

AIR & ARMOR ERRATA FILE (6-21-24)

[6.2.4] Minefield Markers. This Case is completely rewritten as follows:

There are two types of Minefield Markers: Real and Dummy. A Minefield Marker is placed whenever an engineer unit undertakes an Engineering Action during the Engineering Phase and expends a Mine Point to create a minefield in the hex it occupies (see 37.0). It can also be created by an ADM Strike (see 23.5) or placed during scenario setup as specified by the scenario instructions. Minefield Markers are always placed with their front side face up (the side that does not reveal their true nature) except when placed by an ADM Strike, in which case the marker is placed with its real side face up.. Whenever a real unit of either side unit first enters the hex (dummy units cannot enter minefield hexes), the marker is flipped to its back side (the side that reveals its true nature). A Dummy Minefield Marker is removed as soon as it is revealed. A Real Minefield Marker is removed only when an unused engineer unit in the same hex undertakes an Engineering Action to clear the minefield during the Engineering Phase.

[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 the relevant sentence in the center of the paragraph for this Case to read as follows:

On the first Game Turn that an independent regiment enters play, the WP player can declare that it is “attached” to a division *at the start of the WP Planning Phase*.

[18.2.2] Additional Fire Strength Modifiers. Add one more bullet point 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.*

[17.3] BRIDGES

In the **Examples of Bridge Movement** at the end of the Case, the graphics for Picture #2 and Picture #3 should show the MP cost for the first hex on the opposite bank of the river as +4, not +3 as shown.

[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, amend 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. Modify each unit’s Fire Strength using the ~~“Fire Strike Effect” column on the Fire Effects Chart~~ found in the Player Charts & Tables Booklets to determine its 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).*

[25.4] ATTACK HELICOPTER FIRE

Add the following sentences to the end of this Case:

Exception: *A unit may 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.*

[41.2.4] Multi-Unit Screens.

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 **unless** it has just retreated out of that Objective hex. A successful Screening Action does not prevent the advance, but it does allow the cavalry unit to retreat a hex.*

[44.4.1] Contamination Check.

Amend this Case 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 clarity, if a Contamination Check is made during a Gas Strike, a contamination result affects **all** units in the hex (including any units belonging to the player who made the strike). 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.*

[45.5.1] Amend bullet point #2 as follows:

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).

[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.

SCENARIO ERRATA

Thermopylae

[47.1.4.2] NATO Starting Game Points. The NATO player receives one ADM point at the start of the game.

[47.2.5] Reinforcements.

WP GT8: *The WP player also receives the DTB for the 57th MRD.*

CHARTS & TABLES ERRATA

Fire Effects Chart.

Eliminate the “H” on this chart in the cell for Air and AH units firing **out** of a Close Terrain hex. Eliminate the “D” in the cell for Air and AH units executing Infiltration Fire and replace it with “N/A”.