

## 1995 Gamers' Christmas Mailing

### Repl and Variant Counters

Enclosed in this mailing are the 1995 Christmas counters (contact me if you get this without them...). On the sheet you will find one counter each from **Black Wednesday** and **Hunters from the Sky** (the only errata counters we generated since last year's mailing), Sill's Wing for **Perryville**, "vertical" extended line markers, Scouts and Breastworks for the **CWB**, an impact marker for **Black Wednesday's** Dora option, the gunboat counters for **April's Harvest**, a replacement for the 42 BCC for **GD'40**, and the full-strength versions of the DAK divisional units for **Tunisia**. Here is a complete explanation for each:

#### The Two Errata Counters:

**Black Wednesday:** This T-26 replaces the one with the (incorrect) movement allowance of 30.

**Hunters:** This replaces one of the platoons of HQ1-23 NZ (it doesn't matter which), as this unit was actually the remains of a real line unit and not a bunch of rear echelon types like the rest of them.

#### Sill's Wing for Perryville:

Sill's wing was another of those forces that had missions outside of the Battle and Perryville and hence never participated. This is a further option for **Perryville** players. These units make up a separate corps for the Union army at Perryville. Sill commands his entire wing as a regular corps, the Cavalry Division is under the control of the Army command.

#### CWB Vertical Extenders, Scouts, and Breastworks:

These are for all those who asked...

- The Vertical Extenders do the job of freeing up of extended line facings (in those situations where you just can't get the arrow to point at the parent without messing up the facing you want).
- Scouts represent 100 man (1 Strength Point) units detached from any brigade. They have no combat ability, but move like any other infantry unit. Scouts are best used in PBEM and other umpired games as a fog of war picket system as well as a method of conducting recons. Umpires are free to embellish the use of these little guys to their heart's content.
- Breastwork markers can be used when playing the optional Breastwork rules in the rulebook, or when playing a more elaborate home-brew system.

#### The Dora Marker:

This is just for fun, so that the Axis player can point to the spot where each Dora round lands as they happen. Otherwise, it has no effect.

#### April's Harvest Gunboats:

Like the Dora marker, these two boats are just for fun so that the Gunboat system in April's Harvest has a face in cardboard. Other than placing the boats in the river to see, the rules remain as they are.

42 BCC Bn for GD'40:

It was brought to my attention by Perry Andrus that the 42nd BCC was armed with H-39 tanks sporting a crude WW1 gun as opposed to the weak-yet-modern gun on most H-39's. I doubt the degree of difference will have much effect, but for historical purists, here you go...

Tunisia Artillery:

These units are substitutes for the dilapidated artillery regiments (called battalions due to their small size) in the DAK. These have two functions: if they get destroyed in a game of Tunisia, you can rebuild them at full OR reduced strengths (depending on which counter you want to pay for). The other use is if you play the option allowing the DAK to be sent to Russia in **Enemy at the Gates**, you can assume that they were refitted to full strength (the artillery anyway—you get to pay for the other units) along the way there. Have fun!