

Errata and Clarifications—September 13, 2017

[The below will also be addressed in the Living Rules to come]

Rules

Ignore all references to "Asset Holding Card." All Assets are tracked on the Command Display.

There are no longer any "Saved Commands" counters for the various HQs and CO Staff. This was intentional.

As long as the CO HQ has the BN TAC Radio/Phone, and the BN HQ is off map, they are in communication with one another (NOTE: if using the phone to communicate with the BN HQ, there must be a legal phone line connection between the CO HQ and the Staging Area).

Briefing Books (BB):

The Normandy OOB should have a note connected to the mention of the SCR536 that states, "Field Phones may be used in lieu of the SCR536 Radio." Also, the "Phone Lines" line in the Assets column should point to a note that states, "Only if Field Phones are chosen."

The Normandy OOB has no value for experience for several units (specifically the mortar teams, the MGs, and the bazookas). Each of these is Line experience.

The Normandy OOB has a column that simply says, "Mission." It should read "Ammo per Mission."

The Normandy OOB is missing a superscript "C" attached to the Mortars entry. The idea is that you must choose before each mission whether you are taking the Mortar section (the three-step H-rated one), or the three Mortar teams (the one-step G!-rated ones).

The Normandy OOB Radio/Phone assignments are correct. If you choose the Mortar teams instead of the section, it is up to you where that Radio/phone goes. You may give it to one of those teams, or (my preference) to 1stSGT.

The Normandy OOB list an "M2 .50cal HMG Team" denoted as "1/HMG." Use the **tripod** 1/1 HMG team (the one with the yellow arrow over the VOF rating).

Each UH-M Gunship counter represents a two aircraft section. Rules section 7.1.2 explains this clearly.

Naktong OOB: there are no longer 1/W/1, 1/W/2, or 1/W/3 (this last one incorrectly noted also as 1/W/2 in BB2. Also, the "2/W/2" bazooka in the 3rd platoon should be "2/W/3") Bazooka units in the OOB. Ben made changes to this based on further research since 1st edition. As a result, you have only a single bazooka team per platoon (rather than 2 each in 1st edition).

The US Army MG units (Korea) designated 2/W/1, 2/W/2, 2/W/3 incorrectly have M16s printed on their Fire Team sides. The ratings are correct, however, so there is no effect on play.

The Example of Play starting on page 40 of BB2 shows 8 phone lines. The correct number is 4.

The Example of Play in BB2 shows 2 HC Smoke canisters and 2 WP canisters. The correct number is 4 of each, as stated in the Normandy OOB. Also, the same graphic shows two Runners. Runners can be created during play (4.2.1f, g, and h; 4.3.2), but you do not start with any.

Player Aid Cards

On the Enemy Activity Check Hierarchies, on the "Enemy Offensive Activity Check Hierarchy" table. The first item says, "Pinned not under cover on a US-occupied card." Delete "Pinned," since if the unit was pinned, it would use the LAT/Pinned chart instead.