Module 1 Errata:
Note: All changes, additions and clarifications are noted in blue.

Charts & Tables

Game Track: Sniper Random Event: Change to read: “One randomly selected non-hidden platoon leader suffers a casualty.”
Combat Table: Change the Assault DRM for Envelopment from 1 to 2 as it is on the Envelopment marker.

Rules

10.4.5.1 Overrun Procedure Step 1: Change the Exception to read: “If the overrunning vehicle is a halftrack carrying an infantry unit with a SADM ≥ 1.”

11.3.3b Suppressed Firer: Change second sentence to read: “SADM markers affect non-vehicular and carrier units only.”

11.4.6 Mortar Fire Procedure Clarification for steps 7 and 8:
7. For each accuracy die roll ≥ 7, refer to the Mortar Fire Action Table for the MV listed in the primary hex column for the specified mortar type and apply all applicable die roll modifiers to the MV to determine the net DRM. Place a numerically equivalent MDRM marker, or Smoke marker if Smoke, in the primary impact hex.
8. For each accuracy die roll of 1-6, refer to the Mortar Fire Impact Diagram on the sector containing the primary impact hex to determine the location of each secondary impact hex. [Note: If the primary impact hex straddles two sectors, the firing player must designate which Mortar Fire Impact Diagram is to be used prior to the accuracy die roll]. Refer to the Mortar Fire Action Table for the MV listed in the secondary hex column for the specified mortar type and apply all applicable die roll modifiers to the MV to determine the net DRM. Place a numerically equivalent MDRM marker, or Smoke marker if Smoke, in the secondary impact hex.

11.4.11 High Explosives (HE) and Smoke: Change third sentence to read: “HE and Smoke markers landing in a water hex are immediately removed unless the hex contains a shore line (i.e., beach, river bank, lake shore).”

12.3.7a Change to second sentence to read: “Any mounted towed gun is destroyed unless the anti-tank fire was from a MG.”

13.1 Conducting Assaults: Change the third sentence to read: “Platoon leaders and LATW sections that are not disrupted or regrouping, may assault provided they either enter the assault hex with a friendly infantry squad or section, or if there is a friendly combat unit of the same platoon in the assault hex at the time of entry.”

13.6.3 Retreat: DELETE e) A unit may not retreat into a hex from which it was assaulted.

13.6.3.3 Retreating Adjacent to an Enemy Occupied Hex: add c) The hex entered is an Urban hex.

17.9b Clarification: Change to read: “If the hidden unit is within three hexes of an enemy unit during step c of the marker adjustment phase occurring immediately after the opposing player's call for reaction.”

Missions

Mission 2.0: The sector number shown is incorrect. It should be sector 10 instead of 11.

Mission 4.0:
   a) Mission Objective Clarification: The mission ends if at the end of the game turn a player controls 5 of the 7 Mission Objective Points (MOP), or a player exceeds his Casualty Differential Limit, or the Time Lapse is ≥ 32 minutes.
   b) Victory Level Clarification: The player wins if at the end of any game turn he controls 5 of the 7 possible MOP. Otherwise it is a draw.
   c) DELETE MSR 2.

Mission 5.0: Mission Objective Clarification: Mission ends if at the end of the game turn there are no German tanks south of the river or within 2 hexes and LOS of hexes D6, D11 and G2, or it ends when one side exceeds its Casualty Differential Limit, or when the Final Score is ≥ 36.

Mission 11.0: Change the number of bazookas in the American Force from 4 to 3.

Mission 12.0: German Force Clarification: The 7.5cm AT guns listed and the PaK 40 AT counters are one and the same.

Counters

US Mortar Section Counters: Spotter and corresponding target marker for company “A” should have a red circle and company “B” a white circle. This also applies to the Mortar platoon as well.