

A9.22: line 5, after “counter” add “or is restricted by its terrain to using Area Fire (7.23)”.

ready marked with a First/Final Fire counter or is restricted by its terrain to using Area Fire (7.23) and is firing within its Normal Range (but not using TPBF) and at a same-level (B.5) target. If he does declare a Fire Lane, he must place a First Fire counter on the MG and, after resolving that First Fire attack in the normal manner, must also place a Fire Lane Residual FP counter in one hex along a Hex Grain; that Hex Grain must include the MG's hex and its First Fire target hex, but he may place the Fire Lane counter in or beyond the latter hex [EXC: no Fire Lane is placed if the MG's manning Infantry Cowered, and/or used Subsequent-First-Fire (8.3-.31)/FPF, during that initial First Fire attack]. Fire Lane FG are NA; i.e., each MG must create a separate Fire Lane even if using the same Hex-Grain/IFT-DR as another. An illegally placed Fire Lane counter is removed, but the MG is still marked with a First Fire counter. Each Fire Lane Residual FP counter contains an ID letter to match the A-F ID letter of its MG counter, and should be placed so that the arrow points back along the Fire Lane Hex Grain to the firing MG.

A10.51: line 7, delete “into another hex”. Line 30, in the EXC after “RtPh” add “(or when a new destination is re-figured)”.

unit, may it rout ADJACENT to that same enemy unit. A routing unit may never move ADJACENT to a Known enemy unit, unless in doing so it is leaving that enemy unit's Location. Otherwise, a

not consider a hex of the same building in which it begins the RtPh (or when a new destination is re-figured) as its closest building hex if it prefers to rout out of that building altogether and toward another building/woods hex—even if it must cross Open Ground or another building hex of the same building to do so. A routing may also ignore a building/woods hex if that hex is no farther from a Known enemy unit than its starting hex, even if it must rout through that now-ignored hex to reach its destination.]

A10.711: line 2, after “stacked with” add “(see 4.12)”.

stacked with (see 4.12) a broken unit before it routs may elect to rout with the broken

B20.41: line 2, after “for all purposes” add “[EXC: 33]”.

gully for all purposes [EXC: 33], and all adjacent/connected marsh hexes (B16.6) are considered mudflats.

B24.74: in the third sentence, after “hexsides” add “(to include any existing partial TB placed upon entry)”.

hexsides (to include any existing partial TB placed upon entry) of the ATTACKER's choice (28.61). If every hexside of the minefield hex is crossed by a TB, the mines and TB are removed. Good Order Infantry may enter a Known minefield hex free of minefield attack by placing a partial TB, provided they expend their entire MF allotment to do so, become TI, and attempt to clear the minefield at the end of their CCPh. Unless the minefield is cleared, these units may exit the minefield free of minefield attack only by the hexside through which they entered. No other units may use the partial TB. The partial TB counter is removed if they are eliminated or exit the hex. See also 28.62-.8.

D16.23: line 1, after “waterline” add “(i.e., land)”.

16.23 Amphibians must check for Bog (8.2) in waterline (i.e., land) hexes when moving from Water Obstacle to land hexes.

E1.52: line 1, after “vehicles” add “using land movement rate”.

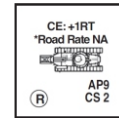
1.52 VEHICULAR: All vehicles using land movement rate must pay an additional MP/MF per hexside crossed (or transited via VBM), added as if towing a Gun. In addition, if an AFV's NVR is 0, it may not expend MP while BU except to Stop [EXC: Passengers/Riders may unload as if the AFV had fired in the PFPh].

SF20.605: Line 5, at the end of the sentence after “unit(s)” add “moving closer in each hex”.

stacked with them) ≤ 5 hexes closer to a Known American unit(s) moving closer in each hex. They may move adjacent to, but not into the same hex [EXC: if in a lower level] as an American unit.¹⁸

Chapter H and Counter Errata

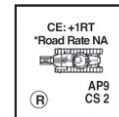
Allied Minor Common Vehicle Note 32 (DOOMED BATTALIONS 3rd Edition): The counter and the Note illustration for the FT-17C(f) should not have “No IF” on the reverse side, and the Vehicle Listing should not have a bullet in the IF column. (Corrected in **DOOMED BATTALIONS 4th Edition**.)



Allied Minor Common Ordnance Note 30 (DOOMED BATTALIONS 4th Edition): The counter illustration and the three counters in the module should be named “75M19S” as shown in the text of the Note and the Ordnance Listing, not “17M19S”. (The counters in the 3rd Edition are correct.)



Axis Minor Common Vehicle Note 30: The counter and the Note illustration for the FT-17C(f) should not have “No IF” on the reverse side, and the Vehicle Listing should not have a bullet in the IF column. (Replacement counters provided in **DOOMED BATTALIONS 4th Edition**.)



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the RtPh (or when a new destination is re-figured) as its closest building hex if it prefers to rout out of that building altogether and toward another building/woods hex—even if it must cross Open Ground or another building hex of the same building to do so. A routing may also ignore a building/woods hex if that hex is no farther from a Known enemy unit than its starting hex, even if it must rout through that now-ignored hex to reach its destination.

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stacked with (see 4.12) a broken unit before it routs may elect to rout with the broken unit even though he is not broken. If he does so, the leader shares the broken

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