

Fulda Gap Errata *May 19, 2020*

Counter Errata

A, B, C, D/12 (8th ID) and A, B, C, D/23 (3rd Armor) missing “ENG” and symbol. All of these Units are Engineers and may perform Engineer functions.

The Battalion leader for the West German 15PzB is missing. I’ll add it in the Berlin game when it’s ready.

The leaders for 45GTR/79 GTD have incorrect ratings on the counters – they should be the same as all the other Soviet leaders. I’ll have corrections for these in the Berlin game.

79th GTD, no BRDMs should have ATGMs.

WG engineers with Dragons – should be Milans.

Charts and Tables

Terrain Effects Chart: Steep Slope should have a Defensive Value of 0 (-2) – 0 for when not firing upslope, and -2 for when fire is upslope.

Change the movement ability over streams from NP to +4 for wheeled and +2 for tracked if you’re in column. It is still NP if you’re deployed.

Division Displays do not have a box for your deleted ATGMs. Just use the Routed box for this.

Fulda Gap Rulebook

6.3 There’s a discrepancy with the TEC and the movement values for Marsh, Trails, and Streams in this section. In all cases, the TEC is correct and the values in the rules are in error.

“Trails” and Secondary Roads (Bundesstraben) are the same thing.

7.1.3 Observation Example is to show how Ops work and assumes that all are at the same elevation. Hex 26.34 can actually be seen since it is at a higher elevation than the other intervening terrain and the OP effect is not applicable in the case of this hex.

8.3 should be titled “Fire Rating Modifiers”

8.3.4 (Addition) – Leaders do not need to be deployed (since they can’t) to add as an additional unit in the hex. In addition, they may add their +1 as another unit in the hex at any range.

8.3.8 says you must use Chobham while 8.4.5 says you may choose to or not – 8.3.8 is correct. You must use Chobham if the enemy gets a result on his fire.

8.4.4 is in conflict with 10.1 – a second suppression result does eliminate a unit in Fulda Gap.

8.5 Opportunity Fire Example – there is mention of a “Suppression” result. As this is fire at a Hard Target, Suppression would not be possible – only a “Pin” result should be mentioned.

7.1, 7.2 and 17.0 – I have changed the restrictions on the use of thermal imagers. You may now gain the fire benefit (+1 to your direct fire value) at night, in the rain, and additionally if, at any time, you trace through a smoke/barrage marker. The Soviets never saw your shot coming.

In addition, M-2s (Bradleys) also have Thermal Imagers.

8.7 The Terrain Effects Chart is missing those “Catch Fire” numbers. They are:

Woods: 2

Village: 2

Town: 1

City: 1

9.1 Assault Example – the Assault is taking place over a stream. This is not legal as the assaulting units must be able to legally move into the assaulting hex to be able to assault. Ignore the stream for this example.

9.5 Assault Modifiers – Units with Flamethrower ability should have the Flamethrower symbol on their front sides as well as their backs. They are considered as having Flamethrower ability when in Column – they do get this modifier when assaulting.

9.5 Assault Modifiers – Leaders do not count as Units for figuring out the odds of the assault

12.1 and 12.2 Attaching and Detaching Support Weapons Whether attaching or detaching, you use a wheeled type of unit to trace to and from the Unit (rules say to detach using leg).

12.3 – this is in error – you can attach as many Support Weapons as you’d like to a hex as long as there is at least one Unit in the hex.

12.3 Also in that same section, it says “If you have more than one Support Weapon that may be added and they each change the fire type to something different, the attacking player may use both values to add to the fire strength – and choose which type of fire will be used in the upcoming fire.” This is incorrect, you may never add more than one Support Weapon to any Unit performing Direct Fire.

13.2 – you can’t use an ATGM to fire during the special ATGM Op Fire.

13.2 – one shot of smoke cannisters and you're out. Place a Smoke Cannister Out marker on the Unit after one use. Smoke from smoke Canisters are removed when the Wind Chit is pulled from The Cup.

13.2 – Delete the provision against firing ATGMs over water...fire at will over water.

14.2 Losing Leaders – addition: should a leader be assaulted and eliminated, the replacement leader is also eliminated.

21.0 Downed Pilots rescue – Downed Pilots are rescued if the hex they are in is entered by a Friendly Unit or they exit the map.

23.1 The V Corps Chit that allows for 5 artillery shots is always added to The Cup when available.

24.1 – if a player doesn't have enough VPs to honor a VP deduction, the excess VPs are instead added to his opponent's total.

26.0 has its subsections mis-numbered as 27.1 and 27.2 – these should be 26.1 and 26.2

27.3 – the first sentence is missing here. You place a Chemical Attack marker in the same way you place smoke or a barrage. You just place a Chemical Attack marker instead. If you roll a "9", the marker is not placed.

28.0 Politics Chit

Change the die roll events to be:
6-7 Soviet Nuclear Release
8 Victory Check.

In addition, should ceasefire be rolled, also remove all DGs, Pins, Suppressions, fires, barrages, smoke markers, and perform resupply (see roll 0-3 above). Any reinforcements due to arrive throughout the missed turns are placed on their reinforcement hexes and may be activated when play resumes.

29.6.2 SAM Suppression – each hit successfully rolled also reduces the SAM value by one for each hit.

29.9 The helicopter rule obviously suffered from too much use of the alcohol rule when I wrote it. Here is a correction for you for all Divisional helicopters (Corps/Army helicopters activate through the Air Support procedure):

Off-board helicopters are treated like white striped units and activate when their division chit is pulled. On-map helicopters activate like no-striped units and activate when any formation chit of their division is pulled.

When you activate a helicopter, it may move an unlimited number of hexes, and then at any time, perform one fire action. After completing the fire action, it then returns to its

base (either on-map or off) by moving till it reaches either its on-map base or exits off the map edge.

SAMs fire once at Helicopters either when they first enter the map or, if based on-map, when they activate.

Helicopters may be Opportunity fired normally as they move and may be seen normally (as any ground moving unit) for Opportunity Fire. When they perform a fire action, they can be seen in their hex regardless of LOS Blocking terrain. Think of it "popping up" to take a shot. If the helicopter fires an ATGM, perform possible Op Fire as per the rules. Otherwise, normal Op Fire is allowed as the Helicopter leaves the firing hex after firing – and then it resumes moving and can be seen as if it was a ground unit.

Hellfire

Helicopters attack normally and in the hex from which they fire, they can see over all blocking terrain in while in the hex from which they are attacking.

Off-map helicopters leave the map on the same map edge they enter. On-map helicopters return to their hex on which they are based.

Helicopters may change from off-board to on-board and vice versa using one activation.

Downed pilots scatter just like aircraft pilots. Roll a D6 for direction and a D10 for distance in the hex in which the helicopter is shot down.

Scenario Book

Scenario 1: The Soviet Setup lists the Eng/243G twice. Delete one of these and substitute the AT/243G in the setup.

Scenario 3: The Cup: the 11th Cavalry Chit is not added to The Cup in this scenario.

Scenario 3: the LDR 1Tk/247G should be setup in hex 10.08.

Scenario 4 – the V Corps Chit is placed in the cup at the 1100 turn (per the reinforcement schedule)

Scenario 4 – the last sentence of the "Chits" section is a bit mangled. It should just say "The Soviet player draws from The Cup to determine the first chit in play after the 11th Cav has completed all of his pre-game moves."

Questions and Answers

Q: After the “free” 11th Cav chit comes out of the cup and is eligible for purchase, may I purchase it more than once?

Nope – you may only purchase it once more.

Q: X Weapon system wasn’t deployed until X date. Why is it available for use on August 1, 1985?

This game shares a coherent alternate future with my associated family of games called “The Doomsday Project”. In this alternate future, it is not assumed that all is exactly the same as reality until August 1, 1985 – in fact, things start changing years earlier in this reality. With the rise in tensions, I have assumed acceleration of deployment of some weapons systems as might have happened in a world with increased tension.

Q: Some units are set up in the pictures in the scenario book illegally. Like a tracked unit in column but in a city hex. How are these to be setup?

You may choose to set up in either mode (column or deployed) but the setup must be legal. So a tracked unit would have to setup in Column in a city hex.

Q: What’s the purpose of the wrench on the M88 unit?

No game purpose is served by these symbols. I reserve the right for more sophisticated optional engineer rules down the road.

Q: Are Refugee markers moving in Column?

Yes, they are always in column.

Q: What can I see through with Observation Posts?

You can see through all hexes that would normally block because of their terrain type (blocked LOS as listed on the TEC). You still cannot see through LOS blocks as listed in case 7.1.2 (as these are situational blocks that depend on each unit’s position).

Q: Does the effect of a Barrage apply immediately? Does the Barrage value changes impact on the result of the fire that created it?

Yes, it does.

Q: "You may strike the hex or a Hard Target with any type of fire you wish to use":

1) Does this mean the Strike aircraft could choose between Small Arms, High Explosive, Armor Piercing, or Indirect Fire?

Q: Do you subtract half the defense value only for Nuclear Attacks, or for any Ground Support attack? What if the Hard Target has a positive defense value, shouldn't that get doubled?

You subtract half the defense value of a target in both Nuclear attacks and for Ground attacks. Yes, double the defense value if the defense value is positive.

Q: Do the West German Border markers stay in place throughout the scenario?

Yes, they do. The Soviet Player cannot eliminate these.

Q: The rules specify the Soviet player can place a Refugee marker if a Soviet Unit is within 3-hexes of a Town/City hex. However, if a Soviet Unit is right on top of a Town hex, could he place a Refugee marker in the same hex as the Soviet Unit? The Refugee Elimination rules specify that if a Soviet Unit enters a hex with a Refugee that marker is removed (and gives VPs to NATO), however in the above case the Soviet didn't enter such a hex. In other words, is the mere presence of a Soviet Unit enough to eliminate a Refugee marker, or is it the act of entering such a hex required?

You must enter the hex. Refugee placement on a Soviet Unit is allowed.

Q: If no Foxhole is present in a hex, would an Engineer Unit first have to spend an action building a Foxhole before building a Trench? Or could an Engineer build a Trench from scratch?

Engineers can also build foxholes. There must be a Foxhole in a hex to build a Trench.

Q: Can Attached Formations detach and join another Formation?

Nope. Once attached, it stays attached.

Q: When may I buy Chits and spend Dispatch and Direct Commands.

You may spend Dispatch Points and Direct Commands from a division when any Units of that division are in play (being in reinforcement hexes counts, being in Off-Board boxes for Helicopters does not count).