Errata 4/2/12

Series Rules

Page 9: *Movement Example (including Forced March)*

Line 6 - Change "five or less" to "three or less"

Page 9: *14.6.1 What's the bad part about being in Column?*

Being in Column does NOT modify a Unit's Troop Quality Rating.

Page 11:14.10.2. How do Units use Transport Mode?

First paragraph, Units that mount up may freely be placed In Column.

Page 13: *Direct Fire Example*

Second paragraph, line 6 - Change "it needs a seven or less" to "it needs a six or less"

Page 14: *What are the Fire Modifiers?*

Item 5 - Change the line to read "not applicable to HE *in woods,* or against Units in Column *if the modifier is negative*"

Page 18: *16.4.2.2. Effects of barrage markers*

In the last paragraph on the page, delete the final sentence "Note that running away from an Assault is an exception to this rule, and the defending Units can run away without having to make a Troop Quality Check."

Page 18: *Opportunity Fire Example*

Second paragraph, line 11 - Change "The die roll is five" to "The die roll is three"

Page 21: *Assault Example 1*

Second paragraph, line 11 - Change "Final Fire Rating is five" to "Final Fire Rating is six"

Page 28: *Leader Movement Example*

At the end of the fourth paragraph delete "rather than transferring at the end of the activation."

Exclusive Rules and Scenarios

Page 4: 2.4 *Woods*

Delete "or exit" from "Wheeled and Tracked Units cannot enter or exit a woods hex".

Page 4: *2.7 Villages*

Villages "are not Blocking Terrain"

Page 6: *2.15.5 Bridge Demolition*

Bridge demolition attempts may only be made when the bridge is contested, not when the bridge is enemy controlled.

Page 7: *2.15.7 Arnhem Pontoon Bridge*

In the last paragraph, delete the word "Allied" from "Allied Unit"

Page 8: *2.16 Raised Road/Railroads*

In the last paragraph, the example should read "For example, **if we ignore the two orchard hexes**, there is a Line of Sight from hex 37.54 to hex 37.58 (as the Line of Sight does not cross over the Raised Road outside of the start and end hexes), but the Line of Sight from 37.54 to 37.59 is blocked as it crosses the Raised Road in hex 37.58."

Page 8: *Viaduct Movement Example*

After the text "through the Viaduct for 6 MP" add "plus ½ MP for the cost of terrain the Unit is entering".

Page 9: *Ferry Example*

In the example, the two references to a range modifier of -3, should be -2.

Page 13: *3.4 How To Drop*

Replace the word "may" with "adds" in the sixth line to give "a Unit adds an extra glider/paradrop marker for each delay"

Page 13: *4.2 How to Determine the Club Route*

Change the time Club Route is declared to the turn after the second Group Hot reinforcements move onto the map (they will arrive either 1300 or 1500 depending on the chit draw).

The Units on Club Route can move 5 hexes per activation if it starts and ends the movement in Column, and there are no additional movement costs encountered (such as moving through a Barrage Marker). If a Unit reaches the end of Club Route use a fraction of the remaining MPs (so if a 13 MP unit has moved 2 hexes on Club Route and comes to the end, it has 3/5 of it's movement remaining so 7 MP...round fractions down). This is a change from the movement costs printed on the charts.

Page 14: *S1.0 Artillery Parks*

Change the last paragraph to read "Once an artillery park marker has been placed on the map, it cannot be moved".

Page 18: *S5.9 1st Airborne and 82nd Airborne Division Non-Formation Command*

In the first paragraph, change the third sentence to read "Not withstanding this rule, a 1st Airborne Division Unit that is in the Command Range of another 1st Airborne Division Leader does not become Active if the Formation Activation Chit of the other 1st Airborne Division Leader is drawn."

Page 22: *O11 Jedburgh Teams*

The Fire Rating on the counters is correct, and in the rules it should be pink 4, and not white 6.

Page 23: *Chits*

Second paragraph - Remove the text "(Group Cold; Guards Armored—placed in hex 41.64)"

Page 26: *Special Scenario Rules*

Add the following rule - "All Frundsberg Units except 1./Schiff.Abt.10; 2./Schiff.Abt.10; 3./Schiff.Abt.10 are considered to be Hohenstaufen Units for all purposes in this scenario."
Additionally, the unit 1./Schiff.Abt.1 in the second special scenario rule should be 1./Schiff.Abt.10

Page 26: *Chits*

Change the fourth paragraph to read "If the last chit drawn is Allied it is played immediately (and the first chit next turn is the first one drawn from the mug). If the last chit drawn is German, it becomes the first chit played the next turn."

Page 28: *Victory Conditions*

Second paragraph - Change "suppressed German Units" to "unsuppressed German Units"
Third paragraph - Change "only none" to "none at all"

Page 28: *Allied Set-up*

Change the Unit S(Mtr)/1/1 in hex 44.27 to S(Mtr)/2/1

Page 29: *Allied Set-up*

Change the set-up hex of the Unit A/2SSf/1AL from 42.46 to 42.26. For the German Set-up, the first paragraph should say German Units, not Allied Units.

Page 32: *Special Scenario Rules*

In the third special rule, delete the phrase "and the Formation Activation Chit becomes available for purchase".

Page 33: *German Set-up*

Delete the Unit "Orpo./KG Knaust", change the first reference to "2./II/SS-PG.Rgt.21" to "2./I/SS-PG.Rgt.21" (both in Frundsberg, KG Knaust set-up)

Change one of the "3./KG Schorken" to "4./KG Schorken" (in Hohenstaufen, Sperrverband Harzer set-up)

Page 34: *Special Scenario Rules*

The Guards Armored Division Independent Units are considered to be 214 Infantry Brigade units for all purposes

Page 36: *Command Values*

For the 1st AB Division, it should start with 9 Command Points, and not 5.

Page 36: *Reinforcements*

For the 1st Airborne Division, the Historical Supply DZ for September 18th should be DZ L

Page 39: *Random Events Set-up*

Change the last event location from hex 44.64 to 44.66

Page 39: *1st Airborne Set-up*

Stick 10 - Change "1 Airlanding Brigade" to "1 Para Brigade"

Page 39: *82nd Airborne Set-up*

E/2/504 is placed in DZ/LZ O(alt)

Page 41: *Reinforcements*

For the 1st Airborne Division, the Historical Supply DZ for September 18th should be DZ L

Clarifications

Series Rules

Page 5: *7.2 How Do I Spend Dispatch Points to Buy Formation Activation Chits*

The Independent Formation Activation Chit for a Division may be purchased when an Independent Unit from that division is in play.

Page 13: *3.4.1 The Drop Table*

The +1 modifier for every German non-88 flak Unit that projects a Fire Zone into the airborne zone is for flak Units only.

Page 20: *17.8 Opportunity Fire Procedure*

It is not required to strictly declare all the Units that will be attempting to Opportunity Fire, rather you just need to announce that you will be attempting to perform Opportunity Fire.

Page 22: *18.7 How Do I Assault?*

In step 2a (check for bravery), use the unmodified armor rating of the tank (so ignore markers such as Column).

Page 27: *21.2 How Do I Move My Leaders?*

In the 5th paragraph, the Leader cannot transfer at the end of the activation during a Direct Command only.

Page 29: *21.4 How do I know if a Unit is In Command?*

Leaders in a reinforcement hex may not command any Units.

Exclusive Rules and Scenarios

For those scenarios (Intermediate #2, Advanced #1, #2, and #4) where it mentions there is a 50% chance that the last chit drawn will be played immediately or played the next turn, this rule is in effect every turn.

Page 13: *3.4.2 Glider/Paradrop Markers*

Units may not perform any other Actions until all Glider/Paradrop Markers have been removed.

Page 14: *S3.0 Random Events*

If a Random Event were to cause overstacking in a hex, treat the event as if it were "No Event".

Page 15: *S4.1 Germans in Germany*

Artillery Units in an artillery park are not eligible for the +1 bonus to Troop Quality.

Page 16: *S4.4 German Rout*

If the German player rolls a zero, the formation always routs, no matter how many Command Points have been spent.
A Unit with a Movement Allowance of "No" and without Organic Transport is eliminated if forced to rout.
A Unit in a reinforcement hex does not rout.

Page 18: *S5.11 Piggyback Mode*

The infantry Units being carried in piggyback mode are

never active. When the active vehicle Unit dismounts the inactive infantry Unit, the infantry Unit cannot perform any Actions until its next Activation. The active vehicle Unit may perform a Second Action if eligible, after the infantry Unit dismounts.

Page 38: *Campaign Game Set-up*

Korps Feldt has 16 zero-step flak Units included in the game, but only 15 are set-up on the map. Randomly decide which flak Unit is not placed.

Map Errata

Hex 42.64 should be Polder, not Ooij Polder.

Chart Errata

The Fire Rating Modifier for Rain should be -2, and not -1.

For the Fire Rating Modifiers, Units in Column only ignore negative modifiers, not positive.

Delete the reference to Indirect Opportunity Fire.

Division Charts

On the 43rd Division Chart, the Club Route closures on September 22nd should all be on September 23rd.

Counter Sheets

Two sheets are labeled sheet 1, and there is no sheet labeled sheet 12.

The Independent Unit of the Hohenstaufen Division "3./s.Pz-Abt.506" should have a range of 5 and a Defense Rating of -5.

The 7 Units of Korps Feldt, 190 Division Ers-Rgt.30 are missing the black boxes around the step dots to indicate that they have Organic Transport. The symbols on the counters are correct, and the backs of the counters are also correct.

The event counter with the Unit SS-Pz.Jg.Abt.9 is a zero-Step Unit, and therefore should not have an Assault Rating.