

AK Packs Errata document 1.3

A. Any 4-6-8 German squad depictions with a tiny 'l' to the left of the squad values should reflect a tiny 'E' instead.

Q. In some of the scenarios, sides are allowed to set up all over the place. Wanna set up an AT Gun right up a tanks butt? Sure, go ahead. Line of scrimmage means nothing.

A. You are correct, my pith-helmeted friend. In fact, we have many a design over the years that breaks the mold entirely along those lines and specifically seeks to thrust you, the gamer (and hopefully one that can think a tad outside the box, noting respectfully that the free-wheeling, biker weekend dude is not in the majority in our target audience) into the din of battle, confused, smoke rising, lead flying. These desert battles often had anything but a "line of scrimmage", nor any Redcoats for that matter. It was a swirling melee. Whether we succeed in simulating a swirling melee, where friend and foe often could not be told apart, I leave to the gamer to decide. But it is not for a lack of trying. Nor intent.

Q. AK #6 SR 2: This rule states that units do not break as a result of failing the "entry MC," but do they undergo all the other normal effects of an MC, i.e., pin if they roll exactly their morale value, undergo HoB on snake-eyes, &c? If not, this should have been termed a TC instead of an MC.

A. I reviewed this in detail and agree, and reworded it as followed:

2. The British player must set up the units he wishes to enter each turn using hexrows U-Z. These hexes are considered 'off-board' and no unit may fire from or be fired on when in an 'off-board' hex but movement between 'off-board' hexes is allowed normally. Prior to entering any hex of hexrow T, each non-leader British unit must make a Task Check. The ONLY modifier that is applied to this TC is the modifier for one friendly leader. Any unit that fails this 'entry' Task Check may not enter that turn. It is not otherwise affected by this failure to enter and may attempt to enter during a later turn. (EXC: The first MMC the British player wishes to enter is exempt from this TC *and* enters play Fanatic).

Q. AK #14: The Vehicle identified as a PzJg I in the German OB has the values of a Pz IB. Which should it be?

A2. PzJg I.

Q. AK #35: Setup says "ITALIANS," but the Axis forces are German.

A. Change to GERMAN.

Q. AK #36: Objectives refer to "Level +10," obviously a left-over from the original ATS version of the scenario.

A. Correct, as in our other mods take the '0' out and you have the conversion. It is Level 1.

Q. AK #39: SR #3 Does this SR mean that building oJ14 is treated as a normal B31.3 Single-Hex Two-Story House (negating Afrikakorps rule 9.2), or does it mean that it has a Level 1 Location in addition to the Minaret described in Afrikakorps rule 9.2-.21? Same question for AK #41 SR #5.

A. Yes, a standard B31.1 building.

Q. I did not get an answer to your ACV question in that last mail, I'm sorry. A new counter for the ACV is provided. The AEC 4x4 Dorchester ACV, right?

A. Yes.

Q. ACV has Heavy Ground Pressure? The back of the counter mentions that "LMG may be scrounged." Is this handled like the inherent ATR/PSK in some of the German halftracks? Should the vehicle be treated like the White Scout Car w/r SW retention, Passenger FP, (lack of) inherent crew, and so on?

A. Yes. Yes. Yes.

A. AK #35 -- Add 2 x 2-2-7 crews for the 37LL AT guns.

Q. AK #12 Stopped Cold: The British have both trenches and A-T Ditches in their OB. SSR 5 states "Use Trench counters to represent the A-T Ditches (B27.56) provided in the British OB." Is this to hide from the German player which hexes contain normal trenches and which contain A-T Ditches? If so, what is the mechanism of discovery for the Germans and what happens if a

German AFV unknowingly attempts entry of an A-T Ditch? If that's not the case, why can't I just use normal A-T Ditch counters?

A: You can use another counter if you do not wish to use standard Trench counters as per B27.56. Nothing whatsoever is added or implied that is not provided by B27.56, so being in LOS is enough to reveal which Trench counter is an A-T Ditch unless you can point to something in the ASLRB that states otherwise.

Q. Also: The historical aftermath mentions bombs falling from supporting Stukas, but the scenario card doesn't give the DB39 a bomb. Should the German Air Support receive a bomb?

A: No, not linearly depicted in the scenario design.

Q. AK #14: Are the Hillocks all Hills? Is there any change to the Objectives (i.e., adding additional Hill hexes as VP locations)?

A. Yes, all 'H' overlays are Hills with Level 1, 2, and 3 hexes. No.

Q. AK #19 Heavy Metal: The scenario card in the box by the turn track states that the Germans set up first and the Americans move first. The caption over the German OB states that the entire German force enters "on turn two along the north edge." What am I missing?

A: Strike the "Germans set up first" entry.

Q. AK #29 Operation Vulcan: The VC state "The British win if they Control all four Trench/Sangar Fortifications at Game End." There are five total Trench/Sangar counters in the German OB. Do the British need to capture four or five to win?

A: Amend to >=.

Q. AK #32 Blunted Blade: Same question as for AK #12 here, with both Trenches and A-T Ditches in an OB, with an SSR stating to use Trench counters for the A-T Ditches.

A: See answer, above.

Q. Are there also any particular rules for the Brit Hurricane?

A. Use the 40L and ROF shown on the counter and the ASLRB aircraft rules.

Q. On the counter sheet, you missed adding a white dot for the Valentine II's.

A. Correct, and the proofers also missed the LGP for the Valentine II. New proofers will hopefully sharpen us to zero errata on the counters as this has to be and will be improved. Replacement Val II's coming on the counter sheets for the new AK packs. Use the Chap H values of course and the bonus counters if you wish.

Q. In AK#20 (Deaf Forever to the Battle's Din), it says that German units may HIP one squad-equivalent. However, all German units enter from offboard. Was this supposed to be one American squad-equivalent?

A. In AK #20 change SR #4 to read:

4. The Americans may utilize HIP for one squad-equivalent (plus any SMC/SW in the same Location).

Add the following to the SR booklet:

16.5 ACV: This is the AEC ACV Armored Car. It was nicknamed the "Dorchester" (after the famous hotel) because it was so large and roomy. A LMG may be Scrounged (A20.552) from this AC. Treat this AC in the same manner as a White Scout Car (British Chapter H note 69) with the values printed on the ACV counter.

16.6 HURRICANE IID: A new counter is provided representing the Hurricane IID armed with a 40L cannon that may fire AP and HE and has a ROF of 3. The 40L MA has X12, ROF 3 (i.e., on a Strafing or Point Attack, the 40L cannot continue to attack over its initial attack unless maintaining ROF) with Multiple Hit possibility. If the MA is disabled, the aircraft is marked with a Gun Disabled marker but may still use its 8 FP MG. In a Dogfight, the 40L armed Hurricane IID is considered bomb-armed and cannot Jettison. It is treated normally as a '42 FB using the values on the counter.