

The Little Land Errata (10 Oct 2019)

Counters

There are several counters that are leg movement but unfortunately have black movement allowances. These are leg movement units in all ways. If the Unit has a movement allowance of 5, and it is written in black, it is a Leg movement unit.

Rulebook

Sequence of Play, Step C, iv) case b...this is an artifact from previous games. There is no Air Game subroutine to perform at this point.

4.0 (Omission) The Romanian Division is treated as a Soviet Division for all fatigue purposes, i.e., can't buy Formation Chits if its TQ is at 2 or less; it can't buy its Division Chit if at 1 or less and its TQ goes up if at 4 fatigue or less.

The Fire Example on Page 17 got a bit jumbled when the rules got formatted. Here is how it should read:

The Soviet player wants to take a shot at the Germans in hex 26.25. As the German player has both hard and soft targets in the hex, the Soviet player can fire at either the hex or at a specific hard target. Let's see how to do both. First, fire at the hex:

He adds up his fire strength and applies any modifiers: The Unit conducting the fire will be the 2/323 Unit. His fire strength is 4. This is his fire action for this activation. The 3 and 4 companies in the hex will also add their fire and add an additional 2 more to the fire strength (this is a fire action for both of these units as well). The total strength is now 6. The Soviet player can also add any Support Weapons in the hex and chooses to add the HMG for 2 more...now the total is 8. The AT Rifle would not add any value but would change the fire power to armor piercing – but this is not effective when firing at the hex. The AT Rifle will come in handy when we fire at a hard target – we'll see this in action when we fire at a hard target in the hex.

The Soviet player has a leader in the hex – that's +1 more as well. Lastly, the Soviet player will declare that this is a concentrated fire – and +1 is added to the total. We end up at 10 as a modified fire strength. This exceeds the maximum on the chart (8 being the highest) but we

haven't applied any defensive modifiers yet. The German defense modifies the Soviet fire as follows:

The Germans are in a city hex – that gives a -3 against the Soviet fire. The 10 is now a 7. As the fire is against a hex, we have to choose a defending Unit. As there are any deployed Units in the hex, the defending player may choose the Unit to use for defense modifier. He chooses the 5./13/vH (a Panzer with a defense strength of -1. The Soviet fire is now 6. The Soviets are firing at a hex and there are hard targets present subtracts another 2. The final Soviet fire strength is 4 (small arms).

We roll a die and get a 4 – a 2DG/R result. A 2DG marker is placed in the hex and the German must check for rout. Note that you check for rout after you have performed all other results from the fire – so the 2 DG effect of -1TQ will count towards the rout check. The von Hake TQ is 6 – we'll need that...and from that 6, we subtract 1 for the 2 DG but add one for the * on the R – the German must roll a 6 or less to pass the rout check. Lastly, the target Unit must be chosen. If there are any Units in column, the attacking player may choose the Unit – if all are deployed, the defender may choose the target Unit. If the target Unit chosen has a defense modifier, that would be applied now. In this case, there is a Unit in column, the 5./13/vH Unit. With its +2 defense, the Soviet player picks this Unit to be the target. The German player must now roll a 4 or less to pass the rout check. If he passes it, there is no further effect. If he fails it, the chosen Unit routs (and is placed on the owning Division Display) and the hex is now pinned.*

Let's see what happens when firing at a hard target. In this case, the Soviet player fires at the 5./13/vH Panzers. Hard target with a defense strength of +2. We could have the same total as above (10) but firing as small arms (not the best type to fire at a hard target). We could use the AT Rifle instead of the HMG. This would make the Firepower only 8 – but does convert the fire to Armor Piercing. The German gets the -3 for the city but the defense of the target gives back 2 of those. The final modified strength is 7 and the Soviet is rolling on the Hard Target side of the CRT as a blue firepower (armor piercing). The Soviet rolls a 4, 5, 6, or 7, the German tank will be eliminated. A roll of 0-3 will result in a rout check...8 or 9 is a miss.

8.5.1 (Clarification) Breakdown number is what's on the counter – it is not always 7.

11.0 (Omission) Only Deployed Engineers can build trenches. Engineers is missing from the text.

17.0 should say all **Direct** Fire ratings are reduced by 1 (as per the CRT). Night does not reduce Indirect Fire by 1 during Night turns. Rain does reduce indirect fire values by 1.

Scenario book

(Omission) The Romanian Division starts with 2 Command and 2 Dispatch Points at the start of Scenario 4.

Errata for The Little Land setup for scenario:
Soviets:

- (missing) All Support Weapons that belong to a formation are freely setup on Units of their Formation if they start or are placed in the Available SW box if arriving as a reinforcement.
- (missing) All Transport assets are placed in the Transport Pool when the owning Division is in play (on the map or in a Reinforcement box).
- (missing) Soviet 155 Bde HQ and leader go in 38.24 (scenario 3 and 4)
- (missing) The 229 HQ is setup in hex 12.01 (Scenario 4)
- (missing) Soviet 3rd Corps HQ and leader go in 40.19 (scenario 3 and 4)
- (missing) RE/3 (3rd Corps) goes in 40.19
- (correction) Soviet Marine 325 Shore should start in 38.36 and 524 Shore should start in 39.35 (scenario 2 and 4)
- (Correction) There are two HW/4/255s listed in the reinforcements on Page 6 – the second one listed should be HW/322/255 (Scenario 2)

Germans:

- (error) the four 4./229 companies listed in scenario 1 and 2 for February 5, Night 1 reinforcement should be 1., 2., 3., and 4./220 companies.
- (missing) Romanian 20./10 should be in hex 10.24 (scenarios 1 and 4)
- (missing) Romanian 1./38 should be in hex 02.28 (scenarios 1 and 4)
- (missing) German 1., 2./305/198 should be in hex 22.20 (scenario 4)
- (missing) German 1./13/803 should be in hex 24.21 (scenario 4)
- (missing) 1./66/vH, 2./66/vH and 6./13/vH go in Reinforcement Group 2 (scenario 4)