

Paper Wars #102 Santiago Campaign Official Errata

1. The Defensive Fire Table should be named, "Fire and Defensive Fire Table". Use this table for both Fire and Defensive Fire combat. There is no Defensive Fire Phase, only use defensive fire by the defender prior to Shock Phase combat.

Each side's ground combat units have the option to Fire in their Fire Combat Phase at adjacent units. Attacking one enemy combat unit per phase. No defending unit can be attacked more than once in this phase.

2. Also, in the rulebook at the bottom of 9.1 In General, states, "It is not allowed to attack one enemy occupied hex more than once per player turn". Make this "once per player phase".

Each side's combat units can optionally attack once in the Fire Combat Phase and the Shock Combat Phase. Naval Gunfire Support (9.7) is still the same, attacking with five combat factors per Shock Combat Phase.