

# Collected Errata: **TOBRUK Game System**

7-Mar-08

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This is the collected scenario errata for the games of the Advanced Tobruk System (ATS).

For convenience, the games are listed in alphabetical order.

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## Recent Changes – Additions to Errata

### Indexed by Date

The following table lists recent changes ordered by date:

Date	Game/Section	Update
14-Dec-06	Tobruk/Scenarios	Tob 74 - Clarified SSR 5 (doubling OOB).
19-Dec-06	Oosterbeek/Counters	Noted corrections to errors on German B2(f)
19-Dec-06	Oosterbeek/Scenarios	Oos 4 - Corrected map used.
27-Dec-06	Arnhem/Scenarios	Updated Corrections to scenarios 1,2,and 3; Added OOB corrections to scenario 10.
3-Jan-07	Oosterbeek/Charts	Use German 20B gunnery chart for Polsten 20mm
6-Jan-07	Scottish Corridor/Scenario	SC 6 - Clarified German OOB
14-Jan-07	CSIR Nikitovka/Scenarios	N3 - Updated Soviet OOB
19-Jan-07	Oosterbeek/Scenarios	Oos 15 - Clarified SSR for 6lbr special ammo.
24-Jan-07	DDay Ranger/Scenarios	Rngr 2 - Clarified changes to SSRs for 3.0 rules
25-Jan-07	Stalingrad/Scenarios	Stal 9 - Link to new scenario version
31-Jan-07	Mannerheim/Scenarios	MC 2 - Clarified SSRs for Finn and Soviet AFVs. MC 16 - Clarified who can use Smoke Grenades.
5-Feb-07	CSIR Nikitovka/Scenarios	N4 - Updated Soviet OOB
27-Feb-07	Against All Odds/Scenario	AAO 3&7 - Added SSR: no weapon pit for H ATG.
13-Mar-07	Kursk/Walkaround	1.3.1 - Update: building in O20 is not masonry
13-Mar-07	Kursk/LOS	1.8 r) corrected by replacement.
29-Mar-07	Mannerheim/BW	Clarified special rules (Ice & Frostbite check time)
29-Mar-07	SMI/Scenarios	SMI 2 - Corrected German setup
21-Aug-07	Dark December/AFVs	M4A3E8 = M4A3E2
21-Aug-07	Scottish Corridor/Scenario	SC5 - Clarified entry hexes.
21-Aug-07	Stonne/BW	BW - Clarified rule 1.11 Blind Hex Creation
21-Aug-07	Stonne/BW	BW - Clarified tank fright check for M AT weapons
21-Aug-07	Toktong/BW	BW - CCF Grenade Squads
21-Aug-07	Toktong/Charts	Gunnery Chart - Ignore note for Baz B.
21-Aug-07	CSIR Nikitovka/Scenarios	N 2 - Clarified rolling barrage SSR
28-Aug-07	Toktong/Scenarios	Tok1 - Ad CCF crews for LMGs.
9-Oct-07	Arnhem/Scenarios	Arn10 - Clarified British entry area
9-Oct-07	Stonne/Charts	Charts - mle16 37mm fires HE only
15-Oct-07	Brf 2/AFVs	OT-62 & OT-64 like LVT-4; water ratings on back.
24-Oct-07	Parker's Xroads/Scenario	PX 6 - corrected German reinforcementse
1-Dec-07	Axis Legion/Scenario	AL 8 - confirmed number of units in German OOB
1-Dec-07	Arnhem/Scenarios	Arn 8 - Clarified German setup
1-Dec-07	Brf 2/Scenarios	MEB 5 & 6 - Corrected OOB.
1-Dec-07	Stonne/Scenarios	St 2 - Corrected French set up.
1-Dec-07	BG2/Scenarios	BGII 3 - Corrected SSR 1.
5-Dec-07	Brf 2/Map	Clarified MF overlays.
29-Dec-07	Toktong/Scenarios	Tok1 - Clarified "Full Moon Spotting Modifier"
8-Jan-08	Axis Legion/Scenarios	AL8 - Added missing frostbite tables
18-Jan-08	Avanti Savoia/Scenarios	Av1 - Clarified SSR2 Av2 - Clarified SSR2 & SSR6
22-Jan-08	Berlin/BW	BW - Corrected Die hard Waffen SS morale rule
22-Jan-08	Parker's Xroads /BW	BW - Corrected Die hard Waffen SS morale rule
13-Feb-08	Brf 2/Scenarios	MEB 12 - Added SSR3.
7-Mar-08	Parker's Xroads /BW	BW - Corrected LOS example (1.10(f))

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21-Aug-07	Scottish Corridor/Scenario	SC5 - Clarification on entry hexes.
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## Advanced Tobruk

### Vehicle Card Corrections and Clarifications

The Bishop card included in Expansion 4 is not supposed to have turret armor values since it does not have a moveable turret. Use the UH values for hits against its upper superstructure.

The Italian 47C gun and the French 47C gun have different penetration numbers. The British and French Gun Penetration Table has the lone 47C gun listed as "Italian 47C." For French AFVs, use the chart for the 47C gun found on the S-35 card. You can also download the following PDFs from the Errata and Downloads page at [www.Criticalhit.com](http://www.Criticalhit.com):

- French Ammo Table Play Aid 5 and
- a new M29 AFV card. The M29 AFV Data Card shows 'Halftracked', not Wheeled.

On the Grant/Lee AFV card it states 'sponson 75c in hull may ONLY fire to starboard side of VCA'. However, this card predates the 3.0+ versions of the rules, which state in an example that a sponson mounted gun for example the Grant/Lee suffer from a restricted field of fire HPT DRM. Any hex on the port side of VCA adds +1 HPT DRM. If using version 3.0+ rules, consult the rulebook concerning the limits of a sponson-mounted weapon (15.2.13).

### Charts

#### British Gunnery Chart:

The British 6pdr AT guns in can fire HE shells after Oct/Nov 1943. HE is not available during the period of *Advanced Tobruk* and its Expansions.

### Scenario Corrections

#### Tob 1 - Clash of Armor

Victory Clarification: German scores 2 VP points for a single F-Kill on a Grant; a subsequent F-kill on the same Grant does not earn additional points.

#### Tob 3 - Action at Point 171

British reinforcements enter on the west side, not the east side.

Victory Clarification: The Axis player loses automatically unless at least one Italian AFV exits along the west edge of the board during play.

#### Tob 4 - The Panzer Thrust is Slowed

Elements of 44 RTR enter along the north and/or west edges of MAP 1 on turn three.

Elements of Panzer Regiment 8 enter on turn one along the south edge in hexes F-MM.

SSR 3. There are no Map 2 overlays; just the three on Map 1.

#### Tob 13 - Pride Before Fall

British A13cs Enter on turn four along the west edge.

#### Tob 15 - Metal at Mechili

Use the tables normally. If you look at 15.3.1, you'll see that the Mk VI MG can fire on AFV/APC as Main Armament. Use the A2 HPT for MG. Then, since the little Italian guys are so lightly armored, they don't get a card and are fired at on the C2 chart for APCs - no Table B for hit location. With a hit, C2 says 2 to M-Kill, 1 to K-Kill.

**Tob 16 - Mersa El Brega**

Change the SSR from “all wire counters (including Dummy)” to say “mine counters (including Dummy).”

Take all of the mine counters that come in Advanced Tobruk, which includes dummies. The British player draws 22 counters (not mine value) and places them without knowing what their values are. If you have mixed your mines with other game sets, note the Tobruk mine inventory is:

29 pieces:            4 with value 2  
                           9 with value 3  
                           6 with value 4  
                           5 with value 5  
                           5 with Dummy

**Tob 17 - “My God, did you see who they were?”**

Add to overlays: Tr1 on Z19|AA20.

SSR 2: As the vehicles really begin play on turn 2, and that cross country movement is compulsory on turn 1, the play could in fact begin on turn 2 with final set-up. The only reason for this SSR is that the CS9 has 3 fewer movement points than the MHs.

SSR 4: Vehicles may 'Unstick' on a roll of 1-4.

**Tob 23 - The Bardia Waterworks**

References to the observation tower are for hex Y16 on overlay V17.

The reference to a G5 overlay is wrong. Change SSR 3 to read “the round structure in hex Y16 (if you can see that under the overlay!) on the V17 overlay is the Observation Tower, +20”, etc.

Change the Victory Conditions to be

- the Brits must control the tower and
- there must be more Australians than Italians (personnel) in buildings of the V6 and V17 overlays.

**Tob 28 - Electric Whiskers**

The Italian OOB shows a vehicle without name or numbers. It is the M11/39 tank. The Italian gets 4 in this scenario.

**Tob 29 - The Surrender of Camp Nibeiwa**

The Italian OOB shows a vehicle without name or numbers. It is the M11/39 tank. The Italian gets 4 in this scenario.

**Tob 34 - Tobruk Perimeter**

The British Rolling Barrage is performed by an 88mm.

**Tob 35 - Sabratha Stand**

The British OOB shows a vehicle without name or numbers. It is the M11/39 tank. The British get 3 in this scenario. See SSR#3

**Tob 36 - Fox killed in the Open**

The Italian OOB shows a vehicle without name or numbers. It is the M11/39 tank. The Italian gets 6 in this scenario.

### Tob 69 - The Blunted Blade

Overlay Setup: Change the overlay V17 to read P22|O22 (instead of P22|Q22), aligning it with the Tr1 in Q25|Q24.

### Tob 73 - Heavy Metal

Change the location of terrain overlay H8 from coordinates M9|M9 to M9|L9.

### Tob 74 - Disaster at Sidi Bou Zid

Change the American setup from setting up within six hexes of M13 instead of W13.

v1.1: SSR 5: 5. Optional: Players may wish to double the size of the Order of Battle for each side (... Kampfgruppe Stenkoff 4 x Pz IIIj + 2 Pz IIII...)

As the OOB shows KG Stenkoff with 3 Pz IIIjs, the SSR should say "6x Pz IIIj."

### Tob 75 - Deaf Forever to the Battle's Din

Change 3 M3A1 to read 2 M3A1.

### Tob 77 - Saving French Bacon

Change the American set up to read: "Set up on/south of hexrow L."

Then the American reinforcements come in from the south, and the Germans come in from the west.

Overlay V17 should be placed on X13|Z13 and T5 should be placed on X12|X11.

### Tob 78 - Fruhlingswind

Both US and German have 75+mm HOW for OBA.

Ignore "check OOB" next to the 3/6 AD units; it is a typo.

The scenario calls for one Sd 250 smg, but none are included in *Tobruk* or the Tunisia expansion modules. Both *Arnhem* and *Scottish Corridor* have two Sd 250 smgs. If you do not have one of those games, substitute 2 Sd 250s for the Sd 250 smg.

### Tob 80 - Tin Can Alley

Set up overlay S5 on T5/U6.

## Against All Odds

### Battlefield Walkaround

Rule 1.2 Land Forms: Swamp - The lower level terrain is all inundated by swamp, which slopes down to level -5. The SWAMP terrain is a Level +5 Obscuring terrain, so it rises to the equivalent of level 0 for LOS purposes. You would have to move UP to the causeway, at LEVEL 0, as denoted by the "0" in hexes like W14 and U13.

There are two clues to the fact that the terrain here slopes down to Level -5;

- first, the "-5";
- second, the hachures along the higher to lower.

Swamp has the following moving restrictions:

- Vehicles are auto M-KILL when entering a swamp hex.
- Personnel units may enter a swamp hex by crawling or by infiltration.
- Personnel units must spend 1 extra MP when leaving a swamp hex to enter a non swamp hex.

There is no possibility of immobilization when a vehicle enters a non-road hex adjacent to the swamp. (At least nothing due to the swamp.)

Rule 1.3 Terrain Forms: It says that there are crops grown in two large and one small field, but there are only see two crop fields. Disregard Rule 1.5a where it discusses a third crop.

Rule 1.3.3 Other Man Made Terrain: It says that a personnel unit moving from O8 to N8 would pay two MP's for entering the graveyard. It should read "moving from N8 to O8."

Rule 1.4.1: The La Fiere Manoir in Hex AA15: The La Fiere Manoir house does not count as a "multi-hex building." Personnel units in the building cannot drop into Full cover

Rule 1.4.5 Multi Hex Buildings: It says that "all multi hex buildings have a ground level and second level +10 from any hex of these buildings. Units may enter +10 from any hex of these buildings. These too are +10 levels high. There are no stairwell hexes." However, the only multi hex building on this map is Hameau Aux Brix, mentioned in rule 1.3.1 as having stairwells.

The two statements seem contradictory, but they really aren't. A stairwell building is usually marked with a red dot in some of its hexes. The red dot(s) represent the hexes that contain the stairwells, so you can only move up or down in those hexes. A multi-level building without a stairwell red dot has stairwells in all hexes, so that you can move up and down in any hex in the building. 1.3.1 says that Hameau Aux Brix has stairwells in each hex. Thus, it is not a building with specific stairwell hexes (indicated by red dots).

Rule 1.4.7 Vehicle Bridge: The bridge is a continuation of the road from X14-Y14-Z14. You can only enter the bridge by moving along the road from X14 (you cannot bypass the mines).

Fire along any LOS that touches the bridge artwork is treated as if hitting a wall in the hex. The shot is affected by the penalties associated with a wall - a 1L shift on the Casualty table, or a 1 HPN DRM on the HPT. Vehicles also achieve Hull Defilade status if the fire was directed through the bridge artwork, as fire might hit the bridge rather than the vehicle.

Rule 1.5e: It says that there is no LOS from AA15 to FF12, meaning from the ground level +0 or +10 in AA15. A unit in AA15 at +20 would be able to see FF12.

## Charts

### American Gunnery Chart

The US 57mm M1 only has HE available by SSR.

## Scenario Corrections

### AAO 3 - Heim's Causeway

The gun does not receive a weapons pit; there was no time to construct one.

### AAO 7 - Generals Move

The gun does not receive a weapons pit. There was no time to construct one.

### AAO 8 - Skirmish Lines

The jeep in the OOB is correct. It arrived by glider with the airborne troops.

## Arnhem: Defiant Stand

### Battlefield Walkaround

- Q: (Rule numbers are for the Walk Around). In the Arnhem walk around are multi-hex buildings (3.3.12) a level +10 obstacle, which it seems to state, or +20 obstacle to LOS. If a +10 obstacle, does that mean the +10 level a unit can occupy is really the rooftop? 3.3.4 seems to imply the only rooftop locations are in buildings R17, N17, and factories. I'm thinking it is a +20 LOS obstacle with a ground level, +10 level, and no rooftop location.
- A: You are correct - the multi-hex buildings are +20 LOS obstacles with a ground level, +10 level, and no rooftop location. There are just the few roofs - the others are steep and tiled!

3.3.6 St. Walburgis Church - The steeple locations are at Level +20, not +10 as documented.

### 3.4.7 Arnhem Bridge

- Q: If a unit fired from adjacent to the T-row roadway, wouldn't this negate the Hull Down bonus of the railing? For instance, a British unit upstairs (level +10) in hex S17 with a PIAT fired at an AFV in T17 - is the AFV in hull defilade or not? Or must they be adjacent AND +5 above it?
- A: Vehicles on the bridge roadway are not eligible for Hull Defilade from upper levels of buildings next to the bridge.

For ground (level 0) units firing on targets on the bridge:

- Range 0: Firer under the bridge. No LOS to anything on the bridge!
- Range 1: Firer next to the bridge. The height difference and the railing prevents any LOS to anything on the bridge.
- Range 2+: Firer can see units on the bridge, but the targets get Hull-Down status.

## Charts

### British Gunnery Chart:

The British 6pdr AT guns in *Scottish Corridor* and *Arnhem: Defiant Stand* can fire HE shells after Oct/Nov 1943.

## Scenario Corrections

There is a set of updated scenarios available on the [Critical Hit site](#). The corrections here are for the original version of the Scenarios.

### Arn 1 - Night March

SSR#2: Germans may set up in SIX hexes. (matches set up rule)

### Arn 2 - Grabner's Charge

The German OOB should only list one Sd 232. Change the 2 x Sd 250-10 to 2x Sd 250-9.

The AT mines are not governed by the set up restriction - and may be placed in row T.

The British have plenty of AT weapons, but the key ones are the two 6-lbrs, the 3 PIATs and the two 3" mortars. Here's what you do:

## Arnhem: Defiant Stand

- Put the British infantry in the S and U hexrow buildings, especially around the staircases. Make sure all three PIATs are adjacent to hexrow T and at level +10. They will generally hit with a 6 (movement +2 and small target +1 on a base C table number of 9).
- Put one 6-lbr around S9 or so, aimed at T. Note that the Wall along the motorway runs from T12 to T25, so the 6-lbr will have a clear shot at the German vehicles.
- Put the other 6-lbr in R14 or so, facing the gap in the wall on the bridge. The 6-lbrs will also hit on a 6 or so.
- The mortars can go anywhere they can easily see T9-T11 or so.

Yes, most of the vehicles that crossed with Grabner were soft or open-topped. Most of the few armored cars he had in this group got across safely. In your play of the scenario, they might not!

If the German tries to win by clearing the area around the staircases, this can be a tough scenario for the Brits. But a lot of vehicles get blown up either way...

### Arn 3 - Brinkmann's Orders

Correct the German OOB to one Sd 232 (from two Sd 232)

Change the victory condition "The British win immediately if they destroy five or more AFVs" - to say "five vehicles."

### Arn 4: Pongo's Stand

According to the latest version of the scenario, the German OOB should include a Sd 250-8 (replaces Sd 250-8).

### Arn 5: Whoa Mohammed!

According to the latest version of the scenario, the German OOB should include:

- one Sd 251 (changed from Sd 250)
- two Pz IVh tanks (changed from two Pz IVf2)

German OOB still includes 1x Sd 250 SMG.

### Arn 7: Damn and Blast

According to the latest version of the scenario, the German OOB should include a Sd 250-9 (replaces Sd 250-10).

### Arn 8: Pongo's Stand

The German set up reads: *Elements of Kampfgruppe Brinkmann set up last on/east of hexrow Z and/or in hexes numbered < 6.*

Remove the "/or." The German unit set up must fulfill both conditions.

### Arn 9 - Shout at the Devil

Change the German OOB from a "Panzerschrek 20|5" to an "88|5 Psk L|AT"

### Arn 10 - Blood and Irony

Scenario Date: Takes place in 1945, not 1944.

Correct the British OOB to:

- one Piat (changed from 2)
- one M4A4 tanks (changed from 2)

Correct the British set-up area to AA-II (not A-II)

## Oosterbeek Perimeter

### Counters

Two of the German counters need to be corrected:

- The German B2(f) AFV counter should show a 47|C gun instead of the 47|A gun shown. The AFV data card for it is correct.
- The German B2(f) with the ID 'B' has a 'gun' FOW backside instead of an AFV.

### Charts

#### British Gunnery Chart:

The British Gunnery chart does not include a 20B line (for the Polsten 20mm). This will be corrected; until then, use the penetration values from the 20B line on the German Gunnery Chart (all 20mm autocannon are enough alike).

### Scenario Corrections

There is a set of scenarios corrections available on the [Critical Hit site](#).

#### Oos 4 - Stand and Die

Use Oosterbeek Perimeter map 2, not map 1

#### Oos 15 - Through the Side Door

Clarification of SSR#2: Roll for APDS ammo normally, and mark how many shots are available. Then assuming that you received some, the gun may fire APDS only on a roll of 1 on the Alternate Ammunition (AA) chart. When all shots available are used, no more APDS shots are available. 17 lbs are not affected by SSR#2; play them normally.

## ATS Briefing #1 – Vroenhoven Bridge / Facing the Blitz

### Scenario Corrections

Two scenarios have adjusted scenario cards available on the Critical Hit web site or were distributed with *Facing the Blitz*, with adjusted OOBs: [#1 Hand of Deliverance](#) and [#4 Steely Reply](#). These remaining corrections assume that you have these updated scenario cards.

#### Vroe 1 - Winged Devils

SSR 3: The Belgian L16 units may optionally set up hidden. No units set up in F16.

#### Vroe 2 - Hand of Deliverance

SSR 2: The 3L shift is applied to all units hit by the 88s.

SSR 3: change the Bunkers placed in hexes C6, D14, I7 and O9 to Hedgehogs.

Fully corrected scenarios are available with ATS Briefing #1 second printing, and the expansion set *Facing the Blitz*.

#### Vroe 6 - Fairey Battle

SSR 3: Delete the line that discusses sharing the Initiative roll from the Fire & Movement Segment.

## ATS Briefing #2 – Mid-East Battles

### Map

Add the following to the map description:

1.4.3 Printed Minefields—There are minefields in each hex on the map bearing an Achtung Minen sign (e.g., hex X20). Treat each of these hexes as if a ‘1’ minefield counter is found inside. All minefield rules apply normally, including the placement of minefield lanes. (See *D-Day Ranger Battlefield Walkaround*).

### Counters

The back of the OT-64 and OT-62 counters do not have FOW silhouettes. Instead they have the same vehicle with altered movement rates and icons. These are amphibious vehicles, and are treated like the LVT-4, moving on land and water with different movement icons and values different values on each side. Their abilities in the water are treated as per 15.9.7.1 -- note the back side has a ‘water’ movement icon on the back and a water value of -|4.

### Scenarios

#### MEB 5 - Triple Play

The Israeli OOB calls for 2 x 118 and one 1|1|7 NCO. Replace one 1|1|8 with a 1|1|7, so there are be two 1|1|7 NCOs and one 1|1|8 officer in this scenario.

#### MEB 6 - Trapping Nasser

The scenario calls for eight 5|4|7s and six 4|4|7s. Correct this to:  
five 6|5|8 + six 5|4|7 + five 4|4|7 + three 4|3|6.

#### MEB 12 - North to Um Katef

Add SSR #3: “The Egyptians receive offboard artillery support from a battery of 82mm mortars with High Ammunition Supply.”

## Axis Legion (Spanish Blues)

### Scenarios

#### AL 8 - The Lifeblood of an Army

The scenario calls for 23x 6|5|6 in the German OOB. This is more than is available in game, and requires units from another ATS game (but then, it is an Expansion set, not a full game).

In the BW, a Frost Bite table is mentioned, but was not included. There are two, one for each side. The Frost Bite tables are only used in scenario #8, but it is important to use this one and not the standard Frost Bite tables, as they make the scenario unplayable. Use the Soviet table when rolling for the Soviets and the Axis table for rolling for the Spaniards.

Soviet Frost Bite Table

Dice Roll	Result
1-8	No effect
9-0	C1

Axis Frost Bite Table

Dice Roll	Result
1-7	No effect
8	Broken
9-0	C1

## Basic Game Ia –

### Scenarios

#### BGIa 2 - The Cabbage Patch

The Germans can get both sets of reinforcements - but only one per turn.

Change Victory Conditions to read: “The Americans must control  $\geq 3$  building hexes in the playing area at game end.

## Basic Game II – Streets of Stalingrad

### Map

#### Storage Tanks

Treat the fuel tanks as a +10 Blocking terrain only if the LOS thread touches the Storage Tank artwork. There is no roof position (no way to access the top of the tanks).

### Scenarios

#### BGII 2 - “Vorwart!”

Change the Russian OOB to three M1910 5|11 M|MG counters (not four). There should be one in the hexrow E group and two in the hexrow L group.

#### BGII 3 - The Fuehrer’s Pawns

Change SSR one to read: “The Russians may not set up more than SIX AFVs in hexes numbered  $< 9$ .” (v1.3 of this scenario)

## Berlin: Red Victory

### Counters

A few counters have the wrong backs:

The 8|2|8 units have the 6|5|7 backs (4|5|5) instead of 6|2|6 backs.  
The 6|5|7 units have the 8|2|8 backs (6|2|6) instead of 4|5|5 backs.

### Battlefield Walkaround

Rule 1.11.2 describes the LOS from the Zoo Flak Tower: "any on-map target hexes are traced from any hexrow "A" hex of the German player's choice (use the shortest path of hexes)."

Change to: "traced from the last hex of row A."

Rule 1.3.2 lists the retaining wall example as .L7/M8. This is a cliff. Change the example to Q14/R14 instead.

Rule 1.4.46 discusses Craters, but does not actually describe what a Crater marker looks like. They are the big crater counters, yellow  $\frac{3}{4}$ " markers provided on the same counter sheet as Hitler and Eva.

Eliminate Rule 1.8 and any reference to the Walking Wounded Table. The table was deleted.

#### Building Control:

If the Russians are the only side with units in a building (not individual building hex), not counting rooftop hexes, they are considered to control the entire building, i.e., the Germans do not control the building if nobody is home. The Russians do not have to visit every location in the building (cellars, +0, +10, +20, roof) to control the building if these are not occupied.

Further clarification is added to the 3.0 Rule Set:

3.4.531 Building Control—A side controls an entire building if it is the only side to assert control of one or more non-Rooftop locations of the building with a Personnel unit as per 3.4.53 'b' (not through the set up area method, 'a' in 3.4.53).

This is meant to stop 'invisible' Germans from controlling buildings containing only Russians (and vice-versa) in non rooftop locations. Buildings may still need to be searched room-to-room, of course, to prevent a hidden enemy unit from appearing at the end of the game...

### Special Rules

1.1.1 Morale Advantages - Die Hard Waffen SS Personnel suffer a -2 modifier to their morale when Overrun. Surrendered Friendly Units and Broken Enemy units within MSR do NOT reduce their morale.

#### 1.1.2 SS Tank Hunter and 1.2.1 Volkssturm Tank Hunter Teams:

SS and Volkssturm Tank Hunter teams can be equipped (loaded) with up to three Panzerfausts (counters) supplied through the scenario OOB (being a three figure counter), eliminating the need for the unit to roll to generate one. When these are exhausted, they can roll for additional panzerfausts as outlined in the special rules.

#### 1.10 Heavy Tank Roadblock Clearance:

A Heavy Tank forcing the Roadblock must start adjacent to the hex containing the Roadblock, with the Roadblock in its VCA.

The Clearance Check die roll has a +2 modifier to the Immobilize roll in addition to all other modifiers required by the rules.

#### 1.11.6 Spotting:

The Zoo Flak Tower is not limited by Spotting Range; it may fire at any range (i.e., only LOS determines its firing capability). (added in 3.18 of the [Berlin Campaign Booklet](#)).

## Scenarios

### Berlin - All

Change any Russian OOB entry for JS-1 to IS-2

Change any Russian OOB entry for JS-2 to IS-2m.

### Berlin 1 - Moabit Mayhem

Change the Victory Conditions to refer to J18 instead of J10.

### Berlin 4 - Send in the Fallschirmjaegers

Where SSR 3 cites Rule 8.31.532 in reference to the destruction of the Moltke Bridge, ignore the reference. The reference is for pontoon bridges, not heavily constructed permanent structures like the Moltke bridge.

#### German Set up

The two AT guns and 4 Satchel Charges are attached to the SS Anhalt Battalion and Kriegsmarine infantry that sets up second south of the Spree River.

The Fallschirmjaegers can set up “anywhere north of the river not within two hexes of the Russian set-up,” including in hexrow D (and points west thereof) and two hexes north of the S-Bahn. They had been infiltrating into the area and had a very tenuous pocket around the Russians on the north bank of the Spree.

#### Russian Set up

The first Russian group should set up first in building S20 or adjacent to the Moltke Bridge (i.e., on the bridge or north/south of the Spree River).

The third Russian group should set up north of the Spree River, east of hexrow F and south of the S-Bahn. (not west of hexrow F as it says).

### Berlin 6 - Crossfire

There are a number of issues with this scenario. A new copy is available for download from the [Critical Hit web site](#) or with the second or subsequent printing of *Berlin: Red Victory*.

Change the German OOB to use twelve 7|4|9 squads in the second group (instead of 24).

Change the Russian OOB from 152|B H|HOW listed as M1938 to Obr 37 H|HOW (as matches the counter).

Change SSR 6 to read: “The Germans receive off-board artillery support from a battery of 81mm mortars and may add an FO to either of the two portions of their OOB that set up ON MAP.”

The scenario description is continued on the back of scenario card #13 - but is misnamed “Gotterdamernung.”

### Berlin 11 - Raise the Red Banner

Change the Russian OOB from 152|B H|HOW listed as M1938 to Obr 37 H|HOW (as matches the counter).

### Berlin 12 - Belly of the Beast

There are a number of issues with this scenario. A new copy is available for download from the [Critical Hit web site](#).

The second portion of the German OOB should say, “set up second anywhere on/east of hexrow EE” rather than “on/west.”

Change the Russian OOB from 152|B H|HOW listed as M1938 to Obr 37 H|HOW (as matches the counter).

## Combat: D-Day Rangers

### Battlefield Walkaround

1.3.1 Buildings. - St. Pierre Manor house - there are 3 levels yet the entire structure is only +20 levels high. The three levels are Ground. +10. +20. Those are the three 'levels' in the building in question. 'Ground level' is considered a level. The entire structure stands +30 levels high (not +20), as per 8.19.33.

1.4.22 Building With Road - states that a unit in B5 does not have an LOS to a unit moving down the road from A5 to A6, which is not true: there is a LOS from B5 to the road as it crosses the A5/A6 hexside.

According to the Expanded Terrain Rules (8.3.3111) "When using Op. fire...a LOS is valid if any part of the road art can be touched on a hexside the unit moved across to enter the hex BEFORE hitting any terrain that would block it". See also example on page 11.

1.4.4 in the Rangers Walkaround (page 42), Rangers may not use Running movement across the wire fences. They may use assault movement.

1.4.7 case d - The steeple is +10 levels higher than the highest level in the hex. When tracing LOS from the steeple, remember that the church is a single story structure that rises +10. The steeple is on top of that. So the steeple has a +10 location, but rises +20 into the air. A crew located in the steeple is at +10, the same level as the top of the building in R21, thus blocking the LOS.

1.4.7 case f - In the example, the firing MG located in hex E18.

Q: In the example on page 28 and in the Rangers LOS examples (1.4.7) Bocage hexsides block any LOS drawn exactly along them, while Walls do not. So the sentence in 7.5.1 "or directly ALONG it (long ways)" should be deleted.

A: This is not worded very well, but what is meant is that units can see across a wall into the hex that has the wall as part of its hexside, but cannot see *beyond* that hex if it is at the same level. So, using the Ranger map, a squad in M20 could see (and fire) into O18, but its LOS to P17 would be blocked. This also holds if you trace along the wall hexside. The squad in M20 could see along the wall hexside N17/O18 into hex O17, but it could not see into P15.

Q: When listing the exceptions for High Walls compared to Bocage, the sentence in 8.17.3 "A high Wall hexside is Level +10 high and blocks LOS along its hexside." should be deleted. The way it written now makes one believe that Bocage hexsides are not +10 high and do not block LOS when traced along them, which is not the case.

A: Again, this isn't worded as well as it should be. The difference between bocage and a high wall is that,

- you can fire across (not along) a bocage hexside into (or out of) the hex formed by the bocage.
- You cannot fire across a high wall hexside.

So, on the Ranger mapsheet, lets call the wall in hexside O20/O21 a high wall. Units in O20 and O21 could not see (or fire at) each other.

## Scenario Corrections

### Rngr 1 - First Objective

Strike the last sentence of SSR 3 that discusses the Americans have two fire impulses in the direct fire phase on turn 1.

Map Configuration states "Treat the wall in hex O9 and the O10/N9 hexside and the round structure in L16/L7 as an extension of the Wall they are connected to." O9 and the O10/N9 hexside are not included in the scenario map area.

L16/L7 should read L16/L17 and change "the round structure" to "the silo".

2 of the 9 buildings available for capture are rubble. These rubble buildings do count for the victory conditions.

### Rngr 2 - Advance to the D514

Change the German OOB from 13x 6|5|6 squads to nine 6|5|6 squads and four 5|4|5 squads.

SSR changes for the 3.0x rules: (these are reflected in *D-Day Ranger 2<sup>nd</sup>* Edition)

2. The Americans receive off-board artillery support from a 120mm gun battery (representing naval artillery from the USS *Texas*) with High Ammunition Supply.
3. The Americans receive the Initiative and may use three consecutive impulses on turn one.
4. The Americans may use four Gammon Bombs.

### Rngr 4 - 1600 Hours - Stein's Flank

Change the German OOB from 16x 6|5|6 squads to ten 6|5|6 squads and six 5|4|5 squads.

### Rngr 5 - Rudder's Line

Change the German OOB from 13x 6|5|6 squads to ten 6|5|6 squads and three 5|4|5 squads.

The German FO is a spotter for the on-board 81mm mortar.

### Rngr 6 - Omaha Lifeline

Change the American OOB from 5x 2|5|9 BAR Gunners to four 2|5|9 BAR Gunners.

Change the German OOB from 16x 6|5|6 squads to ten 6|5|6 squads and six 5|4|5 squads.

## Combat Kursk: Action Along the Psel

### Battlefield Walkaround

1.3.1 Buildings. The building in O20 is not a masonry building (on the updated map) but worker's huts.

The [updated version of the Combat Kursk BW](#) includes the following additions used in the additional scenarios 7, 8, & 9.

1.6 Plotted Off-Board Artillery—Russian artillery may be provided as ‘plotted’, a form of off-board artillery that does not require an FO, via SSR. For each FFE provided to the Russians in a scenario via PLOT the Russian player may record a target hex prior to all set up. When recording a Plot hex, one game turn per plotted FFE is also recorded. The FFE must be placed in the recorded hex during the Indirect Fire Segment of that turn, as the FIRST friendly impulse used (Exception: Unless called off or the battery is delayed or cancelled). Accuracy is then rolled for normally (NOT if the FFE is placed in a Registration hex).

1.6.1 Duration of Plotted Fire—Plotted FFEs are not treated in the same manner as normal FFEs. A Plotted FFE only comes down during the turn it is placed. There is no further action needed on the part of the Russian for this to take place and a plotted FFE may never be corrected. Plotted FFEs always apply firepower into adjacent hexes like any FFE but are removed during the End of Turn Segment.

1.6.2 Cancellation, Delay and Calling Off Plotted Fire—Just prior to placing a plotted FFE on map, a roll is made on the Plotted Artillery Table (below) to determine if it is cancelled or delayed. If cancelled, the FFE is not available for use in the scenario. If delayed, another roll is made on the table after the delay before placing the FFE.

Also, up to but no later than the turn before an FFE for Plotted Fire scheduled to be placed on map, the Russian player may use an impulse during the Indirect Fire Segment to attempt to call it off (i.e., remove the FFE permanently). Only one impulse per segment may be used to attempt to call off the plotted FFE.

Plotted Artillery Table	
DR	Result PA
1-3	FFE placed, roll for accuracy
4-5	PLOT Delayed ONE turn
6-7	PLOT delayed TWO turns
8-0	PLOT cancelled

Call Off Attempt Table	
DR	PLOT Called Off?
1-3	Yes
4-0	No

### 1.8 LOS and movement examples

*Replace r) with: r)* A unit in Hex B20 (up on a hillock) can see down into the Level +20 hexes centered around hex I20.

### Map Clarification

The K1 and PR maps are the same map. It was called PR (for Psel River) in the first ATS addition; it has been redesignated as K1 in the second edition (to allow for potential additional Kursk maps).

## Scenario Corrections

### Kursk 2 - Battle at Arm's Length

The Germans are considered to be marked as using Continued Movement from the previous turn. Amend the set up text to state, "...must be set up marked with Moved markers to indicate the assumed use of Continued Movement from a previous pre-game 'turn'..."

### Kursk 9 - With Reckless Courage...

Change "MMC" in the Soviet setup for the Banzai group to "squads" so that it reads "sets up first in adjacent hexes with 2 or more squads per hex in hexes A8-A14"

### Kursk 10 - Tin Pan Hill

This scenario can use either the included Black & White map or the Semper Fi: Uncommon Valor map. A color version is available (at the time of this writing) on the [Critical hit site](#) (2.2 Mb).

## Combat Stalingrad: Dzerzhinsky Tractor Works

### Counters / AFV Data Cards

The StuG IIIc counter in Stalingrad has movement of 10|6, however, the AFV data card for it has the movement listed as 12|4. The card also does not list a size modifier, while the counter shows a white circle for small target. The counter is correct; the AFV card is wrong.

### Battlefield Walkaround

The fountains found in Stalingrad are level +5 high. The terrain walkaround says that they are Obscuring terrain for any LOS that touches them. However, in some cases a building extends over several hexes, and that in a hex, the center dot is not in the building (such as M20, H21, F21, or A20 on the Stalingrad map). This map was made in the pre-digital art era and used a 'frisket' to apply the hex grid over the artwork. When a substantial building or portion of the same building is in a hex and the center dot just missed the building, use your best judgment whether to treat the hex as a building hex.

In this case, all four of the listed hexes should be considered building hexes for all purposes.

### Scenario Corrections

#### Stalingrad 4 - Sturm Party

Change the Russian set up to "2 or more hexes from Building 6 and east of or on Q row." This prevents the Russians from setting up in the building made or in hexes occupied by German troops.

#### Stalingrad 6 - *Rattenkrieg*

German OOB should include 9x 7I5I8s

The dummy AFVs can be used for the OT-34 (and you may mark them with M-KILL markers) OR make a side note of which of the 'four' AFVs is the OT-34 accordingly.

#### Stalingrad 9 - Zholudev's Guards (renamed Valor of the 37<sup>th</sup> Guards)

The Germans set up first.

There is a [new version of the scenario](#) available at Critical Hit. It adjusts set up and Victory Conditions, as well as renames it.

## CSIR Nikitovka

### Scenario Corrections

#### N 2 - Iron Fist

The rolling barrage lasts a minimum of 2 turns and then check to see if the Russian can contact the battery to lift it.

#### N 3 - Head On

The Soviet OOB should only include 1 M41 81mm Mortar, not 3.

#### N 4 - Midnight Train

To adjust to the counter set, the Italian OOB should include 8 5|4|6 and 2 5|5|7.

## Avanti Savoia!

### Scenario Corrections

#### Av 1 - Il Pattuglione

SSR2: The first time a unit has LOS and is within 2 hexes of a dummy, you roll the activation. Roll once for each stack.

Roll again the next turn if the stack is still within two hexes during the F/M segment.

If a unit comes back (is forced back) the same turn within 2 hexes of the dummy counter and is in LOS, roll again.

#### Av 2 - Do They Know It's Christmas?

SSR2: There are no FOs for the OBA. Plot three hexes for their use. See 1.4 in the BW.

SSR6: 'All personnel' means in this case 'all Italian personnel'

## Darkest December: Battle of the Bulge

### Vehicle Data Cards

Change any reference to the M4A3E8 to M4A3E2. Change any reference for the M4A3E8(L) to the M4A3E2(L). The two versions of the vehicle are identical for game purposes; the AFV Data Card says M4A3E2.

### Scenario Corrections

#### DD 2 - Probing for the Bridge:

The four Panther VG AFVs should start in hex W9 instead of hex AA9.

For setting up the FOW for the randomly appearing US personnel, it is really all the buildings north of the river and rows E-N.

#### DD 4 - Grabbing Some Houses:

The Germans enter the map from the East. Change the German friendly map edge to East. Change the American friendly map edge to West.

The AT mines should be set up in road hexes such as G16 instead of G14.

#### DD 5 - Repulsed:

Change Scenario set up read "Germans enter at hex O11 on turn one."

Also, the Victory Conditions should be one Non-Broken/Surrendered Personnel unit.

#### DD 9 - Gun Duels:

The German reinforcements enter on or after turn three. This means they could enter on turn 7, but note that the VC states "Level+10 hexes" and do not add "or above", so German units need to go down from level+30/ +40 to Level +10 hexes starting from the entry area, which is 5 to 7 hexes away.

#### DD 10 - Five Seventeen Attack:

SSR 2 says that US unit may move adjacent to German units without being considered spotted as long as they are crawling from out of LOS location and they are entering non open ground hex. The US can stay undetected and even move away unnoticed. That's close to what happened - complete infiltration by stealthy paratroopers.

SSR 2 also states what German personnel can't do, and that German vehicles can't move before the following turn after having spotted an US unit. It can fire the same turn as it spotted an US unit.

US OB: Use normal US Jeep, not one listed w/ MG

#### DD 12 - Grenadier's First Push

German must enter East, and friendly board edge is always East for the German, (not Friendly side listed as West, entry edge as North).

#### DD 13 - Second Push:

American Victory hexes are H0 and H1, both on the north edge. What is the correct entry edge for the Germans?

German must enter East, and friendly board edge is always East for the German, (not Friendly side listed as West, entry edge as North).

## Darkest December: Battle of the Bulge

American OB: last group (with M5A1) drop the exception completely!

### DD 14 - The Dying Wave:

German OB: calls for 12 German 6-5-6 in total; change to:

- First group: 5 x 7|5|8 + 6 x 6|5|6
- Second group: 5 x 7|5|8 + 4 x 6|5|6

### DD 19 - Last to Die:

Just for clarification: this scenario occurs at night.

### DD 20 - Last to Die:

In the design notes for this scenario, the designer wrote 9PM (instead of 9AM)...which was translated by Ray into 21:00hours, who added the necessary SSRs. However, this scenario occurs during the day.

Change SSRs to

- SSR 1. Spotting conditions are Hazy. (Friendly map edges... stay unchanged)... Wrecks in K11 and K12 instead of K1 and K2.
- SSR 2. (drop the Flares)

## Mannerheim's Cross

### Battlefield Walkaround

Finn Troops: Finn AFV and APC units can use Platoon Movement. Platoon size is 2-5 vehicles.

Finns are only allowed to use smoke grenades by SSR only.

#### 1.4.2 Ice

The Ice special rules are in effect in any scenario the Snow Cover rules are in effect unless otherwise specified by SSR.

#### 1.4.3 Ski Movement

All Finn troops are allowed to use ski movement in Snow Cover. Non-Finn troops can use ski movement in Snow Cover by SSR only.

Ski Movement: Troops skiing using full cross country movement carrying M weapons are not winded.

#### Frostbite

Check for frostbite after all rally rolls.

### AFV Data Cards

The following corrections are needed for the AFV cards that originally came with the game. The counters are correct. [Updated AFV data cards](#) are available from the Critical Hit web site.

- KV-1 M39 add ROF:1
- SMK: should say it is Tracked
- T-26B: should have CMG: 4 and BMG:3.
- T-26C: Movement Factors = 9|5 (not 10|5).
- T-28E: Movement Factors = 9|4 (not 9|6). Also, the turret circle should be dashed, as it is a slow turret. Also, there should be TWO asterisks in the notes section of the card at the beginning of the part regarding the two '5' GF MGs.
- T-35: should say it is Tracked.
- T-100: should say that it is Tracked.
- BT-42: should say TUR instead of VCA.

### Scenarios

#### MC 1 - Belaya Smert:

All units are susceptible to Frostbite. The Finns need to roll from Frostbite even within 3 hexes of the field kitchen.

#### MC 2 - Surprise at Honkaniemi:

Change the Victory Conditions to "No unit may exit the map prior to turn four" instead of "enter before turn four."

SSR 4: Finn tanks do not have to check to activate on turn 1. The entire Finn OOB needs to enter on turn 1. Use the Finn activation rolls on turn 2 and all subsequent turns.

SSR 5: Once an individual Russian tank has LOS on a Finn unit or is attacked by Finns, it can roll once per turn to get its crew aboard. This roll does not count as a movement impulse. If the roll fails, that

## Mannerheim's Cross

tank has to wait until the next game turn to try to activate again. Once activated, the tank may use a move/fire impulse normally.

### MC 16 - Mannherim's Parade

As it not mentioned in the SSR, the Finns do not receive smoke grenades. The Germans do per the normal smoke rules (6.4.82).

## Panther Line: Army Group North

### Panther Line LOS examples:

A Hillock on a Hill creates a contour, getting rid of the 'pancake' effect and allowing for LOS across the Hillock contour hexside.

E23 to E17 (and beyond)?	A. LOS good.
G19 to G16 (and beyond)?	A. LOS good.
QQ23 to QQ18 (and beyond)?	A. LOS good.
U12 to U15 (and beyond)?	A. LOS good.
G18 (+20) to L13?	A. No LOS. Blocked by trees (+10) in I16 (+10); Also in blind hex from woods in K14.
F21 (+30) to J17 (+10)?	A. No LOS. Blocked by crestline in G20. F21 is back from the crestline
J22 to N24?	A. No LOS. Blind hex created by Woods in M24.

Note: The original printed compass rose on the Panther Line map is wrong. The 'A' row is the north edge. Also, some trees (near H19) were removed (by design).

### Scenario Corrections

#### PL1 - Right Hook

The map orientation picture shows the map laying horizontally with the compass pointing towards a long edge. This is correct, with the Russian reinforcements entering from the north edge, hexrow A (A1 - A28).

#### PL 4 - Tigers on the Balcony

SSR 4 - Delete the rocket option for the Sturmovik. It is armed with bombs.

#### PL 5 - Cat Scratching

Change SSR 4 from "prior to the start of turn two a die roll needs to be made" to say "prior to turn one"

#### PL 6 - A Nasty Surprise

Change VC to state, "The Soviet player wins at game end upon earning  $\geq 4$  VP" instead of VC based on taking the 4 of the 6 specified hexes.

Change SSR #1 to *Optimal Spotting Conditions*

#### PL 7 - Tigers to the Rescue

Change SSR 4 to read, "Prior to the start of turn two, the Russian player ... enters play. Group 1 enters on a die roll of 1-5 and Group 2 enters on a die roll of 6-0"

#### PL 8 - Cats and Birds

The Germans must control  $\geq 4$  Hedgehogs at Game End. For each PzVle K-Killed, one additional Hedgehog must be controlled.

#### PL 9 - Pioneer Spirit

Change the VC to read: "The Germans win immediately ... control  $\geq 7$  buildings and/or Hedgehogs within the Soviet set-up area."

Change to v1.1:

Change the VC to read: “The Germans win during any End of Turn Segment in which they control  $\geq 7$  buildings and/or Hedgehogs within the Soviet set up area.”

#### PL 10 - Hammer and Anvil

The victory conditions only apply after the first turn (the Russians actually set up "lost")!

SSR 4: Add the following: Roll a D10 to determine the variable Group entrance:

1-5: Group 1

6-0: Group 2

#### PL 11 - All in a Night's Work

The German OOB calls 6 Tigers (2 active, 4 disabled), but counter mix only provides 5. If player has a PzVle from another game, use it. If not, use the PzVg counter as one of the disabled Tigers. Consider it a PzVle and use the PzVle AFV card for it.

## Parker's Crossroads

### Battlefield Walkaround

#### Special Rules

1.1.1 Morale Advantages - Die Hard Waffen SS Personnel suffer a -2 modifier to their morale when Overrun. Surrendered Friendly Units and Broken Enemy units within MSR do NOT reduce their morale.

1.10 (f) A unit in N17 has no LOS to any of the Level +0 locations on the map due to being back away from a crest line. It does have a LOS to the Level +10 location of the building in hex T14, but must pay a +1/1L for the Cleared Forest (which acts like Brush) in hex O17, in addition to the +3/3L Masonry cover of the building. A unit in N17 has a clear LOS to the Level +20 location of the building in hex U14.

### Scenarios

#### PX 6 - Baraque De Fraiture

The German reinforcements includes a typo for the 14th Regimental AA Company: it should list 2 vehicles enter on west edge and 2 vehicles enter on south edge, instead of 3 and 3. Corrected in version v1.1.

## Santa Maria Infante: On the Road to Rome

### SMI Battlefield Walkaround

Rule 1.4.11 Hedges: Where Hedge hexsides abut a higher and lower level terrain hex, they are always considered to be on the higher terrain unless even a tiny amount of lower level terrain can be seen on the 'higher' side. For example, the Hedge along hexside RR8/RR9 is at Level +10 (the lower level); the one along the P9/P10 hexside is at Level +20 (the higher level), whereas P9/Q1 is lower, as is P9/O10. In this case the hedge follows the lay of the land up, and then back down. A unit in P10 being fired on from O10 pays for the Hedge; as does one in P10 being fired on from P8. A unit in P9 will not get the benefit of the Hedge from P10.

The second to last sentence of 1.4.11 should read as follows: "A unit in P10 being fired on from O9 pays for the Hedge; as does one in P10 being fired on from P8. A unit in P9 will not get the benefit of the Hedge from P10." (change "O10" in sentence one to "O9").

Rule 1.5 LOS Examples: Case l states "l) A unit in JJ1 can see one in FF9; one in FF9 cannot see one in DD8." Replace JJ1 with JJ11. A corrected walkaround is available online at [www.criticalhit.com](http://www.criticalhit.com).

### Charts

#### American Gunnery Chart

The US 57mm M1 only has HE available by SSR.

### Scenario Corrections

#### SMI 2 - Retrograde to Cemetery Ridge

Change the German OOB to "Set up on/north of hexrow H."

#### SMI 5 - 3rd Battalion Stopped Cold

Change the German OOB portion that sets up "second on/between hexrows S-II:" replace one 81mm mortar with one 50mm mortar."

If you have the counters and prefer to play it with 2 x 81mm mortars, by all means do so - and let Ray hear about the balance!

#### SMI 7 - Beyond the Right Tit

Change the American OOB from seven M4A1 tanks to six M4A1 tanks.

#### SMI 12 - The Battle for Santa Maria Infante

The US OOB includes 3 FOs. 1 is for the US OBA.

## Scottish Corridor: Lion Rampant

### Counters

If your copy is missing AFV data cards for Pz III, Pz IVf2 and Pz VI, contact Critical Hit.

The Cromwell VI does not appear in any of the Scottish Corridor scenario.

### AFV Data Cards

The AFV card for the Sd233 lists the armor factors for the StgIII. The correct factors are: UH: 3/2/1 LH 4/2/1. Turret should be OT/NT. There is a corrected card available on the Critical Hit [Downloads & Errata](#) page.

The AFV card for the Sd234/1 lists the HE Frag Factors vs personnel as 6. As this a 20B gun, change the value to 2.

### Charts

#### British Gunnery Chart:

The British 6pdr AT guns in *Scottish Corridor* and *Arnhem: Defiant Stand* can fire HE shells after Oct/Nov 1943.

### Scenario Corrections

#### SCLR 2 - Cameronian Crossing

Change the German OOB from a "Panzerschrek 20|5" to an "88|5 Psk L|AT"

#### SCLR 4 - Hohenstaufen Left

Subtract one 1|1|7 from 'A' Company.

#### SCLR 5 - Frundsberg Right

The German reinforcements for turn 3 and turn 6 are listed as entering on the WEST edge, although the hexes quoted (A36-A40 and A33-A40) are on the SOUTH edge. The hexes are correct; ignore the direction.

#### SCLR 6 - Facing the Bull

The German OOB calls for 3 PzIVh, but there were only two included in *Scottish Corridor*. Use a replacement piece.

#### SCLR 10 - Justify the Losses

SSR #3 mentions increasing the "CCV" by 2 for the attack. "CCV" is the Melee Value for personnel attacking vehicles.

Change the British set up to say "British enter on/adjacent to M1." (instead of set up in...)

#### SCLR 14 - Grainville-Sur-Odon

Change the British OOB to use 3x 5|5|7 squads and 10x 6|5|8 squads for the Cameronians.

#### SCLR 15 - We Blessed Them

Change the British OOB to 11x 6|5|8s and 1x 5|5|7.

## Blood and Iron

### Scenario Corrections

#### BI 8 - Item Pocket Cleared

The US OOB includes an H|HOW. This may be spotted for in the same manner as a mortar. (This fix will be added to the full rules.)

## Semper Fi!

### Rules Clarification

Cave Dugouts: Treat units under a cave dugout hex as if they are under a Blockhouse (for opposing units to move into hex but over the cave dugout). However, units inside the cave dugout may be meléed from the same hex. The attacking units do not move under the cave dugout marker.

### Scenario Corrections

#### SF1 - Move Out!

Add one USMC NCO to the Marine OOB (for a total of 1 x Officer + 2 x NCO).

## Stonne Heights

### Battlefield Walkaround

#### 1.8 Tank Fright

Units carrying an M|AT weapon (in St1) can avoid the Tank fright check, just like units carrying an ATR or manning an H|AT weapon.

#### 1.11 Blind Hex Creation

This rule is meant for use only with Stonne Heights and always in Stonne Heights.

On the blind hex table, cross reference the Target hex height and the Obstacle hex height. The number is the number of blind hexes created behind the obstacle.

For example: Let's say the target hex height level is on a Level +20 part of the map. You look at the '+20' column.

Let's say the obstacle hex is a Woods hex on a Level +40 part of the map. The Woods adds +10 to the Level +40, giving us an obstacle hex height level total of +50.

Now, after cross-referencing the '+20' column (target hex level) and the '+50' row (obstacle height level), this gives us a value of 3. This means that the OBSTACLE hex creates THREE special blind hexes. If the target hex is one of these blind hexes, then you cannot see that target hex to fire.

An LOS from S11 to O11, from a hillock as a +5 height, is obscured by the orchard in P11, but the orchard does not cause a Blind hex.

### Charts

#### French Gunnery Chart:

The British mle16 37mm AT gun can only fire HE despite being listed as an AT gun.

### Scenarios

#### St 2 - Shooting Gallery

Amend SSR 2 to read "The French SA-L mle34 HOTCH AT-guns may be set up hidden ONLY in Orchards hexes".

Add an SSR: French infantry have smoke grenades.

## Toktong Pass

### Toktong Pass Battlefield Walkaround

#### 1.6.1 CCF Units

To clarify: a Chinese unit that is broken is eliminated if an American (or other American ally) unit is/moves adjacent to it.

#### CCF Grenade Squads

When replacing a Grenade Squad with a regular squad, keep the casualty level on the squad consistent: if the GS squad has one casualty marker on it (full strength side up), then when you replace it with a 4|2|6 squad, you need to transfer the casualty marker to the 4|2|6.

Once a Grenade Squad is replaced by a 4|2|6 squad, it remains a normal 4|2|6 squad for all intents and purposes for the rest of the game.

CCF Grenade Squads do not have winter camouflage. Only the U.S. Marines and Chinese leaders and 6|3|6 squads have Winter Camouflage.

Normal CCF squads may make (normal) grenade attacks. Only the CCF Grenade squads have the special grenade ability. All other units use normal ATS grenade rules.

CCF forces do not get smoke grenades.

#### 1.14 Frostbite

The Frostbite rules apply to scenarios set in Toktong Pass (Scenarios 1-10).

## Charts

### Gunnery Tables

Both the USMC and CCF entries for Baz B show penetration "9" for ranges 0-2 and 5, (which is consistent with the Baz B numbers in DD). Ignore the note following that says "\*PEN # is "7" to maximum range of 5 hexes" and use the numbers on the chart.

## Scenarios

### Tok 1 - "Here They Come"

The "Full Moon Spotting Modifier" means all spotting ranges are increased by 50%, rounding up. A range of '5' becomes a range of '8'. This is shown in scenario #5, but was left out during production.

Add SSR "3. One CCF crew is provided for each M1919 L|MG in their OOB." Use USMC M1919 counters for the weapons.