

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 Mlx (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.

Salpan

[12.1] (CORRECTION) The second sentence should read: "One unit of any type may be taken for each remaining vacant **Beachhead Marker** during each Turn after the First Game-Turn.

[14.12] (CLARIFICATION) Note that **all** U.S. units must attack on Game-Turn One, because they begin their Combat Phase in Enemy Zones of Control.