

# Last Blitzkrieg (4 Nov 22)

- 1) If a Reinforcement has 'at the HQ' listed as its place to enter, it can use as an alternative 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 2<sup>nd</sup> 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) Independent 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-MLA only so that they are not destroyed when they Retreat*) is incorrect. It should read (*they have an 0-MLA 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 Attack.

## 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 Logistics), 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.