

## AIR & ARMOR ERRATA FILE (12-14-24)

**Note from the Designer:** This is a large errata file. The main reason it is so large is **not** that there were lots of errors in the original printed rules, but rather because the game system evolved over the two-year development of the next game in the Series, **V Corps** as we encountered new edge cases we had never seen before. Because it is my strong desire to have a single rule set that applies to every game in the series, the changes below are designed to bring the **Air & Armor: Würzburg** rules up to the standard of the **V Corps** rules. Hereafter, we expect there to be little to no rules creep in the series. However, I will confess that part of that evolution came from the realization that my decision to require the WP player to place his Lead Unit Markers during his Planning Phase was a poor one. It gives too much information to the NATO player ahead of time. Accordingly, we altered the game system so that WP Lead Unit Markers are **not** placed during the WP Planning Phase. **Rather, the Lead Unit Marker for each regiment is placed during the Activation Segment at start of its parent division's Activation Cycle.** This change is reflected in the amendments to Cases 9.0, 10.0, 12.3.2, 12.3.2.1, and 19.1 and in the amendments to the Sequence of Play Cards, as provided below. All the errata below have been incorporated directly into the rules for later games in the series **and also in an updated set of "Living Rules" that you can download from the Air & Armor: Würzburg page of the Compass Games website:**

<https://compassgamesbucket.s3.us-east-2.amazonaws.com/downloads/Air+%26+Armor+W%C3%BCrzburg+Living+Rules+V1.1.pdf>

Changes to a rule below are indicated in **red**.

### RULES ERRATA

#### [2.1] GAME INVENTORY

The two identical sets of Sequences Cards contain only Cards 1 and 2. There is no Card 3.

**[4.1.1.6] Unit Symbol.** Change the footnote for artillery units to the following:

Artillery unit symbols are not shown on the unit counters but are used on the Fire Effects and Terrain Effects Charts. Note that the TO&E Charts indicate the type of each artillery unit through the color used for its number of steps (green for rocket artillery, black for self-propelled artillery, and red for towed artillery).

**[4.1.6] Used and Unused Counter Sides.** The second to last sentence of this Case should read:

All units are flipped back to their unused side during the Unit Readiness Step of the Reorganization Phase at the **end of each turn**.

#### [4.7] UNIT ERRATA

The section covering the replacement of the 2/11ACR Unit Counters incorrectly states that there are seven counters to replace, when in fact there are eight. All 2/11ACR Unit Counters with a white color stripe are replaced.

**[6.6.3] Artillery Delivered Mine Points Markers.** This section was garbled during the layout process. It should read:

A player receives Artillery Delivered Mine (ADM) Points per the scenario instructions and uses his ADM Points Markers to record them on his Combat Support Points Track. A player expends an ADM Point to enable an artillery or air unit to lay a minefield (see 23.5). Both the US and the West Germans receive ADM Points, but the Canadians do not, so there is no Canadian ADM Points Marker. Each time a player expends an ADM Point, he moves the ADM Points Marker for that nationality down one box on his Combat Support Points Track until none remain.

**Add this new Case:**

#### [7.5] ATTACHMENT

A scenario special rule may "attach" a formation to another formation not normally in the attached formation's chain of command. When a formation is attached, it is considered to be **subordinate** to the receiving formation and within its chain of command.

## [9.0] SEQUENCE OF PLAY

**WP Planning Phase.** This rule is changed so that WP Lead Unit Markers are **not** placed at this time, but the attachment of independent regiments is declared at this time. Change this section to read as follows:

The WP player first declares if any independent regiment is being attached to a division or changing its attachment (see 12.5.3). The WP player next plans a new operation for each of his regiments by expending a Command Point (see 12.2), if required, and then placing a matching Operation Marker upside down in the regiment's Operation Box found on his Planning Cards (see 12.3). He can also expend Army Offmap CPs to place Main Effort Chits (see 12.4) on the Game Turn Track. At the end of the Phase, he removes any Disrupted Markers from his HQs (see 23.3.2).

## [10.0] ACTIVATION CYCLE

Amend this section as follows:

### Activation Segment

The active player declares which division (WP) or brigade (NATO) he will activate. The formation can be on the map or available to enter play as a reinforcement this turn. The NATO player also declares if any independent battalion (see 12.8.3) entering play this turn will be attached to the activating formation. **Finally, the WP player, only, places a Lead Unit Marker on the lead unit for each maneuver regiment activating in the current cycle (see 12.3.2).**

### [11.3] DUMMY UNITS

Add the following bullet points to conform to the rules for Victory Conditions:

9. change which player controls a hex for Victory purposes.
10. count for achieving any other kind of Victory Condition (see 46.7).

**[12.3.2] Offmap Command Points.** The second sentence in this Case was garbled in layout and should read:

**Offmap CPs are always assumed to be within Command Range of all friendly units on or off the map.**

**[12.3.2] WP Lead Unit Markers.** This Case is changed to the following:

A WP Lead Unit Marker represents the location of a notional regimental HQ. When the WP activates a division, his first action is to place a Lead Unit Marker on one unit of each regiment in that division. This includes regiments attached to that division (see 12.5.3) and regiments planned for a Reserve operation (which do not move during the Activation Cycle). To be eligible to receive a Lead Unit Marker, a unit must be within the Command Range of a superior Divisional HQ. Exceptions: If 1) an Army Offmap CP was expended to give the regiment its operation, or 2) the regiment is executing a March operation, then any unit in the regiment can receive the Lead Unit Marker without regard to range. If no unit in a regiment is eligible to receive a Lead Unit Marker, then none is placed. A Lead Unit Marker can be placed on a dummy unit. If a regiment is not currently on the map but will enter as a reinforcement, see 12.3.2.3.

**[12.3.2.1] WP Lead Unit Marker Effects.** Add the exception shown below:

No unit participating in a regiment's operation can enter any hex adjacent to an enemy unit **unless** it starts the operation within three hexes of the Lead Unit Marker for that regiment. This restriction applies even if the hex adjacent to an enemy unit is protected (see 16.3). **Exception:** A unit belonging to a WP regiment planned for a Reserve operation **can** react (see 19.0) into the Objective hex of an enemy operation with no requirement to be within three hexes of the lead unit for its regiment. When determining this three-hex range, count the hex occupied by the unit but not the hex occupied by the Lead Unit Marker. A unit that is already next to an enemy unit can remain in place even if it is not within three hexes of the Lead Unit Marker. The units of a regiment are never required to **end** their movement within three hexes of the lead unit or the Lead Unit Marker.

### [12.4] WP MAIN EFFORT

To conform to Case 7.1.6, insert as the second sentence in this Case:

**Exception:** The 35<sup>th</sup> Guards Air Assault Brigade never receives a Main Effort Chit (it typically operates far beyond friendly logistics nets).

**[12.4.2] Main Effort Restrictions.** Bullet point #1 is amended as follows:

1. If any HQ in a WP division is disrupted or being reconstituted on the Game Turn Track (see 30.4.1) at the start of the WP Planning Phase, then the WP player cannot place a Main Effort Chit for that division on the Game Turn Track and

he must remove any Main Effort Chit for that division already placed on the GT Track. For the avoidance of doubt, if an HQ is disrupted or destroyed **after** the WP Planning Phase, any Main Effort Chit for that division located in the **current** Game Turn Box remains in place and the division can still execute its Main Effort.

**[12.5.3] WP Independent Regiments.** The WP player attaches independent regiments during his Planning Phase, **not** during the Activation Segment of the Activation Cycle. Modify this Case to read as follows:

WP independent regiments are regiments that belong directly to an army or front. The 8<sup>th</sup> Guards Army includes two independent regiments, the 119<sup>th</sup> Independent Tank Regiment and the 900<sup>th</sup> Air Assault Battalion (all WP airmobile battalions are treated as regiments for command-and-control purposes, see 29.2.1). While independent regiments belong to the same echelon as the army or front base, they are **not** considered part of the base formation. Instead, an independent regiment must be “attached” to a specific WP division. **At the start of the WP Planning Phase, on the turn when an independent regiment first enters play (noting that its entry turn can always be delayed, see 46.6.5), the WP player must declare that he is attaching it to one division that is on the map or about to enter play.** Once attached, an independent regiment behaves exactly like a regiment organic to that division, meaning that it activates with that division and can treat that division’s HQs as superior for all purposes. **Exception:** An independent regiment does **not** get a free non-March operation when the division it is attached to executes a Main Effort (the WP player must expend an Army Offmap CP to plan a non-March operation for it, see 12.4.1, #1). Each independent regiment has its own Operation Box on the WP Planning Card. An independent regiment’s attachment can be changed to a different division **just once per game** during any WP Planning Phase.

### **[13.2] THE MARCH OPERATION CYCLE**

To conform to rules stated elsewhere, the first sentence of this case is modified as follows:

March operations are the only operations that do not cost a Command Point **and the only operations that HQ and artillery units can conduct.**

### **[14.4] MASKING**

For greater clarity, the second paragraph of this Case is modified as follows:

The price for violating any stacking restriction is that the violating units will become “masked.” **The basic principle is this: the owning player can always choose one set of units that, if alone in the hex, would be legally stacked, and leave them unmasked even if they were the last units to enter the hex. All other units in the hex then become masked. His only constraint is that he cannot select any used units to be masked if they were already present in the hex when the stacking restrictions were first violated (the used units already present are considered to “own” the hex from an operational boundary perspective). The owning player must place a Masked Marker in the hex on top of the masked units and below the unmasked units.** Masking applies to whole units, not steps. However, if the stacking limits have been violated, and a player has an available Unit Counter, he can split a unit and allocate its steps between one unit that will become masked and another that will not. Masking has the following effects:

**Add this new Case:**

**[14.4.2]** Because a unit becomes Masked only when it **ends** its movement, a unit that is moving or retreating can never be masked from enemy Infiltration (18.6) or Retreat (18.9) Fire.

### **[16.5] WP ATTACK FROM MARCH**

For greater clarity, add the following sentence to the end of this Case:

However, a unit that starts its movement adjacent to an enemy unit can use its second and third MP to move by road (its first MP likely cannot be used for road movement because a unit can never use road movement to enter or exit a hex adjacent to an enemy unit unless that hex is protected).

**[18.2.2] Additional Fire Strength Modifiers.** Add one more bullet point (and the Design Note below) to conform to what is already on the FEC:

14. **Direct Fire:** Self-propelled and towed artillery units are **halved** when executing Direct Fire (see 22.1). This effect is cumulative with the effect for Close Terrain, meaning that artillery units executing Direct Fire into and/or out of a Close Terrain hex are **quartered**.

**Design Note:** *In general, modern artillery systems are not designed for direct fire and are quite inaccurate against vehicle-size targets. Any miss will see the shell detonating well to the rear of the target, where its blast effect will not matter.*

**[18.5.4]** This Case should read:

An advance by a participating **unit** never triggers any kind of fire from adjacent enemy units.

#### [19.1] WARSAW PACT REACTION

Because a regiment may need to react **before** it receives a Lead Unit Marker at the start of its own Activation Cycle, strike the second half of the first sentence of this Case as follows:

Warsaw Pact reaction movement is strictly limited to the units of regiments that have a Reserve operation planned ~~and are within three hexes of the lead unit for their regiment.~~

#### [20.2.7] Reconnaissance by Offmap HQs. This Case is changed to the following:

When an HQ in the Offmap Display (see 40.1) requires a spotting unit for a Reconnaissance Attempt and its formation has no units onmap, it can use any subordinate maneuver unit parked adjacent to the mapedge (because that maneuver unit is entering as a reinforcement this turn, see 46.6.3), meaning that the first hex counted between the spotter and the target hex is any map-edge hex adjacent to the offmap spotter. However, any enemy unit located in a map-edge hex adjacent to that offmap spotter must still be acquired on the 2-3 hex column of the Reconnaissance Table.

#### [22.1] DIRECT FIRE

Add the following sentence to the end of this Case to conform with what is already on the FEC:

Direct Fire is always halved and may even be quartered depending on terrain.

**[23.1.1] Fire Strike Procedure.** There is no “Fire Strike Effect column” on the Fire Effects Chart (FEC). Modify bullet point #5 as follows:

5. Determine the Basic Fire Strength of each unit participating in the Fire Strike by multiplying its printed Attack Strength by the number of steps it contains at the moment of fire. ~~Refer to the Fire Effects Chart found in the Player Charts & Tables Booklets and apply any required modifications to determine each unit’s Modified Fire Strength. Units making a Fire Strike use all sections of the FEC except the “Fire Across Hexside” section, which does not apply. Artillery units use the “Indirect” columns, and air and attack helicopter units use the “Air and AH” columns. Retain fractions.~~

**[23.3.1] Disruption Effects.** To conform to rules already stated elsewhere, modify bullet points #6, #7, #8, and add a new bullet point #12 as follows:

6. A disrupted unit cannot retreat ~~or advance~~ and prohibits the retreat ~~or advance~~ of any other friendly units in the same hex.
7. A disrupted unit cannot be split or combined, ~~nor can it transfer steps.~~
8. A disrupted HQ can neither expend ~~nor channel~~ Command and Reconnaissance Points and cannot make a Fire Call. Move its CPs Marker (NATO only) and RPs Marker to zero, if not already there.
12. During the WP Planning Phase, the WP player cannot place or keep a Main Effort Chit on the GT Track for a WP division with a disrupted HQ (see 12.4.2, #1).

#### [24.3] AIR UNIT ASSEMBLY

Add this sentence to the end of the Case:

If an air unit is making an ADM or Gas Strike, it must be assembled in a bombing profile (Hi-Bomb or Low-Bomb).

#### [24.4.2] Add this sentence to the end of bullet point #4:

If the calling HQ is a NATO Division HQ, the spotting unit must be within the Command Range of its Brigade HQ, and that Brigade HQ must be subordinate to and within the Command Range of the calling Division HQ exactly as if the Brigade HQ was channeling an RP for a Reconnaissance Attempt, save that no RP is ever expended to make a Counter-Battery Acquisition Attempt.

#### [25.2] ATTACK HELICOPTER MOVEMENT

Ignore the last four lines of this Case. They are a repeat of the prior four lines.

#### [25.4] ATTACK HELICOPTER FIRE

Add the following sentences just before the last sentence this Case:

**Exception:** It is possible that a unit will be forced to rotate to its Gunnery Side because it has moved adjacent to an enemy ground unit, but it is actually attacking a target that is at Stand-off range. In this case, it defends against Flak Fire using the Defense Strength for its Gunnery profile but uses the Attack Strength for its Stand-off profile.

## [25.5] HELICOPTER SORTIES

For greater clarity, add this new Case:

**[25.5.1] Attack Helicopter Unit Counters.** Each player has at least four Unit Counters for each type of attack helicopter he controls. There is one counter for each of the three boxes on the Helicopter Track to hold **all** of that type's steps present in that box, and a fourth counter to create the unit that flies onto the map in response to a Fire Call. Steps in a box on the Helicopter track are placed under a Unit Counter to keep track of their type but they are not considered to be part of a unit, they represent a **pool of steps** from which units can be formed once those steps return to the Ready Box. Accordingly, there are no step limits on the Helicopter Track. As units of the same type return to the Recovery Box, their steps are always consolidated under a single Unit Counter, freeing the second Unit Counter for reuse to form another unit to fly onto the map. Step limits apply only when a unit is formed to fly onto the map. A player can never have more than one attack helicopter unit on the map at a time. A player can never transfer steps between Unit Counters that differ by type.

## [27.2] FLAK FIRE

Strike the following sentence from the first paragraph of this Case (the sentence is erroneous because air units always conduct a strike alone):

~~If both an air unit and a helicopter unit participate in the same Fire Strike, each unit takes Flak Fire separately, even if this fire is coming from the same enemy units, meaning that each enemy unit always fires at every possible target in every possible hex~~

**[27.2.1.1]** Amend this Case to read:

Units that are in a Smoke Hex or a Gas Zone, or are contaminated or disrupted, fire at half their normal Flak Strength. These effects are not cumulative (Note 6 on the Flak Chart is incorrect about some effects being cumulative).

**[29.1.1] Barred Airmobile Unit Functions.** Add the following sentence to the end of this Case:

Airmobile operations and paradrops cannot be conducted during Night Turns (see 32.0) or Fog Turns (see 46.5).

## [29.3] AIRMOBILE OPERATIONS

Add this sentence to the end of the Case:

When an airmobile battalion or taskforce starts offmap and uses an airmobile operation to enter as a reinforcement (which is the only way it can enter the map, see 46.6.9), any CP expended to give it an operation must come from a superior HQ also offmap or from an Offmap CP.

**[29.3.1] Ground Movement Pulse.** Amend this Case to read:

When an airmobile unit conducts ground movement, it moves like any other ground unit using the Movement Allowance and movement characteristics that apply to the type of operation it is conducting. **Exception:** All airmobile units bearing an airborne infantry (parachute) Unit Symbol are "leg infantry units." When executing **tactical** movement during **any** type of operation, a leg infantry unit moves just **one hex** using the rules for minimum movement (see 16.2). **Uniquely, leg infantry units can enter any type of hex and cross any type of hexside, except a Major River hexside, even when the rules would normally block this movement.** When executing a March Operation, only, leg infantry units can use road movement to move two hexes.

**[29.3.2] Air Movement Pulse.** Insert the words shown in *italics* below:

During the air movement pulse, an **airborne** unit can move by helicopter transport or paradrop. An airmobile unit that is **not** airborne can move **only** by helicopter transport. Any airmobile unit can always use helicopter transport if a utility helicopter unit of sufficient size is available in the Ready Box. **Airborne** units can paradrop only when a paradrop special event is permitted (see 29.5) and only if they start the turn offmap. When a WP airmobile battalion or NATO airmobile task force conducts its air movement pulse, all units in that battalion or task force must use the same form of air movement (they must all move by helicopter transport, or all move by paradrop). However, if multiple airmobile battalions or task forces are participating in an Assault operation, each individual battalion or task force can use any form of air movement it is eligible to conduct **as long as all units in the same battalion use the same form.** **Exception:** The single BMD unit in the 900<sup>th</sup> Air Assault Battalion is allowed to use helicopter transport even if the rest of the battalion is conducting a paradrop. Airmobile units can

use helicopter transport to enter and transit enemy occupied hexes, but no airmobile unit can land in an LZ hex containing an enemy unit.

**[29.5.1] Paratroop Procedure.** Add this sentence to the end of bullet point #1:

**Exception:** the 26<sup>th</sup> Luftlande Brigade's mortar unit (3-3-1) drops with two steps.

**Add this new Case:**

**[29.5.4]** Base units that are airborne can paratroop onto the map as part of a March operation.

**[29.6.5] Urban Resistance.** To cover edge cases, insert the items shown in italics below:

A WP airmobile unit, only, cannot use a ground movement pulse to enter an empty NATO-controlled City hex. However, the WP player **can** make an empty NATO-controlled City hex the Objective of an offensive operation conducted by airmobile units. If the airmobile units are conducting an airmobile operation, then the Objective hex must meet the requirements of Case 29.3.4, meaning that 1) it must be acquired by a Reconnaissance Attempt earlier in the same Activation Cycle, or 2) a friendly unit must start the operation adjacent to that hex. If the WP player needs to acquire the hex, he must use the "Empty" row on the Reconnaissance Table. **If the airmobile units are not conducting an airmobile operation, then any NATO-controlled City hex can be declared the Objective hex.** No NATO unit can react into an empty City Objective hex. There will be no Defensive Fire from the Objective hex (it is empty), though there might be Defensive Fire from enemy units in other hexes adjacent to the attacking units. The attacking WP airmobile units can only advance into the empty **NATO-controlled** City hex if their Offensive Fire **inflicts at least one Hit**. **WP airmobile units can never retreat into a NATO-controlled City hex.**

#### **[30.4] HQ SPECIAL RULES**

**[30.4.2]. Non-Operational HQs.** This Case is now broken into two Cases and the original Case 30.4.3 becomes Case 30.4.4:

**[30.4.2]. Non-Operational WP HQs.** If all HQs in a WP division are disrupted or reconstituting, only Army Offmap CPs can be expended to plan operations for its regiments. When the division activates, only Offmap RPs can be expended to make Reconnaissance Attempts and no Fire Calls can be made. A missing or disrupted HQ may also block a Main Effort (see 12.4.2, #1).

**[30.4.3] Non-Operational NATO HQs.** When a NATO Brigade HQ is disrupted or reconstituting, no superior Division HQ can expend any CPs or RPs during the Activation Cycle for that brigade (because the Brigade HQ cannot channel those points). However, during that brigade's activation, any superior Division HQ can still make Fire Calls and use units of that formation as spotters or observers for Fire Strikes, Counter-Battery Fire Strikes, Offensive Fire, or Defensive Fire because these functions are never channeled through a subordinate Brigade HQ. Moreover, Corps Offmap CPs and RPs can always be expended to make Reconnaissance Attempts and create task forces during the Activation Cycle for that brigade because Offmap CPs and RPs are never channeled through a Brigade HQ. If a NATO Division HQ is disrupted or reconstituting, any remaining Division and Brigade HQs in the same division continue to operate normally.

**[31.1.5]** Add this sentence to the end of the Case:

However, any formation that has lost **all** its maneuver unit steps is always considered Shattered for Victory Point purposes at the end of a scenario even if it has never failed a Shatter roll.

#### **[31.2] SHATTER EFFECTS**

Replace the first sentence with the following:

When a formation Shatters, the following effects apply to all its units:

1. The only operations they can be assigned to are March operations.
2. They cannot react.
3. They cannot enter a minefield.

## **[33.0] ENGINEERING**

Add this sentence to the end of the Case:



For the avoidance of doubt, an engineer unit can place and remove multiple Engineering Markers in the same hex as long as each individual marker is placed or removed by a different Engineering Action (either by the same engineer unit in different turns or by multiple engineer units in the same turn).

## [36.0] OBSTACLES

Amend bullet point #5 as follows:

5. When a player makes a Reconnaissance Attempt on an obstacle hex containing an enemy unit, he receives a +1 DRM to his die result (obstacles cause enemy units to spend more time in the hex). **This DRM does not apply to an obstacle occupied solely by the engineer that built it.**

Add the following Case:

### [36.1] OBSTACLES AND TERRAIN

Some effects of an Obstacle Marker depend on the type of terrain in the hex.

**[36.1.1] Bridge Hexsides.** An obstacle in a hex negates all roads in that hex but does not negate any adjacent bridge hexsides. Units can enter an obstacle hex across any type of bridge hexside by paying the standard +1 MP cost for the bridge hexside plus the full cost for the terrain in the hex and a +1 MP cost for the obstacle itself. They can also exit an obstacle hex over a Military or Civil Bridge for the standard +1 MP or over a Civil Bridge using road movement if eligible.

### [37.4] MINEFIELD EFFECTS

Eliminate bullet #7. Amend bullet #9 as follows:

9. When a player makes a Reconnaissance Attempt on a hex containing an enemy unit in a minefield, he receives a +2 DRM to his die result (enemy units in a minefield signal their presence with the smoke columns from their wrecks). **This DRM does not apply to a minefield occupied solely by the engineer that laid it.**

### [37.5] MINE ATTACKS

For improved clarity, this Case is completely rewritten as follows:

A Mine Attack is an Interrupt Action that occurs during the Strike Segment whenever an ADM Strike creates a minefield in a target hex occupied by enemy ground units (see 23.5). **Exception:** an ADM strike into a hex that already contains a real minefield has no effect (the enemy is already prepared for mines). A Mine Attack also occurs whenever a ground force **enters or exits** a real minefield hex, whether by movement, retreat, or advance. However, a unit can **remain** in a minefield indefinitely without further attack and is never subject to an attack triggered by other units entering or exiting. To execute a Mine Attack, the player owning the units entering or exiting the minefield consults the Mine Attack Table found in the Charts & Tables Booklets and rolls once on the table for each **step** in the moving force. The player adds any DRMs that apply and then finds the result on the table corresponding to the modified die roll.

**[37.5.1] EZOCS and Minefields.** There is a -1 DRM when a Mine Attack occurs in an EZOC. For clarity, when a WP force enters a minefield, any adjacent US armored cavalry unit must elect to screen (see 41.2) **before** the WP player executes the Mine Attack because the -1 DRM for being in an EZOC might not apply if the cavalry unit retreats.

**[37.5.2] Engineers and Minefields.** When present, an engineer unit provides a +1 DRM for Mine Attack die rolls against itself and any other units subject to the attack provided that those units are in the same chain of command. Multiple engineer units provide no extra DRMs. An engineer unit counts as present if 1) it is part of the moving force entering or exiting the minefield, or 2) it simply occupies the minefield hex when the Mine Attack occurs. If engineer units are present in the moving force, the owning player must roll for a Mine Attack against each engineer step first. If all engineer steps in the moving force are eliminated, no +1 DRM applies to rolls against any other steps subject to the Mine Attack. For the avoidance of doubt, an engineer unit will only be subject to loss if the Mine Attack occurs a hex in an EZOC because otherwise its +1 DRM guarantees that no loss will occur. No Mine Attack roll is ever made against an engineer unit that is already present in the minefield hex and **not** part of the moving force (though it still provides a +1 DRM).

### [38.3] MILITARY BRIDGE DESTRUCTION

Amend the first sentence of this Case as follows:

**Whenever a real friendly ground unit ends its operation** in a hex adjacent to a Military Bridge (meaning in one of the two hexes that share that bridge hexside) with no maintaining enemy engineer, he has the option to eliminate the bridge by removing the Bridge Marker from the map, **regardless of which player built it.**

[38.3.1] Amend this Case as follows:

If the Military Bridge a player wishes to eliminate is currently being maintained by a friendly engineer unit, and the active player ends the **operation** of a different friendly unit next to that bridge (before the engineer unit has had a chance to activate), then the friendly engineer unit is placed unused in either hex adjacent to the bridge before the active player eliminates it.

[40.3.1] **Offmap Units.** Replace the last sentence with the following sentences:

If a player has placed a reinforcement maneuver unit offmap but adjacent to a map-edge hex during his Reinforcement Phase (see 46.6.3), any superior HQ in the Offmap Display can use this unit as a spotter for a Reconnaissance Attempt or Counter-Battery Acquisition Attempt, meaning that the first hex counted between the spotter and the target hex is any map-edge hex adjacent to the offmap spotter. Offmap RPs can also use such a unit as a spotter. However, any enemy unit located in an adjacent map-edge hex must still be acquired on the 2-3 hex column of the Reconnaissance Table.

[41.1.1] Disregard this Case: An armored cavalry task force is subject to the same limit of **four maneuver steps** that applies to any other NATO task force.

**Insert this new Case and move all following cases one number higher:**

[41.2.4] **Screening Restrictions.** A cavalry unit **cannot** attempt a Screening Action if:

1. it is disrupted.
2. it is “pinned” by an adjacent enemy unit that is **not** currently moving (though it can be part of the current operation).
3. it is stacked with a non-cavalry unit or a cavalry unit from a different squadron.
4. it occupies a hex containing a minefield.
5. retreating one hex would require it to enter a hex prohibited by the Retreat Priorities Chart **or to move next to a WP unit.**
6. it is a dummy because it should have been removed during the preceding Contact Procedure.

[41.2.5] **Multi-Unit Screens.** (This is 41.2.4 before the insert above)

To cover an edge case, add this sentence to the end of the Case:

If a WP force moves adjacent to both an armored cavalry unit and a non-armored cavalry unit, the armored cavalry unit can still screen if it occupies a separate hex.

**Add this new Case:**

[41.2.7] When a WP unit advances into an Objective hex adjacent to a cavalry unit, the cavalry unit can attempt a Screening Action if still eligible **unless it has just retreated out of that Objective hex as a result of enemy Offensive Fire.** A cavalry unit can attempt to screen an advancing enemy unit even if it failed a Screening Action against that unit during the Movement Step. A successful Screening Action does not prevent the advance, but it does allow the cavalry unit to retreat a hex and remain out of contact.

## [44.2] GAS STRIKES

Change bullet point #3 to the following:

3. a US F-16 air unit (see 24.2.2) or any WP air unit using a bombing profile and containing at least two steps **after** enemy anti-aircraft fire.

## [44.4] CONTAMINATION

Add the following sentences to the end of this case:

Gas Zones have no friends. An uncontaminated unit entering or remaining in a hex inside a Gas Zone is subject to a Contamination Check no matter which player created that zone.

[44.4.1] **Contamination Check.** This Case is amended as follows:



Whenever a force or stack is subject to a Contamination Check, the owning player consults the Contamination Check column of the Chemical Warfare Table in the Charts & Tables Booklets and rolls one die. On a die roll of 1-5, every unit in the force or stack becomes Contaminated. **For the avoidance of doubt, if a Contamination Check is made during a Gas Strike, a contamination result affects all units in the hex. If a Contamination Check is made when an active force enters or remains in a hex inside a Gas Zone, then a contamination result affects only that active force (whether it moved or not). Place a Contaminated Marker on top of each affected unit.** Once a unit is contaminated, it is **not** subject to further Contamination Checks.

**[44.4.4] Contamination Effects.** This Case is amended as follows:

A unit that becomes contaminated **during a Gas Strike** is immediately subject to a Gas Attack (see 44.5). A unit that becomes contaminated by entering a Gas Zone or ending its Activation Cycle in a Gas Zone is never subject to a Gas Attack (it is already buttoned up). Regardless of how a unit becomes contaminated, it suffers the following effects for as long as it remains contaminated:

1. Its Fire Strength is halved. This effect is not cumulative with the halving effect for occupying a hex in a Gas Zone but is cumulative with any other effects on Fire Strength.
2. Its Flak Strength is halved. This effect is not cumulative with any other effects on Flak Strength.
3. It moves with just 2/3 of its normal Movement Allowance.
4. **If playing in Hidden Mode (see 45.0), an unrevealed unit is immediately revealed.**
5. **If playing in Hidden Mode, its steps are not returned to the pool during the Return to Pool Step.**

There are no further effects for being contaminated, and a unit can remain contaminated indefinitely.

**[45.5.1]** This Case is amended to read as follows:

During the Return to Pool Step of the Reorganization Phase, all Step Markers are removed from all maneuver units on the map belonging to a side being played in Hidden Mode, **except** for Step Markers underneath units that:

1. remain adjacent to an enemy unit.
2. belong to a regiment or brigade/type that has conducted a Ferry or Amphibious Crossing **in the last two turns (the current turn or the prior turn)** and still has units of the same type on **both** sides of a Major River (see 45.5.2).
3. occupy a minefield (see 45.5.3).
4. **are contaminated (44.4).**
5. are surrounded by a continuous ring of hexes containing enemy units or EZOCs (at any distance, see 45.5.4).
6. have exited the map.

**Case 45.8.7** is superseded by Case 45.3.6. Accordingly, strike this rule:

~~**[45.8.7]** If a U.S. cavalry unit bearing a Deliberate Defense Marker is determined to be a dummy, the NATO player always has the option of ignoring the result and declaring that the unit contains one step if a step is available in the pool.~~

#### **[46.1] PLACING UNITS ON THE MAP**

Add the following sentences to the end of this Case:

**A player can always place HQ and artillery units deployable on the map into the Offmap Display instead. When playing in Hidden Mode, any WP regiment deployed on the map at the start of the game can have a Deliberate Defense Marker placed on one of its units and any NATO brigade deployed on the map at the start of the game can have a Deliberate Defense Marker placed on two of its units.**

#### **[46.5] FOG**

Amend Bullet Point #3 as follows:

3. No helicopter units can enter the map (not even US AH-64 units) **and no paradrops can be conducted.**

### [46.6.3] Unit Organization.

To cover an edge case, add the following sentences to the end of this Case

A friendly reinforcement unit can be placed just off the map adjacent to an enemy unit in a map-edge hex, and a friendly unit can move into a map-edge hex adjacent to an enemy reinforcement unit just offmap. In either case, no interaction occurs. The Contact Procedure is not run, neither unit is considered to observe the other, and no fire can be exchanged. Instead, the reinforcing unit must enter the map before any interaction can occur. **Exception:** A friendly reinforcing unit just offmap can be used as a spotter to make a Reconnaissance Attempt against an adjacent onmap enemy unit using the 2-3 hex range column on the Reconnaissance Table. The reverse is not true.

### [46.6.2] Entry Sectors. Add the following sentence to the end of this Case:

However, a player can always choose to enter some or all units along their assigned sector.

### [46.6.4] Entry Movement.

Add the following rules to this Case

**[46.6.4.1] Base Units.** WP base units enter the map by participating in a division base March operation **except** that engineer units can also enter the map during the operation of any subordinate WP regiment that is entering the map on the same turn. NATO base units enter the map by participating in a March operation during the activation cycle of any subordinate brigade. **Reinforcement artillery and HQ units always enter the map from the Offmap Display and use the special rules for such entry (see 40.4).**

**[46.6.4.2] Enemy Units.** If a reinforcement unit just offmap starts its operation adjacent to an enemy unit in a map-edge hex, it can 1) enter a map-edge hex next to that enemy unit, whereupon the Contact Procedure is run immediately, or 2) choose to enter at the nearest map-edge hex in its entry sector that is **not** blocked by an enemy unit, an EZOC, a minefield, or a Gas Zone, at no extra cost in MPs (if no such hex is available, see Case 46.6.2). A reinforcing unit is never subject to Infiltration Fire when **entering** a map-edge hex, though it will be subject to Infiltration Fire for **exiting** a map-edge hex if that hex is in an EZOC. A reinforcing unit can conduct a Close Attack into a map-edge hex if it starts the operation adjacent to it (not farther back in the queue offmap). A reinforcing unit can always conduct an Overrun into any Clear hex on the map that it can reach.

### [46.6.6] WP Operations. Alter the first sentence to read:

A WP regiment entering play as a reinforcement in the current turn can be planned for any type of operation **except Reserve** while still offmap and then execute that operation when it enters.

### [46.6.7] NATO Operations. Alter the first sentence to read:

The NATO player can assign units arriving as reinforcements to any type of operation **except Reserve** using the same rules regarding onmap and offmap HQs and CPs as the WP (see 46.6.6).

### [46.6.9] Airmobile Formations. Add this sentence to the end of the Case:

When an airmobile battalion or taskforce enters as a reinforcement, any CP expended to give it an offensive operation must come from a superior HQ also offmap or from an Offmap CP.

### [46.7.5] VPs for Hex Control. Add this sentence to the end of the Case:

Note that a dummy unit can never change which player controls a hex.

### [46.7.6] Line of Communication. Change the second to last sentence of this Case to read:

Minefields, obstacles, and Gas Zones do not block an LOC.

Then add these sentences to the end of the Case:

When playing in Open Mode, if a player must establish an LOC, the enemy player must **first** remove all dummy units from the map. When playing in Hidden Mode, the enemy player must **first** reveal all unrevealed units that could conceivably block the LOC by rolling on the Revelation Table and then remove any dummies. The friendly player then determines if he can trace an LOC.

## SCENARIO ERRATA

### [47.1] THERMOPYLAE

[47.1.4.2] **NATO Starting Game Points.** Add this line:

ADM Points: **1 x US**

### [47.2] RACE FOR THE BRIDGES

[47.2.5] **Reinforcements.** The reinforcement schedule is amended as follows:

**WP Game Turn 7:** The 170G, 174G, and 241G Regiments of the 57th Guards Motor Rifle Division and the division base enter along the northern map edge from 1001 to 1018.

**WP Game Turn 8:** The 51G Tank Regiment and the DTB from the 57G MRD, plus the 325th Engineer Battalion (from the 8th Guards Army Base), enter along the northern map edge from hexes 1001 to 1018.

**NATO Game Turn 10:** The 4 Canadian Mechanized Brigade Group enters from hex 7027 on the southern map edge. NATO receives one Canadian Mine Point, one Canadian Bridging Point. NATO also receives one Off map Command Point from this turn forward.

**WP Game Turn 11:** Place three Mi-24 steps in the Ready Box on the WP player's Helicopter Track. The WP also receives three Air Points.

**NATO Game Turn 11:** Place three WG PAH-1 steps in the Ready Box on the NATO player's Helicopter Track. NATO also receives three WG Air Points.

### [47.3] OUT OF THE FOG

[47.3.6.4] **US GS and GSR Artillery Support.** During rules layout, the artist accidentally repeated the last eight sentences. Please ignore the duplicate sentences.

### [47.12] HAMMER AND ANVIL

[47.12.6.3] **Paradrop Planning.** Add the following sentence to the end of this Case:

For the avoidance of doubt, no Paradrop is possible on GT1 because Fog is in effect.

## CHARTS & TABLES ERRATA

**Screening Table.** Footnote 3 references Case 41.2.7 but should reference Case 41.2.5.

**Reconnaissance Table.** The DRM modifiers for an obstacle or minefield do **not** apply to an engineer unit alone in a hex with an obstacle or minefield it created.

**Revelation Table.** The first DRM should read as follows:

**Inactive** WP unit more than 3 hexes from another unit in regiment:

**Fire Effects Chart.** Make the following two changes:

Close Terrain Hex row: Replace the "H" in the cell for Air and AH units firing **out** of a Close Terrain hex with "N/A".

Infiltration Fire row: Replace the "D" in the cell for Air and AH units executing Infiltration Fire with "N/A".

### Sequences Card 1

In the **Sequence of Play Summary**, make the following two changes:

1. In the **Reinforcement Phase**, the exception for Airmobile units should reference Case 46.6.9, **not** Case 46.6.8.
2. In the **Sequence of Play Summary**, in the **WP Planning Phase**, strike the second half of the first sentence as follows:  
WP player plans operations for his regiments (see Operations Summary Chart and 12.3) ~~and places one Lead Unit Marker per regiment.~~

In the **Activation Cycle Summary**, make these two changes:

1. In the Activation Segment, add this sentence:

The WP player, only, places a Lead Unit Marker on each maneuver regiment activating in the current cycle (see 12.3.2).

2. In the Strike Segment, the Case reference for ADM Strikes should be Case 23.5 not Case 23.6.

#### **MAP ERRATA**

There is a missing road that runs out of Karlstadt (4732), crosses the Main River into hex 4733, and then runs into hex 4434 and off the map edge. A Sticker has been provided to correct this omission.

#### **UNIT ERRATA**

Although three Unit Counters are provided for the 307/34 MRL (Multiple Rocket Launcher) Artillery Regiment, the TO&E Chart is correct that the regiment consists of only two of these counters with a total of two steps. The third Unit Counter should not have been printed and is never placed in play.

The MLRS unit in the 72<sup>nd</sup> Field Artillery Brigade was misidentified as the 4-24 Battalion. It was actually the 4-27 Battalion.