

Sword & Fire Manila errata

Chapter SF

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.”.

SF4.5: 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-rubbed 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)”.

Scenarios

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 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.”.