

COMBAT!

Volume 3

Official Clarifications as of 8/15/25

Rulebook

14.2: Remove "(Exception: 2-in. Mortar rounds explode in Impulse 3, when they are fired)".

21.1: Clarifying the opening line, "The PIAT, the 6-Pounder AT Gun, and the 2-in. Mortar are special weapons available for this game. When called for in firing, the TQ of the Operator is used as the WS." (since the 2-in doesn't call for a check when firing).

21.4.A: The -2 DRM for Vehicles In Motion should be +2 (harder to hit).

21.5: Omit "must be spotted and" in the first paragraph. Only Characters can Spot, as outlined in 12.0. Vehicles are always considered to be Spotted, and they attack purely based on LOS as outlined in 21.5.2.

21.5.2: At the start of the section, add "Note: All vehicles in the game fire with a WS of 7". All unmanned vehicles (all vehicles in **Combat! Arnhem**) can fire at British characters as long as they are within LOS (within the guidelines found in 21.5.2)

PACs

Anti-Tank Weapons Characteristics:

There is an artifact in the MG34 listing. Ignore "Range 0-8" at the bottom of the box.

Anti-Tank Effects Table: Add a column for the Panzer III AusF MAIN GUN (0-3 Direct Hit, 4-6 near miss, 7-9 miss).

Scenario Book

Scenario #2: Special Rules, #2, the German vehicle does not have a rating as it can only move, but its special rules should include a movement speed. Replace "(it moves twice per turn)" with "(it moves 4 hexes twice per turn)".

Scenario #3: Enemy Alert Status is Alert.

Scenario #4: Enemy Alert Status is Alert. The German units and reinforcements for this scenario are set up on

the Arnhem Bridge Extension map. All of the hex numbers are correct, but should have "B" in front of them.

Scenario #5: Place the gray compass facing NW.

Scenario #6:

- Enemy Setup: For hex 32.24, place 4 Yellow-Striped units, not 3.
- Friendly Reinforcements: Remove Cmd Group from first wave of reinforcements (they arrive in the third wave, as listed).
- The reference to the "blue" compass should be "gray".
- The Vehicle stance is Offensive.

Scenario #7:

- Place the yellow compass facing Southeast.
- Place the green compass facing West.
- German green-striped units placed in 08.02 should instead be placed in 08.22.

IMPORTANT NOTE FOR ALL SCENARIOS:

For the purposes of placing enemy directional compasses **ONLY**, use the edited compass printed below for **ALL** game maps.

