

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.