

QUADRIGAME ERRATA

(as of 19 Sept. '76)

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components of **Blue & Gray**, **Modern Battles**, **Napoleon at War**, **Island War**, **Blue & Gray II**, and **Westwall**. The errata follow the sequence of the various rules folders.

ISLAND WAR Standard Rules

[5.13] (CLARIFICATION) During any Friendly Movement Phase a unit may always move one hex, regardless of the number of Movement Points it has to expend, except when prohibited from exiting a hex by the rules concerning Enemy Zones of Control.

[7.21] (CLARIFICATION) Barraging Artillery and/or Ground Support Points ~~do~~ fulfill the requirement of attacking Enemy units in Friendly Zones of Control. However, when adjacent to an Enemy unit, Artillery units must still participate in an attack against an adjacent Enemy unit(s).

[7.62] (OMISSION) ● = no result. All units remain in place.

[9.11] (CLARIFICATION) Ground Support Points may be used for Barrage and FPF in the same Game-Turn.

Counter Mix (CLARIFICATION) In **Leyte**, all U.S. units are Army units. In **Bloody Ridge**, **Okinawa**, and **Salpan** the light green U.S. units are **Marines**; the dark olive units are **Army** units.

Leyte

[12.2] (CORRECTION) Reinforcements listed as arriving at "0001" may enter the map in any hex whose **last two digits** are "01" (the Western mapedge anywhere from hex 1001 northwards to hex 2901, inclusive). Note that the U.S. reinforcements scheduled to arrive on Nov. 3 (3-2-5 only), Nov. 18 and Nov. 27 are ~~incorrectly~~ listed as appearing at "0100". They should appear at "0001." (as should the Japanese units on Game-Turn 20).

[15.31] (CLARIFICATION) Only the East and North Beach hexes are active in the American Assault and Mountain Barrier Scenarios. All Beach hexes are active in the Final Collapse Scenario.

[16.14] (OMISSION) The U.S. Player receives 5 Points for the occupation of each hex listed.

[18.1] (CHANGE) GAME-TURN TWO: Units scheduled to enter on (S) Beach hexes should instead enter on (E) Beach hexes.

Turn Record/Reinforcement Track (CORRECTION) Oct. 22: U.S., 5-5-5s entering on (E) Beach hexes are infantry units; Oct. 30: U.S. 5-5-5 is an infantry unit; Nov. 3: Japanese 4-6-5 should be "x 3".

Counter Mix (DELETION) The U.S. 304 Artillery Battalion (2-3-5/1-4) does not appear in the game.

Map (OMISSION) The town of **Limon** is in hex 2503.