

Hakkaa Päälle Errata Ver 1.0 (31 July 2015)

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Index: for Fire Lane “Hard” Hindrance, after “Graveyard” add “/Light Woods”.

Fire Lane “Hard” Hindrance (modifies Fire Lanes; AFV/ Bridge/Crag/Debris/Graveyard/Light Woods/Olive Grove/ Orchard/Palm Trees/Seawall/Wooden Pier/Wreck): A9.222

A7.9: line 11, after “Finns” add “[EXC: Conscripts (25.7)]”.

Fire Lane, IFE, Canister, Aircraft, British Elite and First Line units, Finns [EXC: Conscripts (25.7)], Sniper, ordnance, OBA, or any form of vehicular fire. Covering FP penalties are doubled (i.e., resolved *two* columns lower on the IFT) for an attack by Inexperienced (19.33) Personnel (even in conjunction with other troops). Covering does not affect CC or DC resolution (including Reaction Fire; D7.2). If a FG cowers, Random Selection is used to determine the unit(s) (and its SW) that becomes marked with a Prep or Final Fire counter.

A10.6: line 3, after “Finns” add “[EXC: Conscripts (25.7)]”.

10.6 RALLY: Broken units of both sides may attempt to rally during any RPh if a Good Order friendly leader is present in the same Location [EXC: *Armor Leader (D3.4)*; see *D6.651 for Passengers*]. In addition, Finns [EXC: *Conscripts (25.7)*], broken leaders and crews as well as one MMC per Player Turn (18.11) may attempt Self-Rally without the presence of a Good Order leader. To rally, a broken unit must make a DR ≤ the morale number on its broken side. The leadership modifier of any Good Order leader attempting to rally a broken unit modifies the Rally DR. There is no penalty for failing a Rally attempt [EXC: *Fate; 10.64*]. No unit may attempt to rally more than once per Player Turn regardless of any Self-Rally capability/leader access. However, one leader may attempt to individually rally all the broken units in his Location.

A11.17: line 3, before “Finns” add “Elite/1st-Line”.

11.17 STEALTH: A SSR may bestow special powers of Stealth on Good Order troops to reflect their ferocious nature in CC or adeptness at night fighting or ambush. ANZAC, Gurkhas, Elite/1st-Line Finns, Heroes, Commandos, and Partisans are always considered Stealthy unless Lax. See G1.6 for Japanese. Such Good Order troops receive -1 dr to their Ambush status dr (11.4), Concealment Growth dr (12.122), Searching dr (12.152), and Search Casualties dr (12.154).

A20.55: next to last line, replace “non-Finnish Axis Minors [EXC: *Hungarians in Hungary; see 25.8*]” with “Axis Minors [EXC: *within own national borders vs Russians; 25.82*]”.

subsequently eliminated or recaptured. Only Infantry may escape and Italians, Japanese, and Axis Minors [EXC: *within own national borders vs Russians; 25.82*] will not attempt escape unless abandoned.²⁷

Page B1: at end of Order of Presentation, add “35. Light Woods” and “36. Prepared Fire Zone”.

- | | |
|---------------------|----------------------------|
| 1. Open Ground | 19. Gullies |
| 2. Shellholes | 20. Streams & Crest Status |
| 3. Roads | 21. Water Obstacles |
| 4. Sunken Road | 22. Valley |
| 5. Elevated Road | 23. Buildings |
| 6. Bridges | 24. Rubble |
| 7. Runways | 25. Fire |
| 8. Sewers & Tunnels | 26. Wire |
| 9. Walls & Hedges | 27. Entrenchments |
| 10. Hills | 28. Minefields |
| 11. Cliffs | 29. Roadblocks |
| 12. Brush | 30. Pillboxes |
| 13. Woods | 31. Village Terrain |
| 14. Orchard | 32. Railroads |
| 15. Grain | 33. Stream-Hex Terrain |
| 16. Marsh | 34. Towers |
| 17. Crag | 35. Light Woods |
| 18. Graveyard | 36. Prepared Fire Zone |

C13.3: line 2, after “September 1943” add “(see A25.76 for Finnish use and A25.85 for Romanian and Hungarian use)”.

13.3 PANZERFAUST (PF): The PF³¹ is a potentially inherent SW of every German Infantry unit after September 1943 (see A25.76 for Finnish use and A25.85 for Romanian and Hungarian use), and uses the C3 To Hit Table (as per 13.33) and the C7.33 HEAT To Kill Table to resolve any vehicular hit. PF are not normally available prior to 10/43; prior to that date, encounters with PF were limited to some 5,000 weapons undergoing combat trials, which in the game are termed Pfk. Possible encounters with Pfk can occur anytime after July 1943, but only as per SSR.

Page D1: at end of Order of Presentation, add “17. Aerosans”.

14. Radioless AFV
15. Motorcycles & Bicycles
16. DD Tanks & Amphibians
17. Aerosans

D8.21: in the table, add a new row with “+1” in the “DRM” column and “Entry of Light Woods at one-third MP allotment” in the “Cause” column.

+1 Entry of Light Woods at one-third MP allotment

* +1 instead if moving from Factory hex to non-rubble hex within the same Factory (B23.742)

¹ NA if ordnance is 76-107mm MTR

² NA if on paved road or in building

³ NA if in building or on plowed road

D8.23: line 2, change “*motorcycle; 15.47*” to “*motorcycle (15.47); Aerosans (17.24)*”.

8.23 MUD & DEEP SNOW: When scenario Weather (E3) is “Mud” or “Deep Snow”, a vehicle [EXC: *motorcycle (15.47); Aerosans (17.24)*] must chance a Bog DR whenever it enters a hex or hexside without benefit of a paved/plowed road/runway hexside. The opponent makes one Secret (D.5) Bog Check DR for the vehicle’s entire MPH (unless it enters—or, in the case of a stream, exits—a regular Bog hex in which case a Bog DR is also made for that hex; see also E3.752), plus a Secret dr. If the Secret Bog Check DR is sufficient to cause a Bog, note is taken of the Secret dr. The Bog takes place in a hex along the vehicle’s path equal to the dr; e.g., if the dr was a 2, the opponent must declare the vehicle bogged in the second hex (/Bypassed hexside) moved into during that MPH which can cause such a Bog result. MP expenditure is not a factor. If the vehicle does not move into that many hexes (/Bypassed hexsides) subject to Bog, no Bog result occurs.

E1.23: in the table, after “Japanese” add “, Finns”.

British, Partisans, Russians, Japanese, Finns	+1
Stealthy	+1
Germans, U.S.	0
All other nationalities	-1
Lax	-1

E1.61: line 2, before “Finns” add “Elite/1st-Line”.

1.61 STEALTHY: At night, Stealthy units are generally those designated as Commando, Ranger, ANZAC, Gurkha, Elite/1st-Line Finnish, Good Order SMC, or Partisan.

E3.: fourth sentence, at the end add “and on page H186 for use in Finland and the Leningrad-Murmansk area”.

ed in Chapters F (*WEST OF ALAMEIN*) and G (*GUNG HO!*) for use in North Africa and the Pacific Theater respectively and on page H186 for use in Finland and the Leningrad-Murmansk area. Weather dictated by the Weather Chart always takes precedence over the determination of EC (B25.5); e.g., an EC result of “Snow” or “Mud” does not activate those respective weather rules if the Temperate Weather Chart result/SSR listing (or non-listing) is Clear—only their EC DRM/drm applies.

E3.712: line 1, delete “Infantry”.

3.712 WINTER CAMOUFLAGE: In any type of snow, any unit/vehicle (not PRC) specified as having Winter Camouflage receives a

E7.3: in the table, add a new row with “+2” in the “**DRM**” column and “Target is in Light Woods” in the “**Condition**” column.

+X	SMOKE Hindrance DRM as per E.6
+3	Target is in building/woods/rubble/orchard (in season)
+2	Target is in Light Woods
+1	Target is in brush/grain/marsh/crag/graveyard
+1	Target is within four hexes of non-HIP vehicle/MMC friendly to and in the LOS of the aircraft
+1	Mist/Dust/Heat-Haze (regardless of Aerial Range)
-1	Target is vehicular, or boat in water
-1	Target has entered a new hex/used VBM/been in Motion during this Player Turn*
-1	Target is part of a Convoy or Column
-1	Target has been attacked by a friendly plane during this Player Turn
-2	Target is not entirely concealed/HIP

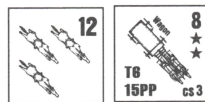
H1.202: lines 1 & 4, change “Ski capability” to “Skis”; line 5 & 12, change “ski capability” to “skis”; lines 8-9, change “ski capability has” to “skis have”.

1.202 SKI CAPABILITY: Skis (and Winter Camouflage; E4.4) can be purchased for a DYO OB at a cost of two extra points per elite MMC purchased [EXC: *Sissi (A25.73) are ski-equipped as part of their BPV*]. Skis may not be selectively allotted to certain Personnel; all elite Personnel of that side must be given skis, which is indicated on the Roster by recording in the “MPV ea” column the MMC’s BPV (first adjusted as per 1.22-.24, if applicable) increased by two, and by recording “Sk” in the “A/B” column of the same line. When skis have been purchased for all elite MMC on a side, all SMC (as well as all crew counters that directly or indirectly result from the purchase of Guns, and all elite HS counters that likewise result from the purchase of vehicles) on that side are also considered to have skis at no extra cost.

H1.28 and German DYO Divider: below the ELR Chart, in the Axis Minor note, change “*Finns’ ELR always equals Germans*” to “*see page H187 for Finns*”.

Axis Minors are always two less than Germans [EXC: *see page H187 for Finns*]
Non-Italian Allied Minors are always 3

H1.44: at the end, add “or an Ahkio, which costs 1 BPV”.



1.44 HORSES & WAGONS: The BPV cost of a wagon/sledge is five points. Horses can be purchased only in squad-sized counters, at a BPV cost of five points each. No Vehicle Availability DR is necessary to purchase these units or an Ahkio, which costs 1 BPV.

H1.53 and German DYO Divider: replace the “**Finnish OBA Availability Chart**” with “See page H187 for Finns.”

(Place next to/to the right of the table to indicate redirection; some players may prefer to simply add a note to the existing table instead of deleting it completely.)

See page H187 for Finns.

See page H187 for Finns.

H1.531: in the table, at the end of the † note add “See page H187 for Finns.”

† If the German player in a pre-1944 scenario rolls < the exponent, he receives one or more Stuka Dive Bombers; if he rolls equal to the exponent he receives one or more Fighter-Bombers (E7.21). Axis Minors Air Support Availability Number is always two less than German. †† See page H187 for Finns.

H1.6 and German DYO Divider: in the **Fortification BPV** table, add a new row with “PFZ” in the “**TYPE:**” column and “8 per factor¹⁶” in the “**COST:**” column, and in the footnotes add “¹⁶: See B36.6; although PFZ are not a Fortification, list these in the Fortifications section of the DYO Purchase Roster.”.

PFZ 8 per factor¹⁶

¹⁶: See B36.6; although PFZ are not a Fortification, list these in the Fortifications section of the DYO Purchase Roster.

H1.82: last line, change “a 12 DR equals “no effect” for a Finnish OB” to “The Finnish player may add an 8+1 in lieu of making a Leader Exchange DR”. In the table, add “8+1*” in the “12” column of the Finnish row (this also applies to the German DYO Divider).

1.82 LEADER EXCHANGE DR: After the player’s leaders have been allotted, he may make one DR in an attempt to upgrade the quality of his best leader (only *one* DR regardless of how many leaders of that best quality his OB contains). If the Leader Exchange DR results in a better leader than his current best, that leader is exchanged for the one indicated by the DR. However, if the Leader Exchange DR is a 12, an 8-0 (or any other leader of his choice, if no 8-0 is present) in his OB must be exchanged for a 6+1 [*EXC: The Finnish player may add an 8+1 in lieu of making a Leader Exchange DR*].

8+1*

8+1*

H1.83: delete “-FINNISH” from the **GERMAN SW ALLOTMENT CHART** title and delete all the “/x” (slashes and the number following them) from that chart in the “# In Game” row. Add footnote 4 to the “**ATR**” heading in the **RUSSIAN SW ALLOTMENT CHART**, and replace footnote 4 with “Not available until Dec. 1941.” (H190 errata for rule H1.83: also delete all “/x” from all entries in the ATR column, i.e., remove all information related to Finns from the H1.83 table.)

GERMAN SW ALLOTMENT CHART ¹								
	LMG	MMG	HMG	ATR	LT. MTR	PSK	FT ²	DC ²
39-42	6	10	15	6	6	–	2	1
43	5	9	13	6	9	12 ⁵	2	1
44-45	4	6	10	--	12	6	2	1
# In Game	12	6	6	3	5	10	5	6

RUSSIAN SW ALLOTMENT CHART ¹³								
	LMG	MMG	HMG	.50cal	ATR ⁴	LT. MTR	FT ²	DC ²
Thru 40	8	14	18	23	–	6	4	3
41	9	15	22	25	13	9	3	2
42 ³	10	18	24	26	10	12	3	2
43	8	13	19	24	8	7	3	2
44	7	10	15	22	6	8	2	1
45	6	9	14	20	7	11	2	1
# In Game	11	6	4	2	5	5	4	6

⁴: Not available until Dec. 1941.

⁵: Not available until Sept. 1943.

*The following table is for ASLRB’s published during BV2:

GERMAN SW ALLOTMENT CHART ¹								
	LMG	MMG	HMG	ATR	LT. MTR	PSK	FT ²	DC ²
39-42	6	10	15	6	6	–	2	1
43	5	9	13	6	9	12 ⁵	2	1
44-45	4	6	10	--	12	6	2	1
# In Game	18	10	9	7	5	10	9	15

RUSSIAN SW ALLOTMENT CHART ¹³								
	LMG	MMG	HMG	.50cal	ATR ⁴	LT. MTR	FT ²	DC ²
Thru 40	8	14	18	23	–	6	4	3
41	9	15	22	25	13	9	3	2
42 ³	10	18	24	26	10	12	3	2
43	8	13	19	24	8	7	3	2
44	7	10	15	22	6	8	2	1
45	6	9	14	20	7	11	2	1
# In Game	17	12	8	6	10	5	4	10