

Published errata for Historical ASL (HASL) modules and relevant published Q&A (as of February 2024).

[See separate errata file for scenario errata.]

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.”.

O5.7: line 12, replace “ROW13-W14” with “ROW14-W15”.

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

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

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.”.

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

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]”.

RB Map: Hex U17 is a Manhole Location.

Kampfgruppe Peiper I and II

SSR KGP3 Chart: Unless all fire originates in-hex, all such Hindrance DRM are considered to be caused solely by conditions outside the target hex (A8.26).

P8.53: In the “**INITIAL-SCENARIO VICTORY CONDITIONS:**” replace “bridge Location R46” with “hex R46”.

P8.61421: After “≤ 4, that SW” add “or mounted FT of a manned, mobile AFV”.

P8.6198: Add ‘and “HW”’ after “I” in description of Objective Hex.

Kampfgruppe Peiper II, Ch Map:

- Delete the slope in hex FF8 on the FF8-FF9 hexside.
- Hex AA10 should contain a Steeple Location, making 14 LVP on the map.
- Hex A10 arrow should be green, not blue.
- Hex S29 arrow should be green, not blue.

Kampfgruppe Peiper II, Lg Map:

- The M29-N28 hexside is a slope hexside on both map sheets.
- SS29 is a Pine Woods hex.
- Hex K57 Arrow, entry time should be “19PM”, not “19AM”.
- Hex R0 Arrow, blue half should be gray, should read “19PM” with a German cross.
- Hex R0 Arrow, the 23AM half of arrow should be brown (tan), not red.
- Hex E1 Arrow, blue half should be gray, should read “19PM” with a German cross.
- Hex E1 Arrow, the 23AM half of arrow should be brown (tan), not red and should contain a U.S. star.

Q&A

SSR KGP1 IMPORTANT: Note the existence of a Level 8 Crest Line in “St” hexrows TT28-OO31-MM30-JJ31-JJ32-II33-II34-HH34-HH37-GG38-GG40-HH40-HH47-II48-II54-JJ54-JJ56. Also, the Level 3 Crest Line in StM49 runs into hexes M50 and N50, and thence off-map along the south side of unpaved road N51-O57.

P3.3 Is a SdKfz 2 Kettenkrad considered a motorcycle for the purposes of this rule?

A. Yes.

P4.11 Are Riders allowed IN a stream- woods/orchard hex?

A. Yes—Riders are not affected by the woods/orchard while they are IN the stream.

P5.11 What is “half the normal Bypass MP expenditure”?

A. One MP if on a paved road (i.e., half of the normal two MP for Bypassing in Open Ground), or 1½ MP if on an unpaved road (i.e., half of the normal three MP for Bypassing in Soft [as per SSR KGP5] Open Ground).

P5.141 Where is LOS drawn to when attempting to cause HIP loss to a Narrow Street roadblock?

A. The LOS must be drawn to both vertices of the hexside straddled by the roadblock.

P8.4 SSR CG8 When the U.S. player receives AFV with bow-mounted FT, may he secretly note it on a side record, or does he have to mark the AFV with a BMG disabled counter?

A. He may secretly record the status, but must reveal the existence of the FT as soon as the AFV is unconcealed and in LOS of and within 16 hexes of a Good Order enemy ground unit.

Pegasus Bridge

Q6.1: Hex C9 should have a square, white staircase symbol indicating it is a Tower.

Q8.2 ILLUSTRATION: Under Squad E, add “A,” between “except” and “B”.

Q9.4 SSR CG4a: Add “Treat the three German setup areas separately for purposes of E1.2 and A2.9.”.

Q9.605-.58: Example Hex Y14 should be No Man’s Land.

Q9.6061 Example: In line 10 change “8” to “10”; in line 11 change “+3” to “+1”, delete “and” and after “Isolated” add “, and -2 for being adjacent to a Friendly Setup Area”; in line 13 change “+3” to “+5” and in line 14 before “and” add “+2 for being Encircled, +1 for moving through an Enemy setup area, -1 for being two hexes away from a Friendly Setup Area.”.

The section should now read “The squad rolls an Original 10 for its Escape DR; since it has a +1 Escape DRM (“+1 per HS-equivalent > one HS using the same Escape DR”, +2 for being Isolated, and -2 for being adjacent to a Friendly Setup Area), the Final DR of 11 results in it being Replaced and then Casualty Reduced (one 2-3-7). The Isolated British squad in the Z15 First-Level Location may attempt to Escape and would have a +5 Escape DRM (+1 per HS-equivalent > one HS using the same Escape DR, +2 for being Encircled, +1 for moving through an Enemy Setup Area, -1 for being two hexes away from a Friendly Setup Area, and +2 for being Isolated).”.

[This supersedes the errata for this section in the 1997 ASL Annual.]

Q9.6152: The British receive a Sherman III(DD), not a Sherman V.

Q9.61741 CPP ENTRY COST TABLE: Delete the entry for hex A15 and change hex A8 to A7.

Pegasus Bridge Map: Change the grid coordinate for the hex between KK10 and KK12 from “KK10” to “KK11”; change the second “10” to an “11” in hexrows II and MM also.

Q&A

SSR PB14 Do the Ox and Bucks suffer an automatic Sniper attack (E1.76) when using a captured MG at night?

A. No.

Q5.1 How is a gully/irrigation ditch hex (e.g., PB R22) treated?

A. Like a gully hex.

Q9.1 Does the German control all Strategic Locations at the start of CGI?

A. Yes.

Q9.4 SSR CG4b During the RePh following the completion of the Night I scenario, do units north of hexrow CC have Freedom of Movement and thus may be shifted to new starting positions when setting up for the Night II scenario?

A. Yes; see Q9.6058.

Q9.4 SSR CG4c Can German units in Benouville which remain under a “No Move” counter at the conclusion of CG Night II set up in Night III with Freedom of Movement in any hex of the same Friendly Setup Area? Or must they set up in the same hexes they were in at the conclusion of CG Date Night II?

A. Yes. No. See Q9.6058.

Q9.4 SSR CG17 If a HS remains in the Walking Wounded box at the end of the RePh, is it removed or does it remain there till the next RePh?

A. It is removed.

Pegasus Bridge MAP What level is hex 28 at?

A. Level -1.

A Bridge Too Far

R1.22 EX: in line 5: Change “(by 2.4)” to “(by 1.22)”.

R4.21: line 1, after “open into” add “only”.

R9.51 CGI Initial German OB: the third group sets up less than or equal to 3 hexes from R22 not 3 hexes or more and the Turn 1 reinforcements enter on hex R0, not S1.

R9.613 SHIFT TABLE: Change “**drm:**” to “**DRM:**”

R9.619 FORTIFICATION PURCHASE TABLE: Add note B to the 9.619 Fortification Purchase Table: “B Only the British may purchase this type of Fortification.”.

Q&A

Is hexside R20/R21 a rowhouse hexside (R1.12)?

A. No.

Does the pillar artwork (and the rowhouse hexsides) block LOS from units on the bridge to units below the bridge (e.g., does a unit on the bridge in hex R19 have clear LOS to unit at level 0 in hex Q18)?

A. Yes (no).

Blood Reef: Tarawa

T1.1: Delete superscript 1 after “Betio” in the first sentence.

T3.2: Add “in Soft Sand” in T3.2 line 1 after “(F7.4) are NA”.

T6.4: Delete the word “counter” in lines 1 & 3 of T6.4.

T15.4 CG2 Formation Table (and on Page T20): in Note g, replace “at the Z33 pier Location” with “on a pier Location”.

T15.4 CG2.1: in line 3 replace “during” with “prior to initial”.

T15.4 CG2.2: in the last sentence of CG2.2, change the two occurrences of “Formation” to “BLT”.

T15.4 CG2.3: First sentence after “assign” insert “all of his At-Start BLT Formations (CG2.4) to Assault Waves, assigning” and delete “for the current CG Date”.

T15.4 CG2.3: First sentence of new paragraph after third bullet replace “Formation Creation Record” with “Landing Schedule Record.”.

T15.4 CG2.3: In CG2.3, at the end of the next to last sentence after “any CG scenario” add “one per turn per Entry Area”.

T15.4 CG3.2: Delete “for each CG scenario after the initial CG scenario”. After “setup.” add “200mm NOBA substitution is NA during 20 AM.”.

T15.4 CG16: in the second sentence, replace “these CG” with “these scenarios”.

T15.4 CG18.13: Delete CG18.13 entirely.

T15.52 JAPANESE OB: In the Japanese OB for CGII for Black Beach Two change “31⁵ CAPP” to “13⁵ CAPP”.

T15.52 MARINE OB: In CGII change “LVT1(m)” to “LVT2(m)”.

T15.53 MARINE OB: In CGIII change “LVT1(m)” to “LVT2(m)”.

T15.53 ISSR6: Change “LVT(A)2” to “LVT2(m)”.

T15.6131c: in the Stun Recovery Table, replace “Retain unwounded” with “Retain Unstunned” and “Retained Wounded” with “Retained Stunned”.

U.S. Vehicle Note 59: The counter illustration should show the vehicle is Open Topped (the actual counters are correct).
[Corrected in U.S. Vehicle Note 49.1.]

Q&A

Is PTO Terrain (G.1) in effect?

A. No.

When CG2.3 says that one or two Formations get assigned to each Assault Wave, does this mean one or two Formations from each BLT per Assault Wave, or one or two Formations total per Assault Wave?

A. One or two Formations total per Assault Wave. Note that there is one Assault Wave per Entry Area per turn of entry.

Does an LVT wreck in a BRT shallow reef hex (level -1) create a hindrance between a hinterland (level 0) and another shallow reef (level -1) hex?

A. Yes, per G13.21 all these LOS are treated as being at Level 0.

Can a Passage connect Locations that are 2 hexes apart?

A. No, Passages only connect adjacent Locations.

Is the Scout-Sniper Platoon available (per CG2.2 Formation Table, footnote k) for use in the Initial scenario of CGI?

A. No, it is not “available” at all in CGI (just as the 3/2 isn’t “available”). Its components are part of the at-start Marine forces.

CGI Japanese OB & T15.6141—Gun Purchase Points; is the Max Per Beach doubled for the ‘Elements of 3rd SBF’?

A. No.

CGI Japanese OB; only 6 MMG and 6 LMG total (in the Reserve Pool), is this correct?

A. Correct.

When CGI ISSR2 says “Only the 1st Bn, 6th Marines need to enter in Assault Waves”, is “need to” superfluous?

A. You don’t need to have those words; there are no other Formations to assign to Assault Waves.

When CGI ISSR4; says the Air Support arrives per E7.2 not per CG6, is it excepting all of CG6 or just the arrival mechanism?

A. Just the arrival mechanism is excepted. The rest of CG6 still applies.

Per T8.1 & T15.6141 do the CG automatically begin with two 8-in. Guns? May the Japanese purchase an additional two 8-in. Guns?

A. Yes to both.

So let me get this straight. All At-Start Formations (e.g., in CGIII, the 3/2, 2/2, & 2/8 BLTs) are assigned to Assault Waves prior to start but after Japanese setup. The base Formations (F1-F5) cannot switch between BLTs. At-Start auxiliary Formations (F6+) can switch between At-Start BLTs, but not between Reinforcement BLTs (i.e., Follow-On Battalion, Regimental Reserve, or Divisional Reserve) and vice versa. All Formations of a Reinforcement BLT are assigned to Assault Waves in the RePh preceding the CG Date in which the first element of that Reinforcement BLT will enter. No Reinforcement BLT may enter before all of the base At-Start Formations have entered. The Follow-On Battalion (but not the Regimental Reserve or Divisional Reserve) may enter before all of the At-Start auxiliary Formations have entered, but once the Follow-On Battalion has started to enter no more At-Start auxiliary Formations may enter until all of the Follow-On Battalion has entered. Since it is a Reinforcement BLT, the Follow-On Battalion does not have to be assigned to Assault Waves before start, but if you want to bring the Follow-On Battalion on before all of the At-Start auxiliary Formations enter, you are going to have to leave room for it on the Landing Record Table.

A. Yes.

CG2.2 Are the Marines allowed to set up entering forces on the Red/Green hexes (the Z-hexrow)?

A. Yes.

T3.1 Does the non-building (i.e., bypassable) portion of Building and Command Bunker hexes contain Soft Sand?

A. Yes.

CG2.3 Is Red hex Z33 in play? Is Z33 enterable by any unit? Can non-Scout-Sniper/non-Jeep units set up in Z33 if entering from offboard? Can units move offboard from Red Beach 2 to/from Red Beach 3 via Z33 (or moving even further offboard)?

A. No, No, No, No (No).

T2.2 Does the hinterland hindrance apply to LOS from Command Bunker Rooftops, or from Towers, to Ocean hexes?

A. Yes, No.

B27.6 Can units in a lower-level adjacent hex enter a trench directly (EX: A unit in a Beach hex moving directly into a trench in a Hinterland hex)? Would this be possible if a Seawall is on the intervening hexside?

A. No, No.

T15.602 & T2.31 Since CE markers are removed earlier in the RePh (15.602), are vehicles considered CE for Bog Removal purposes (15.6042)?

A. Yes.

T15.6132 Can retained offboard weapons roll for repair?

A. Yes.

SSR BRT5 On a HOB final DR of 5-7, do the Marines just receive a hero, or both a hero and Battle Hardening?

A. Both.

SSR BRT11 Can an LVT unload directly onto a pier?

A. Yes.

SSR BRT11 Is the LVT unloading-in-ocean Task Check taken at the time it wants to unload (after stopping but before the unloading MP are spent)?

A. Yes.

D8.21 Is hinterland Soft Sand “soft” for Bog DRM purposes? Is beach Hard Sand “soft” for Bog DRM?

A. No, No.

T15.6143 Can the Japanese SAN be bought with pre-game FPP?

A. Yes.

CG19, T15.5 CG II and CG III Initial-Scenario SSR 5 Are Japanese Armor Leader rolls made with a dr (per SSR 5) or DR (per SSR CG19)?

A. A dr.

T15.5 CG II and CG III Initial-Scenario SSRs 3 and 4 May Black Beach Bombproofs roll for Freedom of Movement on Turns 1 and 2, despite not being able to actually move until Turn 3?

A. Yes.

SSR BRT1, B6.42 According to B6.42, it sounds like there is no Bridge Collapse DR made until such time as the total vehicle weight on the bridge exceeds 10 tons. However, B6.42 also says that “Wooden bridges may collapse under loads > their current weight limit,” which is defined as 8 tons in SSR BRT1. M3 GMC halftracks weigh 9 tons – do they need to take the Bridge Collapse DR?

A. Yes.

T4.31 Do both Marines and Japanese infantry pay 3 MF for building/palm hexes?

A. Yes.

SSR CG2.2-2.4 Do the Marines get reinforcements during night scenarios? Can retained LVTs enter?

A. No, No.

CG4a Do Hinterland hexes with seawalls get the -2 DRM for sand when rolling for Naval Bombardment against the seawall(s)?

A. No.

G13.46 & G13.401 Does the -1 Acquisition DRM for the first shot of a Gun apply to LVTs? Does it apply to 37* INF guns? Does it only apply to the 20 AM scenario of CG II and CG III? Does it only apply to shots against LVTs (and not other vehicles)?

A. Yes, No, Yes, Yes.

T2.1 Since Exposed Reef is treated as hammada, do vehicles need to roll for Immobilization in adjacent hexes?

A. No.

T6.21 Is the Island Command Bunker underground location fortified?

A. Yes.

A7.51 & D6.64 Can LVT Passengers fire group (albeit halved for non-armored-halftrack fire) with LVT AAMGs?

A. Yes.

A7.53, A10.7, & D6.65 Can Passenger leaders modify Passenger-only fire? Can they modify Passenger/LVT AAMG fire groups?

A. Yes, No.

B30.2 What is the movement cost for a MMC to Place a DC into a hinterland pillbox hex containing palm trees, through the CA?

A. 1 MF.

Valor of the Guards

V.3 SSR VotG21: line 7, after “Ground” add “; all on-map terrain that is not in play in a given scenario remains in effect for “offboard” movement entry purposes during that scenario”.

V.3 SSR VotG22: line 8, after the third sentence add “An NKVD MMC that Battle Hardens becomes Fanatic.”.

V7.7: line 3, after “Indirect Fire” add “(including non-SW mortars in upper-Level Locations)”.

V10.2: at the end, add “VotG5 applies as if the City Square were a paved road.”.

V12.2 “Pocket”: line 2, after “any” add “friendly”.

V12.4 SSR CG10: at the end, add “Each OBA module is Retained with its *original* draw pile and the radio *or* field phone it started with (even if eliminated during play); any field-phone/Offboard-Observer/Pre-Registered-Hex may start in a new legal Location.”.

V12.51 SSR CGI-4 GAME END: Replace “+1 drm” with “-1 drm”.

V12.601: last sentence, replace “the Location the unit is placed in contains” with “any Location contains opposing”.

V12.6066: line 14, after “nor any” add “friendly (12.6068)”.

V12.6068: line 1, after “adds a” add “friendly”.

V12.6154: line 1, after “Each” add “non-Captured”.

V12.619: at the end of the fifth sentence, add “[*EXC: those with an underscored Morale Factor*]”.

V12.621 Russian RG Chart: In footnote c, replace “Each MG” with “Each SW”.

V12.6214b: line 4, after “on-map” add “(HIP is NA)”. Line 16, after “enemy” add “ground”. Line 20, after “(if any)” add “unconcealed”.

Chapter Z

Operation Watchtower

SSR ER7 & ER8: The BPV shown on the counters for Raider squads (14) and for Raider and Paramarine HS (6) supersede the values listed in G17.151 only for scenarios played on the Edson's Ridge mapsheet.

Z1.11: Replace "DRs" with "drs".

Z1.41: The duller green hexes (EX: OO18) are at Level 0, the brighter green hexes (EX: OO17) are at level higher (Level 1), and the light brown hexes (EX: OO16) are at Level 2. The brighter green Level 1 hexes are considered "hill hexes" for the purpose of footnote b in the CG Victory Conditions.

Z1.42: In the Initial Scenario of the Campaign Game, the Americans get 8 Wire counters (four of which have their location predesignated) and enough foxholes to hold 8 squads (three foxholes of which have their location predesignated).

Operation Veritable

SSR RR2: add at end "All on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement/entry purposes during that scenario."

Z2.42 Initial Scenario Setup Sequence for the RR CG "Milk Factory": Canadian Creeping Barrages are potentially subject to commencing prior to Game Turn 1 per E12.72.

Primosole Bridge

Page Z41, after SSR PBr19, add new SSR: "PBr20 RCL: RCL may *set up* using HIP as if Emplaced (A12.34)."

Z3.6179 British RG Chart I1 Lgt Inf Coy: Change the CG Date Max value from "4" to "2".

Sand and Blood

Page Z82, SSR GT11: line 3, change "*Hinterland*" to "*Island*".

Festung Budapest

FB3.4 EX (2nd column on page FB4): last sentence of last example, replace "DRM of 0" with "DRM of +1". Delete "-1 [WCB TEM (4.2)]".

FB6.1242 EX (on page FB5), entry for "Hungarian squad H": after "Russian squad C" add ", Hungarian squad G,".

FB6.14: at the end of the first sentence, add "[EXC: *it does not "connect" to ADJACENT building/rubble Locations (SSR FB14)*]".

FB12.1: last sentence, delete "thus it cannot be rubbled".

FB13.9: after the last sentence, add "An ACM MMC that Battle Hardens becomes Fanatic."

FB15.1: lines 10-11, delete "*even though their ELR can be < 5 (A19.13)*".

FB17.2, Stone Location: for **CG II**, replace "440 ground level" with "461 ground level"; for **CG III**, replace "10 Factory" with "12 Factory" and replace "404 ground level" with "414 ground level".

FB17.4, SSR CG8, RUSSIAN INFANTRY/AFV RG section: last sentence of first paragraph, delete "*, as these are always considered Front Line Locations*".

FB17.4, SSR CG8, AXIS INFANTRY RG section: last sentence of first paragraph, delete "*, as these are always considered Front Line Locations*".

FB17.4, SSR CG8, AXIS INFANTRY RG section: for **CG II**, replace "2 February" with "1 February" and replace "A10" with "A4"; for **CG III**, replace "10 February" with "9 February".

FB17.4, SSR CG13: replace "on any subsequent CG Day" with "during the ensuing RePh step 17.607".

FB17.4, SSR CG16: after "table", add "[EXC: *those with an underscored Morale Factor*]. The Scenario Defender's ELR at night is 1 less (E1.22)".

FB17.51, Special Rule CGI.1: line 1, replace "For all non-Idle CG Days" with "If the previous CG Day was non-Idle".

FB17.51, Initial Scenario Special Rule I.3: second sentence, after "-J39" add "[EXC: *hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations*]".

FB17.51, Initial Scenario Special Rule I.5: replace the first sentence with "All map-edge hexes [EXC: *A35*] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start."

FB17.52, CG II VICTORY CONDITIONS: replace both instances of “P0” with “A3-B2-E5-G4-K2-O5” and replace “Level 5” with “Level 6”.

FB17.52, Special Rule CGII.1: line 1, replace “For all non-Idle CG Days on/prior-to the 27 January CG Day” with “On/prior-to the 27 January CG Day, if the previous CG Day was non-Idle”.

[This supersedes the erratum for this rule published in *JOURNAL 10*.]

FB17.52, Initial Scenario Special Rule II.4: second sentence, after “-J39” add “[EXC: hexes D36, E37, F37, G38, H38, & all map-edge hexes are treated as Front Line Locations]”.

FB17.52, Initial Scenario Special Rule II.6: replace the first sentence with “All map-edge hexes [EXC: A35] in the Russian entry area are considered Russian-Controlled at Initial Scenario start; all other hexes are Axis-Controlled at start.”.

FB17.53, CG III VICTORY CONDITIONS: replace both instances of “BBB2-FFF0” with “BBB5-FFF3” and replace “Level 5” with “Level 6”.

FB17.53, Initial Scenario Special Rule III.4: after the second sentence, add “All Axis purchased RGs/Fortifications setting up on-map must set up east of the Russian Perimeter and ≥ 3 hexes from the west edge [EXC: all map-edge hexes are treated as Front Line Locations].”.

FB17.601: penultimate sentence, replace everything after “may” with “immediately attempt to Escape (17.6063)”. Delete the last sentence.

FB17.6021: item e, after “Labor” add “[EXC: 17.6131]”.

FB17.6021: item g, delete 2nd sentence.

FB17.6021: item h, replace “Non-Isolated, still-HIP” with “Still-HIP”.

FB17.6022: line 1, delete “NON-ISOLATED”. Line 2, delete the two instances of “non-Isolated,”. At the end of the first sentence, add “; such units/Fortifications must set up in their current Location in the next CG scenario, but may do so at no cost in FPP (see also 17.6071)”.

FB17.6023: replace entire section with “See 17.6071.”.

FB17.6063 ESCAPE TABLE: fifth DRM entry, replace “-2” with “-1”.

FB17.6066 EX (page FB27): fourth paragraph, last sentence, replace “Axis Perimeter Area” with “Russian Perimeter Area”.

FB17.6071: at the end, add “Isolated, still-hidden units are placed on the map concealed. Isolated, hidden Fortifications, including all Fortified Building Locations, are revealed.”.

FB17.6132: line 2, replace “malfunctioned non-Captured Retained Weapon” with “non-Captured, Retained malfunctioned Weapon and disabled vehicular FT (D1.8)”.

FB17.6171 CHANGE TABLE: delete the first DRM entry “-2 For any CG Day set prior to 28 January”.

FB17.6194 EX (page FB32): line 1, change “19 January” to “29 January” and on the last line change “20 January” to “30 January”.

FB17.6205, Russian Leadership Table: for Final DR of 4, in the Leaders Received column, replace “9-1, 9-1, 8-0” with “9-2, 9-1, 8-0”.

FB17.6235: line 3, replace “CGs I and II” with “CGs I and III”; line 4, replace “CG III” with “CG II”; and lines 5-6, replace “9 February” with “1 February” and replace “1 February” with “9 February”.

German Reinforcement Group Chart: RG HWG3, HWG4, and all AFV RG (AG1-AG11), replace superscript “^h” with superscript “^a”.

German Reinforcement Group Chart: RG GG5, replace “2cm FlaK 38” with “2cm FlaKvierling 38” in all three Strength columns.

German Reinforcement Group Chart: RG OG1, in the CG Max. II column, add superscript “^m” to the number “3”.

German Reinforcement Group Chart: RG MG2, in the CG Max. I column, change “9” to “6”. In the CG Max. III column, change “6” to “9”.

Hungarian Reinforcement Group Chart: RG IH5, delete superscript “^h”.

Hungarian Reinforcement Group Chart: RG IH6, delete superscript “^a”.

Hungarian Reinforcement Group Chart: RG IH7 and all AFV RG (AH1-AH5), replace superscript “^h” with superscript “^a”.

Footnote 25: line 1, replace “five” with “six”; line 3, after “PP13,” add “the railway engine house in XX13,”.

Q&A

Q. What is the ELR of units with an underscored Morale Factor, and what happens if they fail a MC by more than their ELR?

A. SS units [EXC: *SS Assault Engineers*] are treated as if their Morale Factor is *not* underscored and are handled per FB15.1; their ELR in a CG is described in SSR CG16 (FB17.4). All other units with an underscored Morale Factor [EXC: *Arrow Cross Militia units in scenario FB12*] always have an ELR of 5 [EXC: *ELR of 4 if a Scenario Defender in a Night CG scenario*] and Deploy into two HS when they fail a MC by more than their ELR.

Q. Are Optional Armament (D1.84) ever available in **Festung Budapest** scenarios/CGs?

A. Only per SSR CG18 (FB17.4) or if specifically designated.

Q. Does Romanian Ordnance Note 12 apply to the Hungarian 76L ART?

A. Yes; if captured by the Russians, it does not suffer Captured Equipment penalties, but it does suffer from Ammunition Shortage per FB16.14, and SSR FB17 is NA.

Q. When CG I (FB17.51) Initial Scenario Special Rule I.9 and CG II (FB17.52) Initial Scenario Special Rule II.10 refer to “automatic Battery Access for their first Fire Mission”, does that automatic Access negate the requirement for a C1.21 extra Battery Access draw? Does it matter when during the Fire Mission an extra draw would otherwise be required?

A. Access is automatic regardless of when during a first Fire Mission that C1.21 would ordinarily require an extra draw; no extra draw need be made for first Fire Missions.

Q. May an Air Support RG or the radio of an OBA module purchased with Russian GCPP enter on Turn 1 in light of the restrictions in CG I (FB17.51) Initial Scenario Special Rule I.7 and CG II (FB17.52) Initial Scenario Special Rule II.8?

A. Yes; neither one is a “unit”.

Q. How long does the Ground Snow at the start of CG III last (FB17.53 III.1)?

A. Through 4 February, absent additional Snow Weather (FB17.6181).

Q. Can a side retaining two non-isolated Assault Engineer squads retain two FT *and* two DC per FB17.6134?

A. Yes.

Q. How would the “Axis Attack Scenario GCPP Replenishment Adjustment” (FB17.6163) and the -2 DRM in the FB17.6201 RG Strength Table for selecting the Axis “Attack” chit ever apply given that Initiative Determination occurs later during the RePh in step FB17.623? Does this DRM ever apply to Russian RGs?

A. The Axis player would have to secretly commit at this point (RePh step FB17.6163) to choosing the Attack chit at the proper time later in the RePh. No.

Q. Do units in Reserve RG (FB17.6194b) count for determining HIP/dummies/Cloaking/Majority-Squad-Type or the number of squads that may set up on-map Deployed?

A. No; units in Reserve Infantry RGs may Deploy prior to setup as if entering on a separate Game Turn (A2.9).

Q. May a non-“F”-type Fortification (FB17.621) ever be set up in a map-edge hex? Can a Foxhole be dug in a map-edge hex during play?

A. No; all map-edge hexes are considered Front Line Locations (FB17.605; FB17.6053) so only “F”-type Fortifications may set up in them. Yes.

Hatten in Flames

Page HF1, after SSR HF12, add new SSR: “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.”.

HF3.51, Initial Scenario Special Rule I.2: line 1, after “RGs” add “[EXC: “O” and “MI” types]”.

HF3.6137: line 2, replace “Gun” with “Weapon”.

HF3.619 Fortification Purchase Table: in the HIP row, replace superscript “2” with superscript “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”.

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.”.

DN4.4, SSR CG10: lines 14-15, replace “nor may it be removed from play as per D10.4 [EXC: 3.232; 3.53]” with “but may be removed from play as per D10.4 (see also 2.31, 3.232 and 3.53)”.

DN4.51, Special Rule I.3: line 3, change “must” to “may”.

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

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

Sword & Fire: Manila

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

SF1, SSR SF10: replace the second sentence with “Mortars and AA Guns with an $M\# \geq 10$ may set up in a rooftop Location.”.

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 “I3”), or via Hero creation (A15.21) or Leader creation (A17.) is a Commando.”.

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

SF4.5: line 4, after “MG” add “, Residual FP, Fire Lane”.

SF4.6: at the end, add “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 \geq 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)”.

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

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

Drop Zone: Sainte-Mère-Église

SM1, SSR SM5: line 3, replace “2-2-7” with “2-3-7”.

SM4.5 (page SM11), SSR CGI.2, 3rd bullet: replace “FaTT14” with “FaHH14”.

SM4.5 (page SM11), SSR I-1.2: line 2, after “On a”, add “Final”.

SM4.5 (page SM12), I-1 GERMAN MORNING PURCHASES chart: in the “3 points” column of the “Leadership” section, the “8-1 \times 2” entry should read “8-0 \times 2”.

SM4.7 (page SM17), CG III-1: add new SSR: “**III-1.5** During the CG III-1 RePh, use the Sa map section on/south-of hexrow K and the entire Fa map section for determining CG Victory Conditions and Setup Areas, with the Germans Controlling all Strategic Locations south of hexrow FaF and the Americans Controlling all such Strategic Locations north of Hex Grains SaEE1-EE23-Z23-Z28.”.

SM4.7 (page SM18), III-1 GERMAN MORNING PURCHASES chart: in the “3 points” column of the “Leadership” section, the “8-1 \times 2” entry should read “8-0 \times 2”.

SM4.7 (page SM19), III-2 GERMAN MID-MORNING REINFORCEMENTS: in the first OB group, delete “in any Setup Area(s)”.

SM4.7 (page SM19), SSR III-2.5: lines 2 and 10, replace “III-2” with “III-3”.

Nphum Ga map (ASL Annual 97)

- Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex “U1.5”.
- All Interior Jungle hexes *are* Dense, but in most cases, however, the “oversized colored center dot” in a Jungle hex designates *Light* Jungle [EXC: hexes U9-U11].
- There is no LOS from D8 to F9, etc.
- Hexes E9 and P10 can be entered at the path rate from, respectively, F9 and O10. Hex L12 can be entered at the path rate from L11 and L13.