

**CONSOLIDATED ERRATA NOTES FOR BERLIN: FALL OF THE THIRD REICH (1<sup>st</sup> & 2<sup>nd</sup> Editions)**

<b>BVR</b>	<b>Question &amp; Answers, Clarifications, Errata (Note: Errata is highlighted in yellow.)</b>
1.3	<p>Q: SS and Volksturm tank hunter teams: The rule says that both types are always in possession of 1PP of Panzerfausts. It is also stated that these units get a -1DRM to any PF check. Why would they need to make this check if they always possess 1PP of PF?</p> <p>A: Just because they have access to said panzerfaust doesn't mean that they automatically are able to take a shot. There could be a variety of battlefield challenges preventing them from being able to take a shot. As it now, they have a 66% chance of getting off one shot, and a 1-in-6 chance of being too frightened to even try to shoot. I guess that the 1PP assigned to that unit represents limited portage capability thanks to all 4 or 5 guys carrying a couple of PF each. I think it's a reasonable rule assumption.</p>
1.3	<p>Q: The German conscript half squads are backprinted with morale of 5 on both first and second edition counter sheets. Is this an error? Couldn't find anywhere in the Berlin rules why the morale is increased from the standard ASL German HS conscript broken morale of 4.</p> <p>A: Those 'Conscript HS' are actually Volksturm Tank Hunter Teams (per BVR1.3) and are symbolized as such on their counter by the little men carrying panzerfaust instead of rifles, as well as by the PF symbol next to the FP. Treat the morale printed on the counter as being correct. All special abilities (inc. increased broken side morale) are lost if they recombine with a regular conscript HS.</p>
1.42	<p>Q: Rule 1.4 Red Banner Infantry: I assume the 9ML is before the Fanatic bonus and so the unit will in play have the 10ML. Is that correct?</p> <p>A: No. The 9 morale is inclusive of the Red Banner hero making the squad fanatic. Once he leaves the squad, they become a normal 6-2-8 per BVR1.42.</p>
1.44	<p>Q: 1.44 Red Banner Effects: Once a Red Banner counter has been placed in a rooftop Location of the Reichstag all non-SS/Fanatic/Hero infantry that have an [sic] LOS to the Red Banner Location and are within 16 hexes MUST take an immediate Red Banner MC. I assume this only applies to German infantry, but as written Russian infantry will possibly have to take RBMCs and Casualty Reduce if they fail?</p> <p>A: For clarification purposes, change BVR rule 1.44 to the following: "Once a Red Banner counter has been placed in a rooftop Location of the Reichstag all non-Russian/SS/Fanatic/Hero infantry that have an LOS to the Red Banner Location and are within 16 hexes MUST take an immediate Red Banner MC."</p>
1.5	<p>Q: Moabit Prison Liberated Prisoners (LPs, 1.5). If the Lehrter Strasse Prison is the Moabit Prison (as implied by the notes of scenario 2 "Jail Break" and 3.6), why do the Russian initial forces contain these LP Infantry when the prison has yet to be liberated?</p> <p>A: There are no LP squads in scenario 2. As for the CG, I suspect that former POW's were liberated elsewhere in the city and organized into punishment companies. Once again, I'll defer to the designer.</p>
1.52	<p>Q: Rule 1.52 Looting: This talks about LP squads that "enters a building (EXC: not rubble) Location. That's a double negative which makes the wording rather confusing. I think the intent is that LP squads loot buildings but not rubble. Is that correct?</p> <p>A: Yes.</p>
1.8	<p>Q: Rule 1.8 Russian Panzerfausts: I think 'DRM' should be drm in this section.</p> <p>A: It should be "drm" (lower case).</p>
1.9	<p>Q: Rule 1.9 (Bedspring Armor): Does the +1 TH DRM apply to all AFVs with Bedspring Armor, regardless of which hit location will be struck by a potential attack? Or does the vehicle hit location need to be determined first by the TH DR, and then the +1 TH DRM only applied if a relevant Bedspring Armor hit location will be struck?</p> <p>A: Hit location needs to be determined first.</p>
1.11	<p>Q: Also, looking over Rule 1.11 Berlin Zoo Flak Tower, can the Tower use Intensive Fire when in Direct Fire mode?</p> <p>A: IF is NA, as it would allow for taking advantage of IF rules without penalty or hazard.</p>
1.112	<p>Q: I'm really trying to figure out Zoo Tower LOS. In the example in 1.112, it looks like range to G23 should be 40 hexes, not 41 - since 10 hexes from A30 to G23 and 30 from the Tower to A23. What am I missing?</p> <p>A: You also count hex A30 in your range calculation. From A30 to G23 is eleven hexes, plus add thirty for the range from the FlaK tower = 41 hexes.</p>
1.112	<p>Q: Also, is there a 6th level observer in A30, or is the Flak Tower in A30? The first sentence of 1.112 seems to suggest that.</p> <p>A: The FlaK Tower is thirty hexes southwest of hex A30. That is why direct fire is so long in range.</p>
1.113	<p>Q: 1.113 Direct Fire. So if the 128L's fire HE at a non-building hex, they get to apply a -1 DRM to whatever the TEM is - like a Mtr airburst?</p> <p>A: Yes.</p>
1.114	<p>Q: According to 1.114 the Zoo tower has Plentiful Ammo - which has the effect of adding one more Black Chit per C1.211. So you would expect the draw pile s/b 9B/3R, since the standard draw pile is 8B/3R. However, the very next sentence says the final draw pile is 7B/3R - So which is it, and if 7B/3R, why even mention Plentiful ammo for OBA?</p> <p>A: The Zoo FlaK Tower has a special battery access draw pile of 7 black and 3 red cards (with Plentiful Ammo inc.). Prior to that it had a special battery access of 6 black/3 red. I should maybe have said it has a 'unique' draw pile of...</p>
1.114	<p>Q: For what terrain does the Zoo Tower NOBA Airbursts apply? For example, my opponent and I have tried a Berlin scenario, and have been playing that only building/pillbox hexes (does not include rubble!) are EXEMPTED from Zoo Tower Airbursts. Are we playing correctly? Is there other terrain which is exempted from Zoo Tower NOBA Airbursts?</p> <p>A: From what I can tell from Tank's original design notes, there should be no exemptions for any terrain (with the exception of subterranean units).</p>
1.16	<p>Q: Rule 1.16 Soft-Skinned Vehicles: These are Recalled if not within two hexes of a Gun/Infantry unit. Does this have to be a friendly Gun/Infantry unit?</p> <p>A: Yes.</p>

1.20	<p>Q: From Rule 1.20: "When a Sniper attack can occur, make a dr to determine which Sniper attacks; on a dr&lt;=3 one pre-determined sniper counter attacks." What does this sentence mean? Does this mean Snipers are activated on a dr &lt;=3, instead of the usual dr of 1 or 2? Does this mean Sniper only attacks on an initial attack dr 1 or 2, followed by this subsequent dr of 3 or less? What does a "pre-determined" Sniper counter mean? To be honest, I have no idea what this sentence is intending to communicate in context with the rest of Rule 1.20.</p> <p>A: Rule 1.20 is telling you to randomly determine which of the two sniper counters actually attacks. The wording is used in other CG's from other modules.</p>
2.3	<p>Q: Rule 2.3 Rocket Targets: "If the obstacle is a hill the rocket lands at grade on the hill in the obstacle hex." What does "at grade" mean?</p> <p>A: Grade = level.</p>
2.3	<p>Q: 300mm rockets. If you get a direct hit, it's a 36-2 on the hex and 16fp in adjacent hexes. What happens if you get an area fire hit? Is it 16-1 and 8fp in adjacent hexes? Also, do misses damage adjacent hexes or just the hex they land in?</p> <p>A: There are rules for near misses in the Rocket rules (BVR2.3). The effect of Area Fire is the 16FP column with a -1 DRM (see rule C.7 - 2nd sentence). Misses only affect the hex they land in.</p>
2.6	<p>Q: Rule 2.6 Reloading: "Up to two HS may assist a single crew in reloading..." Can a single squad assist?</p> <p>A: Yes.</p>
2.62	<p>Q: Rule 2.62 Jammed Tubes: If you fire a Salvo and roll a TH DR of 12, does one rocket jam? All the rockets being fired in the Salvo? Random Selection to see how many jam?</p> <p>A: If fired as a salvo - all jam.</p>
3.121	<p>Q: Rule 3.121 Rubble Creation: "Apply a +3 TEM to any Rubble checks caused by HE/OBA attack or a non-Set DC attack." Normal Rubble creation is based off an Original KIA DR and the only modifier is +1 for a stone building (B24.11) so the TEM would be completely immaterial. Is this rule section trying to say that the Original DR is not used and that the TEM is applied to the roll before checking the KIA number to determine Rubble creation?</p> <p>A: Due to the sturdy construction of the Reichstag, the +3 TEM should instead be a +3 drm (B24.11).</p>
3.3	<p>Q: Another question on the Lehrter Station. If moving from o13 to o14, would the cost be 1, or 2? The center hex dot is the rail terrain. The rules on the o14 building depiction seem to indicate that when in o14 a unit is in the building.</p> <p>A: BVR 3.3 Lehrter Station' says, "The gray depiction in hex O14 is a normal continuation of the building and is treated normally in every way. It has ground, 1st, and 2nd level Locations, but no rooftops or cellar Locations." Thus moving from O13 to O14 would be 2MF.</p>
3.32	<p>Q: Question about the Lehrter Station's elevated platform: "Each platform location is considered to be a +1 hindrance to LOS at the level of the platform but does not effect LOS below." It seems to me that if the firer is on the same level as the target and the LOS crosses the platform then the hindrance applies, is this correct?</p> <p>A: Yes.</p>
3.32	<p>Q: If the firer/target are on different elevations (firer level 1: target level 2; firer level 1: target level 10) is the LOS blocked, is there a +1 hindrance?</p> <p>A: The LOS is not blocked. There is a +1 TEM (EXC: from hexes L9 or R9) and any hindrances that apply.</p>
3.32	<p>Q: If the firer is on the second level of the station and the target hex is directly below the platform, is the LOS block? is there a +1 hindrance, or is it clear LOS with no hindrance?</p> <p>A: If in the same hex there would be no hindrance. If firing from the platform in hex N9 to a ground level unit in P9 there would be a +1 hindrance. There are no LOS blocks.</p>
3.32	<p>Q: If a unit fires from O6 into second level hexes N10; O10 &amp; P10 is the LOS block by rule definition "Each platform location is considered to be a +1 hindrance to LOS at the level of the platform but does not affect LOS below."?</p> <p>A: No, there is no LOS block.</p>
3.32	<p>Q: If a unit fires from hexes N10; O10 or P10 into hexes N9; O9 or P9 is there a +1 Hindrance?</p> <p>A: There is a normal hindrance per chapter B rules (i.e., a unit in N10 firing at the platform location in P9 would have a +1 hindrance). Of course, each of those platform locations also has a +1 TEM.</p>
3.32	<p>Q: The Berlin: FTTR rules text seems to suggest that using the platform stairwell to move from Level 0 to a Level 2 platform Location within the same hex will only cost 1 MF total. Is this correct?</p> <p>A: Yes.</p>
3.32	<p>Q: Does the platform stairwell cost 1 MF per level change, with unit movement through each Level, just like a regular building stairwell?</p> <p>A: No. It has no level one Locations.</p>
3.4	<p>Q: In Rule 3.42, it seems to me that each ground level non-road S-Bahn location is kind of like a building unto itself (i.e. each of these hexes are +2TEM), is this correct?</p> <p>A: Yes, however just remember that this is not a building for rout/rally/ambush purposes.</p>
3.4	<p>Q: You've said that S-Bahn Ground level hexes are not like a building for Rout, Rally or Ambush, but what about concealment? kindling/spreading numbers?</p> <p>A: Yes for concealment; Kindling is NA; and spreading fire # is 12.</p>
3.4	<p>Q: Can fortifications like mines be set up in such hexes?</p> <p>A: Yes.</p>
3.42	<p>Q: Can trucks or 1/2 tracks drive through Non-road breach's?</p> <p>A: Yes.</p>
3.42	<p>Q: Can AFV's enter a non-road S-bahn hex? Reading the rules, it sounds like each non-road S-Bahn hex is "like" a roadblock but it kind of struck me as murky.</p> <p>A: No, unless it has been breached as per BVR 3.42.</p>
3.42	<p>Q: Assuming the "roadblock" is cleared and a vehicle is then permitted to enter the Location, how many vehicle MPs are required to enter the Breach?</p> <p>A: Once cleared (i.e., breach counter placed) it is DOT (usually Open Ground).</p>

3.42	Q: Do Berlin Rules 1.10 and 1.101 apply to S-Bahn ground level "roadblocks"? A: Yes.
3.42	Q: Can Infantry and vehicles Bypass ground-level S-Bahn Locations during movement, just as if they were wooden buildings? A: Yes.
3.43	Q: S-Bahn / Road hex LOS. When a road runs under the S-Bahn, does the the LOS become clear at ground level for the width of the road or more, superseding rule 3.42 "one-level LOS obstacle"? A: See 3.43. The LOS is clear at ground level for the width of the hex (though hexsides would still be blocked).
3.43	Q: Does this TEM also apply to S-Bahn hexes crossing a Road depiction? A: No. As the rules state, treat these as Open Ground as per BVR 3.43.
3.43	Q: Would a vehicle be able to move under the S-bahn in R9 using road movement? Also, same question for Q9-Q10. The apparently relevant rule seems to indicate the area under a S-Bahn location is not open, yet there is a boulevard in R9, and road in Q9-Q10. A: Yes. See the exception listed in BVR 3.43 (i.e., "unless the target Location contains a road or water obstacle, in which case it is treated as open ground"). In the case of a road it should say 'road location'.
3.44	Q: What is the Infantry MF cost to enter a ground-level S-Bahn location where the +2 TEM "roadblock" applies? Is it 2 MF like a building? Or is it 1 MF like Open Ground? A: It is 2 MF just like a building.
3.55	Q: Rule 3.55 Subway Craters: "A unit entering the crater from grade level..." Should this be "ground level?" A: Yes.
3.64	Q: Moabit prison rules. I6 fortified on ground and 1st levels mentioned in 3.64 and 3.65. In 3.641 (Guard Towers): "Between levels 1 and 2 is a building location that represents the 'tower'. It has a stacking limit of 1 squad in Levels 2". The first sentence suggests either the Tower is at Level 1, or else there is some kind of funky Level 1.5 location that contains the tower... A: No, the tower is at level 2.
3.64	Q: The second sentence uses the plural form "Levels" for a singular item A: Ignore the grammatical error.
3.64	Q: The second sentence indicates there is a Level (at Level 2) ABOVE the Tower? A: The adjacent prison wall rises to level one and the guard tower in hex K5 sits at level 2.
3.641	Q: Another confusing thing about the prison is the indication in 3.641 that the building in K5 is INSIDE the prison wall, but there appears to be no prison wall there - the hex on either side is rubble! So does this mean there is a prison wall OVER the rubble? A: No, the wall on either side of K5 is not rubble. The prison wall on either side of hex H6 is rubble. The intent of the rule referring to hex K5 was to imply that there are no exits from the prison thru hex K5. No jail breaks will happen out of hex K5 unless someone rubbles the hex. Normally entrance to/from the prison could only happen through hex H6 into G7 (or vice-versa) except that the adjacent parts of the prison wall were turned into rubble, so egress to or from the prison is greatly simplified.
4.11	Q: Rule 4.11 Vehicle Stacking: "A boulevard hex may contain up to three vehicles/guns and the vehicles/guns do not suffer the +1 TH DRM for overstacking if they all have the same VCA/TCA" Per A5.5, a crew/HS manning a Gun counts as a squad for stacking, so it seems quite possible in standard ASL to place three Guns in one hex and not suffer any penalty. In the Berlin module do they have to have the same CA, or do the standard ASL rules apply, letting the Guns have different CA without penalty? A: Different CA without penalty are acceptable.
4.2.5	Q: Rule 4.2.5 Vehicle Movement: "Vehicles pay ONE MP instead of HALF a MP for entering along a Building with Road hex." Would this cost be doubled to two MP if the vehicle is BU? A: No.
4.3	Q: Rule 4.3 Partially Collapsed Bridge: this rule states hex T14 may be entered by infantry only as if crossing a fordable river. Per B21.41, this takes a unit's entire MF allotment and is Hazardous Movement. Rule 4.4 states that hex T14 may be entered by Personnel only at a cost of 3 MF. Rule 4.3 also talks about hexes S14, U14, R14, and V14 containing bridge hexes at level one. Rule 4.4 talks about hexes S14, U14, R14, and V14 containing bridge hexes at level zero. Which rule is the correct one to use? A: Rule 4.4 is valid. Ignore rule 4.3.
5.0	Q: What is the terrain cost and effect of the rail hexes around D20? A: All railroads not specified in BVR (such as S-Bahn), are treated as GLRR (i.e. they are ignored for both TEM and LOS purposes).
5.9	Q: Rule 5.9 Sloped Retaining Walls: "All rules for Abrupt Elevation Changes (B10.5) apply to these hexsides except the difference in elevation across such hexsides is only one level. These hexsides are NOT treated as Walls for movement or TEM purposes." I don't understand this rule. Since there is no intermediate level between the two hexes and no Double-Crests (B10.52), don't these terrain features function exactly like a normal Crest Line? A: No. Despite it being one crest line, treat it as a double-crest (i.e. no vehicles may pass over hexside).
BV Ord.	Q: In the Berlin Variant Ordnance Listing (pg 8) does the 31cm M-40 refer to the note B2 30cm M-40 Frame, and does the Wrk Spg refer to the note B3 30 cm Wurfkorper m FL 50? A: Yes.
BV Veh.	Q: For the V4 listing it says Borg 54....the counter art says Borg B IV, I'm assuming the Borg 54 is a misprint? A: Borg 54 on the RG chart is Borg B IV (1 <sup>st</sup> ed. Rules only).
CG	Q: On page 15 I think the headings: SOV CP & GER CP for the CG's have been switched. Possibly also for the Historical DRM's? A: Here is the correct line from the designer, confirming your sharp eyes: DATE: 4/28/45/ NOON, GER DRM: +1, SOV DRM: -2, GER CP: 75, SOV CP: 140, HISTORICAL WEATHER: CLEAR, HIST EC: MOIST (1 <sup>st</sup> ed. Rules only). What I've gone and done is plugged in the complete page 15 of the booklet as a pdf with the corrected values plugged in. It has also been added to the product page at our site. <a href="http://criticalhit.com/Berlin_Var_pg15.pdf">http://criticalhit.com/Berlin_Var_pg15.pdf</a>

CG	<p>Q: I'm confused about RG M4. I'm probably missing something here, but I couldn't find it after a quick look at the Russian purchase table. Also, if I'm reading the rule right, RG M4 increases the Russian PF usage number to 3. Isn't the usage number already effectively 4 since the Russians use PF as if they were 1945 Germans (C13.31)? Finally, the SR about Russians suffering CR on a PF 12 TH roll is a standard ASL rule in C13.36. Was something else intended here?</p> <p>A: No RG M4 currently exists. Ignore the reference. Casualty Reduction reference is redundant.</p>
CG	<p>Q: In the Consolidated German RG Notes 15 (original and revised) I2 note for Gestapo leaders, what is the result for a dr = 5?</p> <p>A: A dr of =&gt;5 results in a 10-0 Gestapo leader. This will be a corrected errata.</p>
CG	<p>Q: In both the German and Russian RG notes, I and L refer to the leader table. Is this the 2.361 Leader and Armor Leader Table fund in Platoon Leader 2.5?</p> <p>A: Yes.</p>
CG	<p>Q: On the German RG chart it lists T2 as a light HT section, but I see no light HT listed (SdKfz 250) it only says Sd Kfz 2...this is the Kettenkrafrad nomenclature but I see none in the countermix.</p> <p>A: CH threw in a bunch of extra counters that are not necessarily used in the CG or the scenarios. Ray made an announcement that while there are sufficient counters provided for the scenarios, but there are not necessarily for the PL CGs. One must use their Beyond Valor/ASL counters for this purpose.</p>
CG	<p>Q: There are 250 and 251 Medium HTs but none are listed on the RG chart....these are not available for the campaign game? T3 only lists the SdKfz 11 and T4 lists the SdKfz 7 Famo.</p> <p>A: Refer to what is on the RG chart. There are no SPW halftracks available for purchase in the CG's.</p>
CG	<p>Q: There is a 234/1 also, but not listed.</p> <p>A: ...Not used in the PL CG's.</p>
CG	<p>Q: Is it possible some of these Medium HTs (251/1 and 250/1) are for the Artillery sections and the 250/8 Stummel, and the 251/10 are independent Artillery/Infantry support units, or is this info in the PL 2.5a rules?</p> <p>A: Again, these are not used in the PL CG's.</p>
CG	<p>Q: BFTR rulebook page 11 under 1.2.1 "German breakthrough forces purchased per 6.3.1 must set up in hexes within five hexes of the now Russian entry area". Where is rule 6.3.1? Is it supposed to be in PL 2.5a? PL only goes up to section 5.</p> <p>A: Ignore the typo. This should refer to "1.3.1".</p>
CG	<p>Q: Should the Russian entry area for PLBER1 be &lt;18 rather than &gt;18?</p> <p>A: Yes.</p>
CG	<p>Q: What are the entry areas for both sides reinforcements?</p> <p>A: Russians FME is the west edge in hexes =&lt;18, and the Germans FME along the south edge.</p>
CG	<p>Q: What are the Leader DRM for Russian RG II?</p> <p>A: This is located in a chart on the bottom of page 15. (The DRM is 0.)</p>
CG	<p>Q: Can the Germans sleaze a win by blowing all the bridges and keeping the Soviets north of the Spree?</p> <p>A: Theoretically it's possible. I've never seen it done.</p>
CG	<p>Q: Can the Germans sleaze a win by burning down / demolishing the Reichstag (hence denying the Soviets the ability to fulfill their CG objectives)?</p> <p>A: Again, theoretically it's possible. There are many BVR to prevent such an occurrence. (See BVR 3.121, and last sentence of BVR 3.18).</p>
CG	<p>Q: The Soviets have some very large on board ART but no transport listed in the RG Chart. Is there meant to be any Soviet transport?</p> <p>A: RG A1-A4 each Gun comes with either a ZIS-5 truck or a YA-12 prime mover (players choice); RG A5-A7 each Gun comes with either a IAG-6 truck or a STZ-5 prime mover (players choice); RG A8 each Gun comes with either a ZIS-5 truck or a YA-12 prime mover (players choice). Keep in mind rule BVR 1.16.</p>
CG	<p>Q: Can the Spree bridges be destroyed by set demo charge?</p> <p>A: I can't find any rule that says they may not be destroyed by Set DC. Therefore, I'd say yes. Remember that Set DC may only be placed during set up by SSR.</p>
CG	<p>Q: What if the German player puts all his effort in to blowing up the bridges across the Spree! If this is the case. Where do the Russian reinforcements enter or setup in the next FF? Does the Russian player even get any more reinforcements or must he make due with whatever made it over before the bridges where blown?</p> <p>A: Without Set DC SSR, it should be almost impossible for the Germans to destroy all 6 bridges over the Spree. In the unlikely event, the Russians would be forced to make do with whatever is south of the river. There would be no way to reinforce an isolated force.</p>
CG	<p>Q: From Optional Rule 1.1: "For every 10 CPs used from each group (FRU) the Russian player may make a DR for breakthrough. For every 10 CPs used from each 10 CP (FRU) purchased from each group, the Russian player may add +1 DRM. Each optional reinforcement group is considered separate for any required breakthrough DR." The example seems to suggest that for every reinforcement group of which 1 or more CPs is spent to purchase units, a single breakthrough DR is made, respectively for each relevant group. For every 10 CPs spent on units within a particular group, a +1 DRM is added to its respective breakthrough DR. Is my interpretation correct? Or are multiple breakthrough DRs made for each relevant group, if 11 or more CPs are spent in a particular group?</p> <p>A: Your interpretation seems correct. I'll wait for the designer to confirm this, but that's my impression.</p>
CG	<p>Q: Optional Rule 1.4: Should DRM actually be "drm"? Should the required dr be 6 or less, and not exactly 6 as indicated in the rule currently? Does the April 30 +4 modifier apply for scenario dates within the month of May?</p> <p>A: It should be "less than a 6", and yes it should be "drm" - not DRM.</p>
CG	<p>Q: Optional Rule 1.4.1: Does the April 30 +1 DRM apply for scenario dates within the month of May? Or just April 30 only?</p> <p>A: Logically it would be on/after said date.</p>

CG	<p>Q: Which posted PL 2.5a rule set is accurate, the HTML version or the *.doc version? They are different (for example, doc footnote 3 under 2.38 states that 10% max inf squads may be purchased for HIP set up and html version states 15%).</p> <p>A: For PL 2.5a rules, footnote 3 of rule 2.38 should be 10% for purchasable HIP capacity. (The HTML version is in error.)</p>
CG	<p>Q: German RG Chart O4 (Zoo Flak Tower) contains note "b", which does not exist. Should this be "d", a dedicated battery similar to the Battalion Mortar (O1)?</p> <p>A: Ignore footnote "b".</p>
CG	<p>Q: PLBER1 Campaign Game card for German Initial OB setup states, "The forces listed below may set up within 5 hexes of the Soviet entry area:" Should this state ". . . set up &gt;= five hexes . . . "?</p> <p>A: Yes, change it to: "Set up anywhere on map at least =&gt; five hexes from the Soviet entry area or anywhere south of the Spree River." Just ignore the second sentence in the German initial OB setup instructions. This is confusing and contradictory otherwise.</p>
CG	<p>Q: The CG Max purchases contain three numbers, implying a third CG to be published. I assume that the first number is the one to be used for PLBER1?</p> <p>A: Yes, the first number is for the first CG, the second number is for CG 2, and the third will be used for the unpublished 3rd CG when it is released.</p>
CG	<p>Q: Russian RG Chart RG IDs V1 - V9 have no # column for Leader DRM. Are all Russian AFVs in the campaign game leaderless, or should we roll with a DRM of 0 for all, since Note "L" indicates to roll using "DRM indicated in # column"?</p> <p>A: See pg. 15 table for leadership DRM (i.e., Russian leadership is a DRM of 0).</p>
CG	<p>Q: First Berlin Campaign Game Initial FF VC's. These state that the Russians must control &gt;= 30 stone building locations to win (including rubble). As there are more than 30 VC locations in the Russian entry area where the Germans cannot even set up what's the purpose of even posting these VCs on the scenario card?</p> <p>A: This is a flaw. It should have said, "The Russians must Control =&gt; 30 stone building Locations within the initial German set up area to win (including rubble)." I'll let the designer know and perhaps these errors will be avoided when Tyrant's Lair is released.</p>
CG	<p>Q: When playing CG 1 or 2, how does the replenishment of CP work? On page 15 there's a list showing CP for the different dates but there's also a CP replenishment CG DRM. This seems to suggest that I should also roll on the CP Replenishment table in the Platoon Leader CG Rules.</p> <p>A: PL rule 2.1 states an exception is made if CP are provided on the CG card (i.e., a secret DR is unnecessary).</p>
CG	<p>Q: The price for a SS Infantry Platoon is 5 CP according to page 16. If I pay 5CP in the Initial Firefight may it enter after turn 1 (in the same FF)? If I pay 5 +1, in the Initial Firefight can it set up on the Map from start?</p> <p>A: Yes, and yes.</p>
CG	<p>Q: If I pay 5 -1, can it setup on the Map but cloaked or can it enter/setup on map in the next FF.</p> <p>A: Yes.</p>
CG	<p>Q: How does this relate to CG rule #3? No matter what the Russian pay no units besides those in the OB may set up on the map?</p> <p>A: These set up on map for free.</p>
CG	<p>Q: Is the entry area for the German reinforcements for PLBER2 the south part of the map?</p> <p>A: Yes.</p>
CG 1.2.1	<p>Q: Per PL 2.3, Reinforcements may be set up on map or may enter along the Friendly Map or board edge (as defined by A20.53 or, CG card SR). There is nothing about friendly board edge on BFofTR CG card, there is no "20.53" in PL 2.5a, and A20.53 is about prisoners in the rulebook?</p> <p>A: The reference to A20.53 is probably an errata, but the Friendly entry areas are clearly defined for each reinforcement group (i.e., 9th Fallschirmjager, Muncheberg, Nord &amp; Charlemagne) in BVR 1.2.1.</p>
CG	<p>Q: Where are the FME for each side?</p> <p>A: The Germans FME is always the south edge, while the Russians FME is the west edge within their initial set up areas.</p>
Scen. 1	<p><b>Errata - Scenario 1: The Last Fire Mission</b></p> <p>The map layout is not correct, however all other setup instructions are correct. So the Russians will enter on east edge (A1-A10). As for rubble placement, the Germans place all of theirs first, followed by the Russians.</p>
Scen. 2	<p>Q: In Scenario Two: Jail Break, the Russians have two Guns and one crew. Is this correct?</p> <p>A: Some crews were accidentally deleted on a few scenarios: Scenario 2, Jail Break - should have two Russian 2-2-8 crews.</p>
Scen. 3	<p>Scenario 3, Moabit Mayhem - should have two German 2-2-8 crews.</p>
Scen. 3	<p>Q: SSR 4 of Moabit Mayhem states that both sides may bore-sight their guns. The Russians enter on turn one so how do they boresight their guns?</p> <p>A: I believe that the Russian set up should say the following:  <i>"enter on turn one along the west edge in hexes ≤ 16 and/or set up north of the Invaliden Strasse (hexgrain A14-W3):"</i> The key words missing were 'set up'. Somewhere the gremlins deleted them.</p>
Scen. 3	<p>Q: Scenario #3 Moabit Mayhem, Special rule #3 states: "Any Russian MMC/SMC/CE AFV moving in open ground and is ≤ 4 hexes of the Spree river (and in LOS to any building Location on the south side of the Spree river) is subject to an immediate SAN dr [unless it is using assault movement]." Does this mean that every hex a unit (MMC/SMC/CE AFV) moves into is subject to this rule, or is it the initial hex in the movement phase the rule is applied to?</p> <p>A: Every hex that is moved into not using Assault Movement is subject to such a possible attack.</p>
Scen. 3	<p>Q: Scenario #3 Moabit Mayhem. Orchard hexes and hexes that you can claim a hindrance (as defined in the RB) are not open ground. Is this correct when applying Special rule #3: "Any Russian MMC/SMC/CE AFV moving in open ground and is ≤ 4 hexes of the Spree river (and in LOS to any building Location on the south side of the Spree river) is subject to an immediate SAN dr [unless it is using assault movement]"?</p> <p>A: Yes, Open Ground as defined in the ASLRB is the correct interpretation for that SR.</p>

Scen. 5	Scenario 5, Standoff at the Moltke Bridge - should have four Russian 2-2-8 crews (rather than three).
Scen. 5	Q: In scenario #5 (Moltke Bridge), the Russian tank force is stated to come in from the west edge. Just clarifying, does this mean they can enter on the west edge and south of the Spree? A: Hexrow A is the west edge, and hex 25 is north of the Spree. So, no, you may not enter south of the Spree.
Scen. 5	Q: I have a question on Rockets from scenario 5, Standoff at the Moltke Bridge. The Germans receive a total of six OBA rocket missions. If the Germans want to fire two missions: Does the German play draw two chit cards, one for each mission? A: No, use normal draw pile and procedures.
Scen. 5	Q: Is there one accuracy DR for each mission, so that one rocket mission effects only one hex, or is there multiple accuracy DR per missions requested? A: Yes to all.
Scen. 5	Q: "As it is treated as OBA normally for all other purposes", once the FFE1 goes off, it is flip to the FFE2 side for resolution in the next DFPh? Is this correct? A: Yes.
Scen. 6	<b>Send in the Fallschirmjagers #6:</b> In the Russian OB, the ASL-comp. version says, "Set up third north of the Spree River, west of hexrow F and south of the S-Bahn." This was an error. It should say "east" of hexrow F. The first Russian group to set up should also say, "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 capitalization of 'adjacent' is the key change impacting both sides set up. These two changes are extremely important.
Scen. 6	Q: The "anywhere north of the river not within two hexes of the Russian set-up" - I assume this means that the German can not set-up west of hexrow F as this would have them infiltrating back into ground already taken by the Soviets? A: No, they may set up west (hexrow D and west) of the Russian set up area.
Misc.	Q: The SS Pioneers HS have a broken morale of 7. Is that correct or should they have had an 8? A: The replacement HS counters provided on countersheet #3 are correct. The two counters on countersheet #2 are incorrect. Those should have been fixed when the counters were reprinted. Also, on row 4 of countersheet #1, the two 8-3-8 SS Squads were supposed to be Elite Wehrmacht and not SS. Owners of 2nd ed. countsheet might take a permanant black marker and put a dot over the SS symbol. Owners of 1st ed. have those two counters correctly formatted.
Misc.	Q: Question on rubble hexes that have a road skirting the rubble artwork, such as n21 and many other locations. Would the road be in effect, and under the rules in section 4.2.1? It isn't made precisely clear that rubble would be included in the rules section; I think it is obvious from the artwork that it must be a usable road, but my opponent is not sure. Please clarify. A: No. BVR 4.2.1 refers specifically to Buildings with Roads, not to rubble. All hexes with rubble remain unchanged except for by BVR or SR. During playtesting my playtesters and I debated what to do with hexes such as N21 or E2, and it was decided that a great deal of this rubble had been recently created during air raids and artillery bombardments, so much that it had not been cleared yet. Thus, many roads remain blocked.
Misc.	Q: Question on pre-printed rubble hexes of a second level building a 1/2 level obstacle or a 1 level obstacle? What I am referring to is, since the building collapsed with both floors, did it leave a 1/2 or 1 level obstacle? A: All rubble is a 1/2 level obstacle.
Misc.	Q: I have a squad on the ground level of I18, can this squad move to the ground level of H18? My opponent is thinking the elevation difference will keep that move from being legal, but I'm not sure this building is treated like the split level building mentioned in ASLRB B 23.72. A: Use the Split-Level rules for this building.
Misc.	Q: Should the rocket Artillery be overlined? The counters do not make it clear, although it seem intuitively they should me. Comparing them with the SturmTiger (he of the 150mm HE only gun), they do not have the "HE" symbology to go with it. A: Yes, the On-board Rocket Guns (Ordnance Notes B2, B3) should have an HE symbol above the gun caliber. Perhaps in a future issue of CH magazine, we'll try to include replacement counters for these.