Each Entry has the Date of LAST Revision:

Battalion Combat Series v1.0 (1 Aug 16)

1) In 8.2a, A hex can be subject to only ONE *Barrage mission* (of either type) per Activation. This limitation does not affect Attacks by Fire.

2) For any scenario stating that a number of 'units' must exit for specific Victory Conditions, HQs and Combat Trains DO NOT count as 'units.'

3) **Entry Area Blocking (REVISED).** If an enemy unit occupies an Entry Hex needed by the entry of units according to the player's Order of Arrival, the entering units have the following freedoms:

   • Units can enter via any map edge hex at or within 5 hexes of the occupied Entry Area hex.

   • If a Formation is entering and the above does not encompass any hex where the HQ can enter, expand the 5 hexes just enough so the zone contains such a hex. Only the HQ and Combat Trains can make use of this expanded entry zone.

This renders 9.3f unecessary (except the part about EZOCs) and so 'shifting' no longer occurs.

4) **Clarification of the 2nd Bullet Point, 9.1a:** Moving HQs only generate Coordination if they enter a hex within 2 of a unit of another Formation (which obviously includes stacking with one). Retreating HQs always generate Coordination **on themselves**, but do not generate Coordination on any **other** Formation (the 'non-HQ Retreats' phrase in 4.4a attempts to isolate the fact that when an HQ Retreats it **does** place a Coordination marker **on itself** from the fact that no Retreating unit **ever** places a Coordination marker on some other Formation).

5) The Activation Checklist on page 40 of the BCS Series rules mentions Recover Fatigue twice. Ignore the one just after 'Choose Formation to Activate'.

6) **Expansion of item #3 covering exiting units.** If units must exit the map for Victory Conditions, the player can exit via either map edge hex adjacent to the specific listed hex.

7) For 10.4c's list of things you can do in a Recovery Activation, add 'Remove Dropped Support markers', given 9.2i.

8) In the Activation Checklist, Check MSR is very late in the process. To better follow the sequencing of the Activation, that entry should be just before rolling for SNAFU.

9) Reinforcements slated to arrive at specific hexes (not a marked Entry Area letter) or at their HQ, must be placed in the Reinforcement Phase (they cannot wait for Activation). Also, if they are to arrive at the HQ, they can arrive at the HQ or in any of the hexes adjacent to it.

10) Units must end an Activation either in Command Radius or must stay in the hex in which they began it. If it is not possible to end the Activation in Command Radius, it is permitted to move in a way that will get the unit into Command Radius without footdragging. Isolation effects apply normally in this case and Reinforcements are exempt. This requirement does not apply to Combat Trains or the HQ itself.

Battalion Combat Series v1.1 (1 Dec 17)

1) In 7.5a, the references in the sentence "Units can also conduct *Voluntary Retreats* (7.5i)" should be to 7.5j.

2) For an unassigned independent unit that must 'retreat to its HQ', apply the result as "All other Retreats" instead.

3) In the general restriction on Regular Attacks in 7.2 regarding Combat units which can be identified as Attack Units, an Attack unit **must have a printed MA greater than Zero** as well as an Assault Arrow. Rarely comes up, but it is possible.

4) 10.3c makes obtaining Optimal Distance impossible if the Combat Trains are forward of the HQ; the Crib Notes version makes it sound as if the Combat Trains are Illegal in that case. The Crib Notes are incorrect, the 'forward' Trains merely cannot use Optimal Distance; they are NOT Illegal.

5) In the example of Shock Attacks (pg 21), the sentence in the second paragraph explaining that the German Panzer unit wishes to do a Shock attack on 99 ID unit B is not completely clear. It should read "In the first example, the German Panzer unit, 1,2/I moves into hex 36.22, and wishes to do a Shock Attack on 99 ID unit B."

6) Just to make the implicit explicit and to clean up the sequencing mechanics involved, change 10.4c, second list, a) to: "Remove any Coordination and/or Prepared Defense marker the Formation might have." **FROM** "Remove any Coordination marker the Formation might have." Likewise add "Remove any Prepared Defense marker the Formation might have." to the Recovery Activation Checklist.

7) Add to 7.5c after "cannot be entered" the following: "…because of terrain or stacking restrictions (5.5d). Then add to 5.5d item f to the list of times when overstacking is not allowed… "f) At the end of a Retreat."

8) The example of Stopping Engagements and rule 6.0i are not in conflict. 6.0i merely needs to note that a stack can continue to try to "win" the Stopping Engagement for as many Fire Events as it has to use. It **must** fire at least once, but the STOP conversion into FAILURE does not occur until the player decides to stop trying or the stack runs out of Fire Events.

9) Revised wording to 7.1L… "all of the target hex's Support is Dropped."

Battalion Combat Series v1.2 (24 Feb 20)

1) 9.1i wasn't updated to match the v1.2 rules and is in conflict with 9.5. 9.5 is correct, Independent units are removed from play (as in not availble for rebuilding), but Arty Points go back into the available pool. Moral of the story: Strip Formations of their independent assets if it looks like they might get cut off and destroyed.

2) For the application of Optional Rule #7 Soft and Hard Jumps:
• Resolve a Soft/Hard Jump resulting from a Shock Attack which is still moving **before** the attacking stack finishes moving.
• In any case, after determining the type of Retreat, resolve the Soft/Hard Jump before finishing the resolution of that Retreat. What occurs will not change the type of Retreat done, but if it is a Soft Jump, the conditions requiring pulling a unit off the map might change and the unit could stay on map.

3) When applying the Screening Rule: Screen Zones never affect any type of Safe Path and if the Optional Traffic Rule is in play, Screen Zones do not affect Traffic nor does Traffic affect Screening units.

4) For better clarity, Replace the existing last sentence, last bullet point, in Retreat to the Rear (7.5a) to read: OR, in the case of HQs only, displace as needed, to any hex satisfying the Ending Location requirements in 9.1f AND containing at least one unit of the HQ's Formation. The latter could result in the HQ *escaping into a pocket*.

5) The next step in the sequence of play a Fatigue Recovery Activation should move to in 10.4c and the sequence of play graphic should be step "i" not step h. There is no Second Activation in a Fatigue Recovery Activation.

6) Add Breakthrough Armor units **are** capable of Shock Attack. So a unit is capable of Shock Attack of it has one or more of the following:
• Assault Arrow
• Red or Light AV
• Breakthrough Armor

Battalion Combat Series v2.0 (31 Mar 24)

1) In 5.1g 'phase' refers to the given Activation, not the entire Activation Phase.

2) Just so it is clear, the contiguous Legal Hex connection mentioned in 3.1a, para 2 must follow **contigious** Road/Tracks as listed in para 1.

3) In 5.1c item 3, the requirement to enter the defender's hex in regular movement refers only to the effects of Terrain and is not concerned with EZOCs.

4) In the example of Urban Control Levels at the bottom of page 34, the second paragraph shows the various combinations that can happen with two Control Level changes (not the three shown in the first paragraph). Also, any result requiring three Control Level changes will end in a Withdrawal.

5) In 6.2a (regarding Formation Destruction), the mention of Assigned units in the first paragraph is in error. The parentetical expression s/b "(counting **ONLY** intrinsic units)." Non-Support Assigned units are not counted to keep the Formation "alive" and when the Formation is Destroyed, they remain unassigned on the map and must be assigned normally to a new Formation to function.

6) **Clarification:** While clearly stated in 3.4b, units in the BCS move individually and not as Stacks (and you can never have an Ooops moment if you do so), experienced players can save time by moving the two units of a Stack together **IF** the following is true:
   - There is no Engagement that will occur or be required by either side during the move.
   - As per 4.0a, all Terrain Effects, MAs available, and EZOC effects are handled individually for each of the Stack's Units. This could affect one of the units differently from the other, as long as both are handled properly for themselves, there is no problem with them moving along together as much as they can.

7) Just so it is clear, 'Dropping' in 1.5i & 5.2e applies to **all** Support the top Formation Host has access to (even though only one of them was Engaged to determine the Drop). Multiple Supports do not have to be Dropped seperately. This is in addition to the Dropping of Support when multiple Formations are represented in a hex, as per 5.2e.

8) **Screens**. There are three rules dealing with Screen movements with respect to Stopping Engagements. In the Stopped/Finished Chart and the exception paragraph in 4.4a **both** Light AV and Screens become FINISHED when they enter a Required Stopping Engagement hex with the addition in 4.4a that if the Stopping Engagement is not required, they STOP instead. 4.6a, however, adds (incorrectly) that they are FINISHED upon entering any AV EZOC hex and **cannot** enter a required Stopping Engagement hex. 4.6a should conform with the other two sources.

   4.6a s/b that Light AV and Screening units STOP upon entering an AV EZOC and are FINISHED if that hex contains a Required Stopping Engagement. Ignore the statement that they cannot enter a Required Stopping Engagement hex.

   Lastly, the 2nd paragraph of 4.6 states that units can "add" a Sceen marker at any time, when the intro paragraph states adding occurs at the beginning of the initial Activation. Going into Screen should occur at the beginning of the Activation, the "add" in the 2nd paragraph should be "remove" instead. Screens can be removed at any time.

9) New Rule: Light AV units **cannot** manage to inflict a Step Loss on a Hard AV unit firing at it, no matter how bad the dice roll.

10) While 4.6a 2nd bullet does not preclude units from doing Recon while in Screen, the inverse is not also true: Being in Screen does not confer the ability to conduct Recon. (The unit must be capable of Recon otherwise.)

11) Players requested a more general availability of the "Arty Left" marker in VoT, so they have been added to the standard *BCS* marker sheet. For those not familiar with the VoT marker, it merely allows you an easy way to record the Arty Points a Formation has remaining to use in its current Activation so it doesn't get forgotten in the press of events.

12) **Screens.** Recon units can only be marked with a Screen marker if it has an AV. Hence the non-AV recon units in PLS and VoT cannot screen.

Last Blitzkrieg (4 Nov 22)

1) If a Reinforcement has 'at the HQ' listed as its place to enter, it can use as an altrnative any Entry Area on the Friendly side of the frontline.

2) In Scenario 5.8 Advance & Destroy, add to the set up: **D48.00:** 4 Inf Div Combat Trains.

3) In the listing of VP Hexes on page 5, Rockrath-Krinkelt is in hex C41.25, not C43.25 as listed.

4) In Scenario 5.7 Bastogne, the listing for **D13.23:** vBohm Pz Recon KG should also state that the KG is part of 2nd Pz with the notation (2 Pz).

5) In Scenario 5.4 Southern Campaign, the 112/28 Inf Rgt Combat Trains should set up in **D23.35**, not **D23.25**.

6) In Scenario 5.6 The Goose Egg, add C15.03 and C15.05 as German Supply Sources.

Last Blitzkrieg
when using
BCS v1.1 (13 March 17)

1) A number of units which originally set up in Prepared Defense no longer can access the Prepared Defense DRM (because they must have a Deployed Side to be in Prepared Defense) and there are one sided units (like the 14 Cav Grp's units) which only have a Move-Side. For them, the Prepared Defense marking is not needed and has no effect.

Last Blitzkrieg
when using
BCS 2.0 (30 Aug 21)

1) The game specific rule for Unit Traffic allows an exception for Buddies. This is incorrect, when using v2.0 and the Unit Traffic Optional rule, apply 4.0e as written to all units.

2) Mud Weather is Poor Trafficability.

3) Indpendent units shown in the OOA as arriving in a specific Entry Area can arrive at HQ Assigned instead.

4) Identify Air Points used for Supply at the beginning of the Preparation Phase of the Activation in which they will be used. This removes (or precludes the adding of) an MSR Blocked marker and allows the Formation to create or maintain its PD.

Baptism by Fire (16 March 17)

1) Add to 1.5e: Screening units cannot jump HQs or Combat Trains and have no effect on any part of an MSR (this includes the Screening unit itself, its ZOC, and its Screen Zone).

2) Revise 1.5b: Units can only be marked as Screening in the Formation's Initial Activation, **never** in a Second Activation, but a Screen marker can be removed in either Activation if desired.

3) In Scenario 5.5, set up the Scht Pz KG HQ in B49.18 (the Pioneer stays in B51.22) and the Scht Pz KG Combat Trains in B40.11 (still in Ghost Mode).

4) In Scenario 5.5, 2/26 Inf Bn (1 Inf) should set up with 3/16 Inf (1 Inf) in A33.31.

5) The two AT battalions in 1 Gds Bde (72 RA and 93 RA) are incorrectly sporting range 2 on their counters, they should be range 1 like all the other pop gun AT units.

6) In Scenario 5.3, the KG Lang Formation marker should be listed as In Play.

7) Lake Hexsides (such as between A14.21 and A14.20) are impassible to all MA types.

Baptism by Fire
when using
BCS 2.0 (21 May 20)

1) The game specific rule for Unit Traffic allows an exception for Buddies. This is incorrect, when using v2.0 and the Unit Traffic Optional rule, apply 4.0e as written to all units.

2) Trafficability is always Good, even in Rain.

Brazen Chariots (9 Oct 21)

Counters:
- 200 Pio Bn (5.Le Div) should have an Assault Arrow on its deployed (slow).
- The AT Polish AT Bn (SBSK) is Limited AV, it is not Red AV. (Easy to confuse because of the counter's red color).

Map:
- C37.31 is considered to be an "All Around Fort" for Isolation purposes.

Rules:
- For 2.3, the statement *(they have an 0-MA only so that they are not destroyed when they Retreat)* is incorrect. It should read *(they have an 0-MA but ignore all Retreat results)*.
- Fort hexes (any kind) do not qualify as Open hexes for purposes of the +2 Red AV DRM for defenders.
- "Locked" Formations are "just ignored" in that they cannot Activate, but they do count for Mixed Formations.
- Add to the reasons a Locked Formation that is released from Lock in 1.12b part b: Cutting a Formation's MSR is considered to be an Atack.

Scenarios:
Scenario 5.4
- 7 Arm Bde CT s/b in C62.34, not C62.29.
- Ignore the comma in the 27 May reinforcements before "Inf Col" that is the unit type and size for the three Rifle battalions before it, not its own unit.

Scenario 5.5
- 2 QOCH (11/4 Ind) is considered to have a Safe Path if it can trace back to any CW Supply Source.

Scenario 5.6
- The Assigned to "18/7" references in 18 Aus Inf Bde should say "18 Aus"
- 2/32 Aus Inf Bn (24 Aus) s/b in A15.15, not A16.20 but the 2/24 Australian Inf Bn (24 Aus) **STILL** sets up in A16.20

Scenario 5.7
- The 70 Inf Div should start Locked.

Scenario 5.8
- Ignore Bardia in the Victory Conditions, the Axis merely must avoid the CW conditions to win. *(Yes, that means a draw is impossible, but leave that in there, just in case).*
- Ignore the 28 Nov 41 Axis OOA entry that states "B36.35 becomes an Axis Supply Source." It is always an Axis Supply Source in this scenario.
- For the Axis set up, set up KG Briel (incl. the DAK Dump) and wire breach markers in addition to the Formations listed.

Scenario 5.9
- 22 Gds Bde Formation marker should not set up at start, it is a reinforcement.
- The following are intended and correct as listed—the designer's powers are strange and mysterious; he can do things you can't:
  • Units in Pavia and Bologna have moved since the campaign began (but before this scenario) in spite of being locked.
  • The Afrika Div is **NOT** Locked.
  • Wechmar is **NOT** screening at start.

Scenario 5.10
- 22 Gds Bde Formation marker should not set up at start, it is not in this scenario.
- Rommel is available in this scenario from the start.
- Yes, the Locking Conditions here are different from 5.9… the difference is due to this scenario's small size

Scenario 5.11
- Brescia and Trento Divs should **not** be Locked. (**All** formations have been unlocked.)
- 2/13 Aus Bn (70 Inf) s/b in A11.19, not A10.13
- 4 Ind Inf Div (-) HQ (et al) set up in C48.13, not C47.04
- 2/18 LW "88" Co is missing. Add it and assign to Savona as Support.
- IV Italian Tkt Bn [2] has no step loss and is full strength.
- Add Savona's CT to the Combat Trains off map.
- Rommel is available.

Scenario 5.12
- Rommel is available

Brazen Chariots *under* BCS 2.0 (21 May 20)

1) Trafficability is always Good.

Panzers Last Stand (23 Aug 21)

Rules:

1) In 3.1 (Soviet Logisitics), the "-1" mentioned is a throw-back before Trafficability, to be completely correct with the new rules, merely apply the Track DRM always, whether it be a -1 or a -2 at the moment due to Trafficability.

Counters:

1) The various units of the Soviet 33 Rifle Corps are shown as Battalions, they should be Regiments. This has no game effect whatsoever and the rest of each counter is correct…but might cause concern when reading them off in the set up.

2) There is a small zone of missing black ink on Countersheet 3 Front. It can be seen at the very bottom of the type on the 23 Rfl Corps HQ and part of the unit symbol, unit ID (72), and Step Number 1 on the SU unit of the 30 Rfl Corps.

Arracourt (17 Oct 23)

Rules:
None

Counters:
None

Scenarios:
None

Valley of Tears (17 Oct 23)

Rules:
None

Counters:
None

Scenarios:
In any case where the listing for the Isreali Workshop Box lists F-4E and A-4E/H without any designator of Repl, it should read F-4E *Repl* and A-4E/H *Repl* where needed.