9** in the **12/43-5/45** column, change “80+” to “80+ M”.

Allied Minor Common Vehicle Note 32: The wreck illustration for the *FT-17M(f)* in **DOOMED BATTALIONS** 3rd Edition incorrectly shows the wreck illustration for the *FT-17c(f)*, and vice-versa. The actual counters are correct.

Allied Minor Common Vehicle Note 32 (DOOMED BATTALIONS 3rd Edition): The counter and the Note illustration for the *FT-17C(f)* should not have “No IF” on the reverse side, and the Vehicle Listing should not have a bullet in the **IF** column. (Corrected in **DOOMED BATTALIONS** 4th Edition.)

Allied Minor Common Vehicle Note 36: *VCL Utility B(b)*, the illustration shows the wrong vehicle image; the counters are correct.

Allied Minor Common Vehicle Note 37: Both the illustration and the six counters for the *Medium Truck* in **DOOMED BATTALIONS** 3rd Edition should have a lowercase “cs” instead of an uppercase “CS” on the back of the counter.

Allied Minor Ordnance Listing, Note 34: *Mitrailleuse de 13.2 CAJ mle 30*, in **B#** column add “11”.

Allied Minor Common Ordnance Note 30 (DOOMED BATTALIONS 4th Edition): The counter illustration and the three counters in the module should be named “75M 19S” as shown in the text of the Note and the Ordnance Listing, not “17M 19S”. (The counters in the 3rd Edition are correct.) (Corrected in **SLAUGHTER AT PONYRI**.)

Axis Minor Common Vehicle Note 30: The counter and the Note illustration for the *FT-17C(f)* should not have “No IF” on the reverse side, and the Vehicle Listing should not have a bullet in the **IF** column. (Replacement counters provided in **DOOMED BATTALIONS** 4th Edition.)

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.

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

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

UN Forces Vehicle Listing (page H192) and U.S./ROK/OUNC Vehicle Note 21 (M37 HMC SPA): The Vehicle Listing and the 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.

Page H215, BCFK SW ALLOTMENT CHART: Canadian entry, in the “M2 60mm LT. MTR” column, delete superscript “6”.

Chapter K:

[These only apply to pages with a copyright date of 2005 (from the re-print of the ASL Rulebook)]

Page K5: column 2, paragraph beginning “IN most Depression...”, line 14, replace “H5-H5” with “H5-I5”.

Page K9: column 1, paragraph beginning “Now you have ...”, lines 2-3, change “O4” to “Q4”.

Chapter W:

W.7C: In line 8, after “eliminate a Pillbox (B30.92),” add “reduce a Foxhole (F7.42),”.