

*A2.9: line 1, add "/weapon" after "unit".*

**2.9 SETUP LIMITATIONS:** A unit/weapon may not set up overstacked or in a hex it could not enter during the normal course of play, but vehicles can set up free of Bog/Immobilization in hexes whose entry might cause

*A7.308: lines 15-16, delete "[EXC: if HD the vehicle is unaffected by an Immobilization result]", (Previously published in AP#4.)*

the Kill Number, the vehicle is immobilized ; if the Final DR is  $\leq$  half of the Kill Number, the vehicle is eliminated as a burning wreck and all of its PRC are eliminated. Otherwise, the PRC of an eliminated vehicle must check for survival (D5.6). The surviving PRC of an eliminated vehicle are not subject to further effects from that attack. However, the Vulnerable PRC of a vehicle that has not been eliminated may still be subject to a Collateral Attack (D.8).

*A17.2: at the end of line 5, add "Good Order" after "A".*

Good Order wounded man who is not portaging a SW may be carried by any Good Order MMC at a cost of five PP. A wounded leader's two MF bonus for accompaniment throughout the MPh still applies.

*B6.3: lines 3-4, disregard the B6.3 errata from the Journal 7 Debriefing: instead, after "regardless of LOF)" replace "is" with "and Residual FP attacks are". [If correcting the Journal 7 errata instead of disregarding it, delete the phrase "with a TEM of 1 which is cumulative with other TEM (e.g., AFV/Wreck) and FFMO/FFNAM". We apologize for any inconvenience.] (Previously published in AP#4.)*

**6.3 Direct Fire (and Direct Fire Interdiction) against a target on a bridge** which is traced only through the road depiction of that bridge hex (or against any pontoon bridge, regardless of LOF) and Residual FP attacks are considered to take place in Open Ground (1.15). Of course, fire traced through a Hindrance hex elsewhere along the LOS still negates any FFMO or Interdiction claim in the bridge hex. See 9.33 for Elevation Effects.

*B9.31: line 8, replace "wall/hex" with "wall/hedge".*

use wall/hedge TEM vs enemy units which do not have WA over the hex-

*B9.323: line 3, after "forfeit it" add "[EXC: 9.324]".*

if having in-hex Hindrance), and cannot voluntarily forfeit it [EXC: 9.324]. Neither Emplacement, Gunshield, Height Advantage, nor a friendly AFV with WA are considered to provide an in-hex TEM for this purpose. A "Wall Advan" counter is not necessary in this case, unless there is an enemy unit sharing one or more of the unit's wall/hedge hexsides.

**B9.324 (2008 version):** replace the last sentence with "A HIPunit that desires to claim WA during setup must secretly record such WA status [EXC: 9.323]. A HIP unit may forfeit WA (even if it had been mandatory) to an enemy unit claiming WA (even implicitly; 9.323) over a shared hexside and remain hidden but must be placed on board (concealed) to deny an enemy unit from claiming WA, or to claim WA that is not mandatory and was not recorded, or to forfeit WA if no enemy is claiming it. Hidden units are not considered when determining if broken/unarmed units may claim WA (9.32)."

**9.324 CONCEALMENT:** A concealed unit (or dummy stack) may claim WA, but a dummy stack cannot prevent a non-dummy enemy unit from claiming WA over shared wall/hedge hexsides; the side trying to claim WA must first prove that it has at least one non-dummy unit by momentarily revealing one if all are concealed, and the opposing side must then momentarily reveal one non-dummy unit or forfeit WA. A HIP unit that desires to claim WA during setup must secretly record such WA status [EXC: 9.323]. A HIP unit may forfeit WA (even if it had been mandatory) to an enemy unit claiming WA (even implicitly; 9.323) over a shared hexside and remain hidden but must be placed on board (concealed) to deny an enemy unit from claiming WA, or to claim WA that is not mandatory and was not recorded, or to forfeit WA if no enemy is claiming it. Hidden units are not considered when determining if broken/unarmed units may claim WA (9.32).

*B28.61: line 5, add "Infantry/Cavalry" between "but" and "are".*

cost (see the example) without coming under minefield attack, but Infantry/Cavalry are subject to the TB Defensive First Fire -1 DRM (13.4212). A unit exiting a minefield hex via a TB in that hex is not attacked by that minefield.

*B32.11: after the first semicolon in the EXC add "Streetfighting, Manhole Locations,".*

*from that of a paved road (see 32.3); Streetfighting, Manhole Locations, Dash, Road Bonus, Road Movement rate, and the -2 Manhandling DRM for crossing a road hexside are NA; and Hidden Mines may be placed in a RR hex].*

**Chapter B Terrain Chart:** in row "6. Bridge" in the "TEM" column replace "LOS" with "FFMO"; in the "Notes" column replace "If" with "FFMO if". (Previously published in AP#4.)

FFMO: -1\*/+1

FFMO if LOS is thru road depiction; otherwise +1; TEM: +1

*C3.33: line 11, replace "all vulnerable units/PRC hit by WP must take an A24.31 NMC" with "see A24.31 for a hit by WP or if in a Location where WP is placed". (Previously published in AP#4.)*

nance; see A24.31 for a hit by WP or if in a Location where WP is placed.

*C3.331 EX: at the end add "See also B9.521 second EX for WP placement". (Previously published in AP#4.)*

being friendly to the firer. See also B9.521 second EX for WP placement.

*D4.2: lines 3-4, replace "Direct or Small Arms/non-ordnance [EXC: DC, C7.346] fire" with "Direct Fire ordnance". (Previously published in AP#4.)*

**4.2 HULL DOWN (HD):** HD is a term used to describe any situation wherein the LOF to the bottom half of a vehicle is blocked by terrain, making that portion of the target incapable of being hit by Direct Fire ordnance. A vehicle qualifying as a

*D4.21: lines 1-2, add "ordnance" after "Direct Fire", (Previously published in AP#4.)*

**4.21 WALL/ROADBLOCK:** A vehicular target fired on by Direct Fire ordnance through a wall/bocage/roadblock hexside that would affect that fire with a +2 or +1 TEM (see B9.3-.36 and B9.5) is instead considered HD to that fire.

*E3.741: line 1, replace "ordnance/SW" with "weapons".*

**3.741 B#/X#:** The B#/X# of all weapons except DC decrease by the following amounts (A.11 applies) during Extreme Winter:

**American Vehicle Note 39 (M3AI Scout Car):** first ¶, last line, replace "crew" with "crew/Passenger".

aboard it (D6.4), and its crew/Passenger may Remove its MG armament (D6.631).

**Croatian Ordnance Notes:** in the introduction on page H160 in the discussion concerning the German-Croat Legion and the M28(75) ART, replace "Allied" with "Axis" before "Minor Ordnance Note 56".

Axis Minor Ordnance Note 56

**O11.6205:** at the end of the EXC in the last sentence add "or if he sets up possessing a radio/field-phone per SSR CG6",

CG scenario in which he participates [EXC: if he is Retained off-map for an entire scenario or if he sets up possessing a radio/field-phone per SSR CG6].

**V.3 VotG21:** line 7, after "Ground" add "; all on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement entry purposes during that scenario".

Ground; all on-map terrain that is not in play in a given scenario remains in effect for "offboard" movement entry purposes during that scenario. If units are set up to enter (as per A2.51) they must enter during that Player turn or be forfeit [EXC: in the VotG CG such unentered units may not enter during that scenario but are Retained for the next CG scenario].

**V.3 VotG22:** line 8, after the third sentence add "An NKVD MMC that Battle Hardens becomes Fanatic."

Battle DRM (cumulative). An NKVD MMC that Battle Hardens becomes Fanatic. When Field Promotion occurs (A18), a NKVD MMC will create a Commissar (A25.22, VotG23); use the following table to determine the type of Commissar (if any) received.

**V7.7:** line 3, after "Indirect Fire" add "(including non-SW mortars in upper-level Locations)".

Fire (including non-SW mortars in upper-level Locations) is allowed from a Roofless location of a Guttled Building (but AA fire vs Aerial units is not). Indirect Fire vs a unit in a non-Roofless Location of a Guttled Building receives a +1 DRM for each non-rooftop level of the building above it.

**V10.2:** at the end, add "VotG5 applies as if the City Square were a paved road."

are NA in a City Square hex. VotG5 applies as if the City Square were a paved road.

**V12.51 SSR CGI-4 GAME END:** replace "+1 drm" with "-1 drm".

-1 drm

**V12.621 Russian RG Chart:** in footnote c, replace "Each MG" with "Each SW".

Each SW is accompanied by a 1-2-7 crew; each Gun by a 2-2-8 crew.