

# ASL Scenario published errata (as of November 2023) [*not including balancing errata that update scenarios re-issued in later products/editions*]

[Scenarios indicated by a bullet (•) also have Balance changes made as shown in the Scenario Balance file.]

## Beyond Valor

[All corrected in *Beyond Valor*, 3rd Edition]

**2 Mila 18:** The Germans *must* perform the Mopping Up procedure in a building in order to claim it for Victory Condition purposes, even if they Control all its Locations.

**3 The Czerniakow Bridgehead:** Each unit eliminated due to SSR 2 counts as Casualty VP.

**4 The Commissar's House:** In SSR 3, the Russians should have Level A Booby Trap capability—not Level C.

**8 The Fugitives:** In SSR 1 change “pre-designate” to “secretly record”.

Re SSRs 1 and 7, which one is resolved first?

**A.** The German secretly records his entry hex, the Russian then places his Rubble counters, and the German then reveals his entry hex.

**9 To The Square:** The Russian radio should have contact values of 6/7/8—not 5/6/7. In SSR 4, allow the German HMG (as well as the MMG) to use Bore Sighting.

## Yanks

[All corrected in *Yanks*, 2nd Edition]

- **20 Taking The Left Tit:** The Victory Conditions should read: “The Americans win if at game end they have Exited  $\geq$  four Good Order squads (or their equivalent) off the north edge of board 2, and currently have more Good Order squads (or their equivalent) on level 2 hex(es) than the Germans.”.
- **21 Among The Ruins:** U.S. tanks do not count towards the Victory Conditions.
- **26 Tanks In The Street:** In the second line of the Victory Conditions, change “by” to “at”.

## Yanks, 2nd Edition

**16 No Better Spot To Die:** In SSR 1, replace “[EXC: Cliffs do not exist]” with “[EXC: the J2-J3 cliff does not exist]”.

## Partisan!

- **33 The Cossacks Are Coming:** For Victory Condition purposes, the 50mm mortar has a FP value of “3”. The Cossack LMG has a FP value of “3”.

[Corrected and re-issued in *Armies of Oblivion*, 2nd Edition]

## West of Alamein

**41 A Bridgehead Too Wet:** Change the British Balance Provision to read, “In the Victory Conditions, change ‘ $\geq 7$ ’ to ‘ $\geq 8$ ’.” The Class on the German HS counter illustration should be “[E]”, not “1”.

[Corrected and re-issued in *Hollow Legions*, 3rd Edition]

## The Last Hurrah

[All corrected and re-issued in *Doomed Battalions*, 3rd Edition]

- **47 Rude Awakening:** “-1 0/2PP” and “-1 2/3PP” on the Motorcycle counter illustration should be “M10 0PP -1” and “M9 3PP -1” respectively.
- **48 Toujours L’Audace:** In SSR 6, change “German...hostile” to “Germans are in a hostile, and the Belgians in a friendly,”.
- **49 Piercing The Peel:** In the Victory Conditions, change “by” to “at”.
- **50 Age-Old Foes:** The Russian radio should have contact values of 6/7/8—not 5/6/7. On the Wagon counter illustration, “M  $\geq$  6 1S/5PP” should be “T6 15PP” and there should be two stars (not one).

## Hollow Legions

[All corrected in subsequent printings of *Hollow Legions*]

- **52 Too Little, Too Late:** “-1 0/2PP” on the Cycle counter illustration should be “M10 0PP -1”.

- **53 A High Price To Pay:** The LMG counter shown in the British OB should be British—not Axis Minor. The British light mortar shown should be the standard (range 2-11) —not the Airborne—version.
- **54 Bridge To Nowhere:** For Victory Condition purposes, the 50mm mortar has a FP value of “3”. The Class on both Russian HS counter illustrations should be “[1]“, not “1”.
- **56 Half A Chance:** The DVP values (F.3) are missing from the gun and vehicle counter illustrations. Rules D13.3 and D13.32 of the 1989 Errata supersede SSR 5.
- **58 Ci Arrendiamo:** The DVP values (F.3) are missing from the British gun and vehicle counter illustrations. “-1 2/3PP” on the Sidecar counter illustration should be “M9 3PP -1”.

## Croix de Guerre

[All corrected in *Croix de Guerre*, 2nd Edition]

**76 End Of The Ninth:** The French armored cars should *not* have AAMGs.

**79 Bridge Of The Seven Planets:** In SSR 1, change “Hill 486” to “Hill 520”. Regarding SSR 3, if the leader in building 40oD1 undergoes Heat of Battle, the result is always treated as Battle Hardening.

## Croix de Guerre, 2nd Edition

**78 Encounter At Cornimont:** The nine cycle counters in the German OB should be sidecars.

**232 Chance d'une Affaire:** In the German OB set up instructions for Infanterie-Regiment 1, change “R4” to “N4”.

## Doomed Battalions

[All corrected in *Doomed Battalions*, 3rd Edition]

**86 Fighting Back:** The contact number shown on the scenario card for the Polish radio should be 7, as is shown on the actual radio counter.

- **89 Rescue Attempt:** In SSR 2 replace overlays RR3 & RR4 with RR11 & RR12 (the 6-hex EIRR overlays). [Consider overlapping a hex of the two GLRR overlays (RR1 & RR2) which will keep all of overlay RR1 on board.]

## Doomed Battalions, 3rd Edition

**44 The Gauntlet:** The German 5-4-8s are not SS; they should be regular 5-4-8s without underscored morale.

**85 No Way Out:** The *TKS(L)* in the Polish OB does not have a BMG; the counters and Chapter H are correct.

**86 Fighting Back:** The *TKS(L)* in the Polish OB does not have a BMG; the counters and Chapter H are correct.

## For King and Country

**93 Tavronitis Bridge:** In SSR 2, replace “Q2-Q9” with “Q3-Q8”.

## Armies Of Oblivion, 2nd Edition

**120 Return To Sender:** In SSR 1, replace “Turn 5” with “Turn 8”.

## Rising Sun

**159 White Tigers:** In SSR 1, delete “-37X5”.

## Hakkaa Päälle!

**172 The Last Attack:** In SSR 1, replace “52R8-EE6” with “52R6-EE6”. In SSR 2, second sentence, replace “units in each group” with “counters in each group” and replace the third sentence with “Crews and Guns from Groups 6-8 must set up in woods/Light-Woods/hill hexes on board(s) 17/44; other counters from these three groups must set with Groups 1-5.”.

## Forgotten War

**204 Human Bullets:** In the VC, change “(see SSR 6)” to “(see SSR 5)”.

**211 Task Force Faith Breakout:** In SSR 2, after the last sentence, add “Foxholes may not set up in playable road hexes.”.

**216 Centurions Reverse!:** In the CPVA setup instructions, change “81T4” to “83T4”.

## Streets of Fire

- **DASL 5 Little Stalingrad:** The Russian radio should have contact values of 6/7/8—not 5/6/7. [Corrected and re-issued in *Deluxe ASL* and PDF version]

## Hedgerow Hell

[All corrected and re-issued in *Deluxe ASL*]

**DASL 15 Barkmann's Corner:** All U.S. units must enter in one Convoy and one Column.

- **DASL 17 They're Coming!:** At the end of the American set-up instructions, “board f or g” should read “board f or h”. In line 3 of SSR 1, change “dr” to “DR”.

## Deluxe ASL

**DASL 9 Preparing The Way:** SSR 1, line 1, add “single-hex buildings are Single Story Houses (B23.21) and all” between “All” and “multi-hex”; at the end of SSR 1 add “Kindling (B25.11) is NA.”.

**DASL 19 The Mailed Fist:** In the VC, change “hexes” to “Location”.

**DASL 24 Back To School:** The year should be 1943, not 1942.

**DASL 36 Mayhem In Manila:** In SSR 2, change “≤ 6” to “≤ 2”.

## Red Barricades

[All corrected and re-issued in *Red Factories*]

**RB2 Blood & Guts:** In Victory Condition “b)”, change “initially...Russians” to “within the Russian setup area”.

- **RB5 The Last Bid:** In the German OB set up instructions after “rubble” add “and/or Trench adjacent to building/rubble”.

**RB6 Turned Away:** German Dummy counters set up IN gully hexes despite the fact that the latter are not Concealment Terrain.

**RB CG IV: Bled White:** In Table 1, change the German CG Maximum Purchase for the G2 RG from “7” to “1”.

## Red October

**RO1 Blood On The Tracks:** Replace VC with “The Germans win at game end if there are no Good Order Russian MMC on/west-of hexrow K and/or by Controlling ≥ 1 building on/east-of hexrow M.”. In SSR 3, at the end add “Place stone rubble in hex R33.”.

**RO5 Men Of Steel:** In the German OB set up instructions, after “Locations” add “and/or Trench adjacent to building/rubble”.

**RO6 The Playing Field:** In SSR 1, delete sentence “Place a Flame counter in hex F27.”.

## Kampfgruppe Peiper I

**KGP2 Festung St. Edouard:** In SSR 4, add “(HE/WP)” after “OBA” in line 1, add “(HE/SMOKE)” after “OBA” in line 2, and delete “and may fire HE/SMOKE”.

## Kampfgruppe Peiper II

**KGP5 Marechal's Mill:** The Jeep with the 4-FP AAMG should have a ROF of 2 on the scenario card.

**KGP6 Probing The Villas:** Replace one U.S. dm MMG with a U.S. dm HMG in the U.S. OB.

**KGP10 Peiper's Last Gasp:** The German SAN should be 2.

## Pegasus Bridge

**PB5 Taylor Made Defense:** For purposes of PB SSR 14, the forces in the British OB that belong to No. 1 Platoon, Company D, 2nd Oxfordshire and Buckinghamshire Light Infantry consist of a 6-4-8, the 4-5-8, the 2-4-8, and the 8-1.

## A Bridge Too Far

**ABTF1 The Prize:** In the British OB under the Headquarters Defence Platoon and Troop B, Royal Engineers, add “on/east-of hexrow G” after “set up” and before “≤ 3 hexes from hex I6”.

**ABTF8 God Save The King!:** The first four “?” in the British OB and the first two “?” in the German OB should be DC, i.e., the British should get four DC and twelve “?” and the German Group 1 should get two DC and zero “?”. In SSR 1, hex F20 starts ablaze, not hex F21. In SSR 2, there should be no rubble in hex M15. Hex M15 should contain shellholes.

## Blood Reef: Tarawa

**BRT2 China Girl:** In the US AFV setup instructions add “Ocean/Reef” between “in” and “hexes”.

**BRT3 Ryan’s Orphans:** In SSR 2, in lines 3-6, delete the references to “hut”, “Collapsed (G5.5)” counter, and “Collapsed hut”. Shellholes placed in a bridge hex do not rubble the bridge.

**BRT4 Rikusentai:** In the Japanese set up perimeter “P23-M22-F23-K25-N26-N30-P31-P23” change “F23” to “K23”. In SSR 2 add “Ignore the T15.6142 restriction on purchasing pillboxes.”

## Valor of the Guards

**VotG5 The Specialist’s House:** SSR 4, line 8, before the EXC add “(which negates Interdiction)”.

**VotG13 Escape From Komsomol Park:** SSR 2, line 3, before “being” add “(and any SW [EXC: DC] it possesses)”.

**VotG26 Bad Day For The Luftwaffe:** The mapboard illustration should say “VotG” as the map ID.

## Festung Budapest

**FB12 The Black Ravens Are Flying:** Footnote \* of the Russian reinforcement table, change “45 FB” to “44 FB”.

**FB18 Red Banner Days:** In the VC, add ”of German units (*only*)” after ”amassing  $\geq$  26 CVP”.

**FB19 War Brotherhood:** In the Axis Balance, replace “ $\leq$  31” with “ $\leq$  35”.

## Dinant

**DN3 Rommel At The Meuse:** At the beginning of the French setup instructions, add “All French forces set up west of the River.”.

**DN4 Chateau de Meez:** In SSR 2, change “E21” to “EE21”.

**DN11 The Almost Men:** In SSR 1, change “QQ45” to “QQ46”.

## Sword & Fire: Manila

**SF2 Power Struggle On Provisor:** In the Japanese setup instructions, after “hexes” add “[EXC: Fortifications]”.

**SF5 No Safe Refuge:** In SSR 3, in “RG received” column for White dr = 5, replace “20L ATR” with “LMG”.

**SF9 First, Do No Harm:** In the VC, change “33W77” to “3W77”.

**SF17 Assault Across The Pasig:** Exchange all 6-6-7 squads with 6-6-6 squads in the American OB.

**SF25 A Change In Government:** The missing part at the end of the last sentence reads “followed by point blank fire from tanks, tank destroyers, and self-propelled mortars.”.

## Operation Watchtower

**HS4 High Water Mark:** In the American setup instructions for C Company, replace ”Hill 2” with ”Hill 120” so that it reads ”set up  $\leq$  2 hexes from any Level 4 Hill 120 hex”.

**HS6 Just Fighting Through:** In SSR 2 replace “E1.1-1.6” with “E1.1-1.16”.

**HS10 Government Property:** Overlay Wd4 cannot be set up on Y7/Z8 as indicated since those hexes aren’t adjacent. In SSR 1 replace “Y7/Z8” with “Y7/Y8”.

**HS13 The Ravine:** In the setup instructions, replace “board 35” with “board 36”. The board configuration is correct as shown.

## Operation Veritable

**HS18 To The Matter Born:** The British are able to deploy 3 squads.

**HS21 Hervorst Hell:** Add “in the German setup area” at the end of the VC.

## Action Packs

**AP1 The Ring:** In line 2 of the Victory Conditions change “3 CVP” to “5 CVP”.

[Corrected in PDF version]

**AP8 A Bloody Harvest:** Delete two Allied Minor LMG from the Polish OB. Polish Elite and 1st Line squads have Assault Fire.

[Corrected in PDF version]

**AP11 Swamp Cats:** The scenario mapboard configuration incorrectly shows overlay X21. The SSR correctly identifies overlay X27.

**AP30 Not Apt To Drag Feet:** In SSR 3, replace “they” with “any of them”.

**AP36 Take A Bath:** In SSR 3, the SSR refers to a German *SPW 251/10* halftrack, but the counter depiction shows a German *SPW 250/10*; the counter depiction is the correct vehicle.

**AP77 Texas Flood:** In the VC, after “all buildings” add “that are both south of the board 6a/7 river and”.

**AP86 Milling About:** In the VC, replace “*prisoners do not count*” with “*prisoners count for neither CVP nor Exit VP purposes*”. In SSR 4, add “; the side moving second may claim WA (B9.32) first” at the end of the third sentence.

**AP90 Smashing The Hook:** In SSR 3, at the end of last sentence, add “and are eligible for the Sapper Clearance DRM (B24.7) when attempting to clear a roadblock (B24.76). A DC Placed/Set by a Sapper receives an extra -1 IFT DRM vs a roadblock (B29.5).”.

**AP95 Operation Kutuzov:** In SSR 3, replace the first sentence with “Russian AFV may only expend  $\leq \frac{1}{2}$  of their *printed* MP allotment during Game Turn 1, and must set up in Motion.”.

**AP119 Konev Cross:** Board Configuration, only hexes  $\leq 3$  on board 20 are in play. In SSR 5 “Friendly Bombardment”, change “units” to “hexes”.

**AP138 Red Horse Recon:** (Clarification) For purposes of SSR 4, the CE armor leader may be in any AFV.

**AP140 Misty Morning Mayhem:** In the German Turn 1 entry instructions, change “south/west edge(s)” to “south/east edge(s)”; the entry area boundary hexes remain unchanged.

**AP141 Currie’s Favor:** In the British entry instructions, change “south/west edge(s)” to “south/east edge(s)”.

**AP153 Across The Rio Grande:** In SSR 1, replace “Level 0” with “Level -1”.  
[Corrected in later printings.]

## ***The General Magazine***

**A The Guards Counterattack:** A7.72 supersedes SSR 2.  
[Corrected in *ASL Classic* and PDF version]

**B The Tractor Works:** A7.72 supersedes SSR 2.  
[Corrected in *ASL Classic* and PDF version]

**C The Streets Of Stalingrad:** A7.72 supersedes SSR 3. The date, of course, should read “1942”.  
[Corrected in *ASL Classic* and PDF version]

**D The Hedgehog Of Piepsk:** A7.72 supersedes SSR 4.  
[Corrected in *ASL Classic* and PDF version]

**E Hill 621:** In the version appearing in *ASL Classic*, the Russian reinforcements shown as entering on Turn 3 should instead enter on Turn 5.  
[Corrected in PDF version]

**J The Bitche Salient:** In SSR 4, the 80mm+ OBA should have *normal* ammunition.  
[Corrected in *ASL Classic* and PDF version]

**R Burzevo:** The last sentence of SSR 4 reads “The 88L FlaK Gun must be set up adjacent to a building hex.”.

**S The Whirlwind:** In SSR 5, change “German...friendly” to “Germans are in a friendly, and the Americans in a hostile.”.

- **U Chance d’Une Affaire:** In SSR 4, change “the MPH” to “Movement Phases”.  
[Re-issued in *Croix de Guerre*, 2nd Edition as scenario 232]

**G4 First Action:** In SSR 3, delete “all”.

**G7 Bring Up The Guns:** On the Wagon counter illustration, “M6 1S/5PP” should be “T6 15PP” and there should be two stars (not one).

- **G8 Recon In Force:** In the Victory Conditions, change “have ... total” to “currently Control one of those buildings and their Casualty VP total is  $\geq$  triple that of the Axis side”.  
[Re-issued in *Hollow Legions*, 3rd Edition as scenario 285]

**G9 Sunday Of The Dead:** The DVP values (F.3) should be printed in red, not black.

- **G26 Parker’s Crossroads:** In the Victory Conditions change “and/or” to “and” (i.e., the Americans win if there is either a Good Order U.S. MMC, or a manned U.S. AFV with any functioning armament, or both, within six hexes of 43N8).  
[Re-issued in *Yanks*, 2nd Edition as scenario 197]

- **G30 Morgan’s Stand:** After “**GERMAN Moves First**” add “[0]”. The die roll in SSR 3 must be less than *or equal to* the circled number on the Turn Record Chart.  
[Re-issued in *Yanks*, 2nd Edition as scenario 187]

**G45 Halha River Bridge:** The counter depiction on the scenario card of the 37\* INF Gun in the Russian OB incorrectly shows it as having IFE.

- **DASL A To The Last Man:** Add “Buildings cH2, aK2 and bE1 are Factories.” to the end of SSR 5.  
[Re-issued in *Deluxe ASL* as scenario DASL 34]

- **T5 The Pouppeville Exit:** In the German setup instructions, change “Locations” to “hexes”.  
[Re-issued in *Yanks*, 2nd Edition as scenario 183]

- **T7 Hill 253.5:** The Germans may set up north of the road that determines the setup areas, but not on it.  
[Re-issued in *Beyond Valor*, 3rd Edition as scenario 132]

- **T9 The Niscemi-Biscari Highway:** In the German setup instructions, change “5Q5” to “5Q6”.  
[Re-issued in *Yanks*, 2nd Edition as scenario 178]

**T13 Commando Raid At Dieppe:** The German units in 4R1 should set up in 5R1.

**T15 The Akrotiri Peninsula:** The two 4-5-7 and the two leaders that belong to the 151st Heavy AA Battery are not bound by SSR 4.

## ASL Annuals

**A1 Tavronitis Bridge:** In SSR 2, replace “Q2-Q9” with “Q3-Q8”.  
[Re-issued in *For King and Country* as scenario 93]

**A6 The Price Of Impatience:** “-1 2/3PP” on the Sidecar counter illustration should be “M9 3PP -1”.

**A11 Silent Death:** Finnish OB text should read: “**27th Sissi Company [ELR: 5]** enters on Turn 1 on any/all board edge(s), expending no more than half their MF allotment.”

- **A24 Regalbuto Ridge:** In SSR 4, add “as if the gun were a mortar” after “apply”, and add “Range is drawn from any west-edge hex of board 3 (the firer may choose any such hex when he declares each shot).” after “malfunction.”.  
[Re-issued in *For King and Country* as scenario 100]

- **A53 Smith & Weston:** The *Annual '93a* scenario entitled “Smith & Weston” should be ASL Scenario “A53”, not “53”.  
[Re-issued in *Rising Sun* as scenario 155]

**A54 The Raate Road:** The Finnish ATR should be the 20L Lahti – not the 20LL depicted. The Russian radio counter depiction should have contact values of 6/7/8—not 5/6/7.

- **A60 Totsugeki!:** Both Chinese MMG Strength Factors should be “4-10”.  
[Re-issued in *Rising Sun* as scenario 153]

- **A63 Action At Balberkamp:** The German cross in the Turn 2 box of the Turn Record Chart should be in the Turn 3 box, and the British roundel should be in the Turn 2 box; this supersedes the errata for this scenario appearing in the *'95w Annual*.  
[Re-issued in *Doomed Battalions*, 3rd Edition as scenario 141]

- **A69 Broich Bash:** Rotate the north arrow 180°.  
[Re-issued in *Yanks*, 2nd Edition as scenario 200]

- **A72 Italian Brothers:** The Republican Balance should read “Delete SSR 5.”. In the Republican OB change “SSR 1” to “SSR 5” and change “or on south of hexrow C” to “on/south of hexrow C”.  
[Re-issued in *Doomed Battalions*, 3rd Edition as scenario 137]

- **A73 Not Out Of The Woods Yet:** The Americans set up first *and* move first; this supersedes the errata for this scenario appearing in Vol. 30 No. 2 of *The GENERAL*.  
[Re-issued in *Yanks*, 2nd Edition as scenario 185]

**A75 Medal Of Honor:** In SSR 2, replace “Q2 to Q9” with “Q3 to Q8”.

**A76 Night Drop:** The American Balance should read “Delete SSR 5.”. In the German Balance change “turn 4” to “turn 2”.

**A77 Hide & Seek:** Rotate board 14 180°.

**A79 Mike Red:** Change the Allied nationality in the Turn Record Chart from “British” to “Canadian”. Delete the bracketed total MMC BVP in the Turn Record Chart; Battlefield Integrity never applies to the Assaulting side in a Seaborne Assault.

- **A81 They Fired On Odessa...:** The Russians enter along the west edge.  
[Re-issued in *Armies of Oblivion*, 2nd Edition as scenario 200]

- **A82 Orange At Walawbum:** Add three 50mm Mortars to the Japanese OB. In the American setup instructions, change “37S9-37S10” to “36S9-36S10”.  
[Re-issued in *Rising Sun* as scenario 154]

**A84 Endless Struggle:** Only hexrows B-FF are playable.

**A85 Airborne Samurai:** Game length is 7 1/2 turns. Delete the first sentence of SSR 3.

**A86 Fighting Sparrow:** Since the Japanese Morale is underlined in this scenario (SSR 3), these units are not subject to Unit Substitution.

**A87 The Grand Canal:** Victory Conditions should read as follows: “The Japanese win if they Control  $\geq$  30 printed stone buildings at game end; the 41U5 bridge is the equivalent of five stone buildings.”

**A88 Surprise Encounter:** Rotate North arrow 90° clockwise; rotate board 34 180°; rotate board 32 180°; this supersedes the errata for this scenario appearing in Vol. 30 No. 2 of The GENERAL.

- **A90 Cutting Out A Strongpoint:** The South African roundel in the Turn Record Chart should be in turn 5 instead of in turns 3 and 4. The DVP values for the South African vehicles should be listed in red; the *2pdr Portees* are worth 4 DVP each and the *Marmon-Herrington* ACs are worth 3 DVP each.

[Re-issued in *Hollow Legions*, 3rd Edition as scenario 267]

- **A96 In Rommel’s Wake:** Add to the end of SSR 4 “A Set DC may use HIP and would lose HIP status as a Fortification.”. SSR 6 should read “The German cycle counters represent bicycles (D15.8) which may portage one MG when in squad size.”

[Re-issued in *Croix de Guerre*, 2nd Edition as scenario 236]

**A99 To Clear A Roadblock:** The scenario card erroneously shows the German *le PaK 41* anti-tank Gun as having 3 ROF; as depicted on the counter and in the Ordnance Notes, this weapon only has 2 ROF.

**A105 Police Action:** In SSR 2 (and the board configuration) change “overlay 1” to “overlay 2”.

**A114 Hamlet’s Demise:** SSR 1 The wind blows from the southwest.

**ASL A115-A118 (Blockbusters, Tangled Up In Blue, Maggot Hill, The Waterhole) & the Nhpum Ga mapsheet:**

- Hexrow U is misnumbered. The first hex is U1, then a hex with no coordinate. Call that hex “U1.5”.
- SSR 1: 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 E9, 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.

**DASL A2 Last Act In Lorraine:** There are, of course, 11 two-story buildings. Change the references to “seven” in the VC and American Balance Provision to “eleven”.

- **DASL A4 The Island:** The North arrow should point to the right—not to the top—of the scenario card.  
[Re-issued in *Deluxe ASL* as scenario DASL 28]
- **DASL A11 (Sicilian Midnight):** The Italian 3-4-6 squads should have their 1st Line status “unboxed”, to match the 3-4-6 counters.  
[Re-issued in *Out of the Attic* as scenario OA12 and in *Deluxe ASL* as scenario DASL 25]
- **DASL A12 Tussle At Thomashof:** The British get a total of three Churchill VIIIs.  
[Re-issued in *Operation: Veritable* as scenario HS23]
- **HASL A1 Fire On The Volga:** Add “[EXC: for Victory Condition purposes only, the river is **not** Flooded]” to the end of SSR 1.  
[Re-issued in *Red Factories* as scenario RB8]

## ASL Journals

**J1 Urban Guerillas:** SSR 5 should read: “Partisan units have PF capability as if they were German, and Captured Use Penalties (A21.12) apply; only a maximum of 3 PF may be fired by Partisans during the scenario.”.

**J3 A Sunday Stroll:** The BAZ 45 in the American OB should be a BAZ 44.

- **J6 St. Barthélemy Bash:** The BAZ 45 in the American OB should be BAZ 44.

**J14 On The Hoss’ Side:** The playing area extends through hexrow L, not K.

**J27 High Tide At Heiligenbeil:** In SSR 3, replace “ordnance” with “Gun/MA”.

**J28 Inhumane:** SSRs 1, 2, & 3 should refer to building M6, not building P6 (P6 is open ground). In SSR 3, line 1, before “counters” add “OB-listed”.

**J29 The Capture Of Balta:** Add SSR 5: “5. The German 8-3-8s/3-3-8s are considered Assault Engineers (H1.22). The StuG IIIB has AP 10.”.

- **J34 Men Of The Mountains:** In Italian set up, change “and/or” to “and”.

[Re-issued in *Hollow Legions*, 3rd Edition as scenario 265]

- **J35 Siam Sambal:** The contact number shown on the scenario card for the French radio should be 7, as is shown on the actual radio counter.

[Re-issued in *Croix de Guerre*, 2nd Edition as scenario 248]

**J38 Bitter Defense At Otta:** Ice rules do not apply.

**J39 Indeed!:** In SSR 2, replace “[EXC: H4-I4]” with “[EX: H4-I4]”.

**J52 Dress Rehearsal:** BPSSRs apply (see page 60 of *ASL Journal 3*).

**J53 Setting The Stage:** BPSSRs apply (see page 60 of *ASL Journal 3*); in Victory Conditions replace “33G6” with “33GG6”.

**J57 Guards Artillery:** In British setup, replace “any whole hex of board g” with “on board g”; (i.e., not on board f or hexes shared with board f, but half hexes of board g not shared with board f are OK).

**J60 Bad Luck:** In the Victory Conditions, replace the second instance of “Germans” with “Americans”. Also, scenario design should be credited to Mike Licari.

**J77 Moses’ Blazes:** The Germans on board 23 get 6 “?”.

- **J81 Twisted Knickers:** Replace the 3 onboard *Stuart IIIs* with 3 *Stuart Is* (5 DVP each).

**J92 Your Turn Now:** Both sides amass VP per the hexes listed in SSR 3; if the Japanese do not earn the listed VP by clearing the Set DC, then the Filipinos do. Filipino units do not Disrupt.

**J110 The Prelude To Spring:** The German reinforcements enter on Turn 2.

**J113 Maczek Fire Brigade:** The *TKS(L)* in the Polish OB does not have a BMG; the counters and Chapter H are correct.

**J114 the Marketplace at Wormhoudt:**

- In the British OB, contrary to the counter illustration, neither the *A10* nor the *Matilda* has an AAMG.
- In SSR 2, change “in the Marketplace” to “in building 12R”.

**J172 Ramcke’s Redoubt:** In SSR 2, after “*M4A1* MT wreck” add “(on the bridge if in a bridge hex)”.

**J192 Taking Some Flak:** In the VC, last sentence, between “count” and “for” add “double”.

**J194 A Real War:** In SSR 6, change “1O/21O” to “1O/20O”.

**J215 Expendable Allies:** The *Pz IVJs* in the German OB should have a 2-FP AAMG.

**J221 Hill 1277:** The Strength Factors of the Communist Chinese 9-0 leader should be in red.

**Squad Bleeder 6 Eviscerating Vienna:** In Setup Direction 2, third bullet, replace “boards 46” with “boards 45”; in the “Vehicles/Ordnance” section of the Russian Purchase Charts, replace “GAZ-MM ZIS-5” with “GAZ-MM; ZIS-5”.

**PK2 Reckless Raid:** The name on the 20L AA Gun in the Axis Minor OB should be “FlaK 38(g)”, not “FlaK 30(g)”.

“**Broadway To Prokhorovka**” mini-CG BPSSRs: The HS passenger of any SPW 250/sMG and/or SPW 251/sMG is a 3-4-8; in table 2, chit #4 reinforcements enter on turn 1, not turn 2; in Example of CG Play, column 2, line 7, replace “2 fatigue chits” with “1 fatigue chit”.

“**A Line In The Sand**” mini-CG: first column, LitS SR 1, add at the end “The inherent HS of each SPW 250/sMG or SPW 251/sMG is a 2-4-8.”.

“**A Line In The Sand**” mini-CG: “Operational Force Pool Tables” British Table A, Draw #2, replace “19 DVP” with “14 DVP”; British Table A, Draw #5, replace “4x Stuart II” with “4x Stuart I”; German Table A, Draw #1, replace “20 DVP” with “24 DVP”

## Special Ops Magazine

**O16 Forced Crossing:** In SSR 1, after “Ground Snow (E3.72)” add “[EXC: the river is *not* frozen]”.

## Winter Offensive Bonus Packs

**WO1 French Toast and Bacon:** In SSR 1, after “Water Obstacle” add “[EXC: it is *not* frozen (B21.6)]”.

**WO44 Little Village:** In the VC, change “≤ 9” to “≥ 9”.

**WO45 Better Than Nothing:** Exchange all *M4A2* with Russian *Sherman III(a)* in the Russian OB.

## A G.I.’s Dozen

**U6 Action At Kommerscheidt:** In SSR 2 change overlay “OG1” to “OW1”.

## Out of the Attic

**OA2 Skirmish In The Snow:** Treat the TK# for the 75’s “APCR” as if it were a 75L.

**OA6 Mounted Extraction:** Russian reinforcements enter on/after Turn 1.

**OA7 Celles Melee:** Setup is simultaneous and the Americans move first.

**OA11 Crocodile Rock:** The balances are reversed.

**OA14 Across The Aisne And Into Freineux:** In the U.S. setup the four M5A1s of the 83rd Reconnaissance Battalion set up south of hexrow R and the two Shermans of 2nd Platoon set up with their CA towards the southern hexspine (add “of hexrow R” at the



end of the setup instructions for the 83rd Reconnaissance Battalion and add “hexspine” at the end of the setup instructions for the 2nd Platoon.

## **Out of the Attic #2**

**OA2 Skirmish In The Snow:** Treat the TK# for the 75’s “APCR” as if it were a 75L.

**OA21 Gunter Strikes Back:** In SSR 3, replace “DRs” with “drs”.

**OA25 Side By Side:** In SSR 1, after “Olive Groves (B14.8).” add “Contrary to B23.73, building 12R7 is a four-hex building with a Narrow Street (B31.1) in hex 12R7.”.

## **Solitaire ASL**

**Misson 6 The Fortress:** The board 21 objective should be Z6 rather than P7, and the footnote applies to building Z6.  
[Corrected in *Solitaire ASL*, 2nd Edition]

**JM2 Bloody Omaha:** In MSR 6.31, replace the three instances of “pillbox” (but not “pillboxes”) with “Trench”.