

CLARIFICATIONS

This section clarifies issues that have arisen in current compilations and intelligence briefings. These books may also have changes to their warriors, special rules, and arsenals in addition to the clarifications noted here. In particular, note that many guns between 100mm and 128mm have gained the Breakthrough Guns special rule, some unarmoured self-propelled guns have gained the Gun Shields special rule, and US armoured anti-aircraft half-tracks no longer have the Awkward Layout special rule, although their weapons are now rated as guns rather than machine-guns.

RED BEAR

PEREDOVOYE OTRYAD (PAGE 76)

A Peredovoye Otryad should be a Mechanised Company, not a Tank Company.

RAZVEDKI ANTI-TANK COMPANY (PAGE 81)

The 76mm ZIS-3 anti-tank gun should be shown with four crew.

INOMAROCHNIKIY TANKOVY COMPANY (PAGE 126)

The points value for 6 M4 76mm (M4A2 Sherman) tanks should be 545 points.

ARSENAL (PAGES 148 TO 151)

The entry labelled Mark VIII (Valentine VIII) should be Mark III (Valentine VIII). The Tachanka has the characteristics shown on page 88. The Captured Sd Kfz 250 half-track has the characteristics shown on page 89. The 122mm A-19 obr 1931/37 gun should have a bombardment range of 96"/240cm. The Maksim HMG Nest and 45mm obr 1942 Nest have the characteristics shown on page 89.

AK MACHINE-GUN COMPANY (PAGE 167)

The choices should be 6 MG42 or Ckm wz.30 and 3 MG42 or Ckm wz.30.

ARSENAL (PAGE 170)

The 10.5cm leFH18 howitzer should have a bombardment range of 72"/180cm.

PUSCASI ANTI-TANK COMPANY (PAGE 194)

The TAC 37mm should read TAC 37 45mm.



STALIN'S EUROPE, RIVER OF HEROES, HAMMER AND SICKLE, AND STALIN'S ONSLAUGHT

Due to the major changes to Hen and Chicks in Version 3 these books are no longer valid for tournament use.

GREY WOLF

FALLSCHIRMJÄGER PLATOON (PAGE 33)

The option should read: Replace Command Rifle/MG team with a Command Panzerknacker SMG team for +5 points or with a Command Panzerfaust SMG team for +10 points.

SS-FREIWILLIGEN-PANZERGRENADIERKOMPANIE (PAGE 38),

SS-PANZERKAMPFGRUPPE (PAGE 108),

SS-PANZERGRENADIERKAMPFGRUPPE (PAGE 110)

The second sentence of the organisation box should start: "Your Company HQ, Combat, Weapons, and Support platoons must be...".

SPERRVERBAND (PAGE 95)

The rule box under the Sperrverband HQ is incorrect. The correct rule is shown on page 33.

STRONGPOINTS (PAGES 158 TO 159)

All Field Strongpoints, Street Strongpoints, and Gun Positions must be attached to a platoon.



GEPAZERTE SS-PANZERPIONIER PLATOON (PAGE 177)

This platoon is missing the rule box saying: A Gepanzerte SS-Panzerpionier Platoon may use the Mounted Assault special rule.

ARSENAL (PAGES 192 TO 193)

The first entry labelled Panzer III OP should read Panzer II OP. The 10cm leFH14/19 (p) howitzers of the Heavy Artillery Car should have Smoke on their direct fire line. The armoured train's Panzer 38(t) tank should be a Panzer 38(t) S tank. The Sd Kfz 10/5 (2cm), Sd Kfz 7/1 (Quad 2cm) and Sd Kfz 7/2 (3.7cm) should all have a gun shield.

PIONEERI PLATOON (PAGE 251)

The second option should read: Replace all Pioneer Rifle teams in Pioneeri Squads with Pioneer SMG teams for +10 points per Pioneeri Squad.

TURNING TIDE

CARRIER PLATOON (PAGE 48), SCOUT PLATOON (PAGE 104), LORRIED CARRIER PLATOON (PAGE 111)

Each Scout or Carrier Patrol operates as a separate platoon for all purposes.


COMMANDO HQ (PAGE 66)

PIAT Rifle teams in the Commando HQ should be PIAT teams.

COMMANDO COMPANY (PAGE 66)

Each Commando Section operates as a separate platoon for all purposes. You may only replace rifle teams with flame-throwers in one section in one Commando Company in the entire Commando.

SAR RECCE PLATOON (PAGE 98)

Ignore the rule box starting 'Recce Patrols operate...'.


NAVAL GUNFIRE SUPPORT (PAGE 119)

The rule should read: If you have Naval Gunfire Support, your force will field an Observer Rifle team that can spot for an artillery battery of four Confident Trained Naval Guns with no Staff team. The guns are not deployed on the table, but have the range to hit any target on the table.

ARSENAL (PAGE 125)

The Churchill Crocodile should not have Semi-indirect Fire. A Churchill AVRE has a Hull MG. The Humber LRC III has Front Armour 0.

BRITISH NATIONAL RULES (PAGES 128 TO 129)

The British national rules in the rulebook replace those shown here.

AIRBORNE DIVISIONAL RECON PLATOON (PAGE 147)

Recon and Support Sections operate as separate platoons for all purposes.

899TH TANK DESTROYER PLATOON (PAGE 149), TASK FORCE TANK DESTROYER PLATOON (PAGE 228), TANK DESTROYER PLATOON (PAGE 231)

Replace the Command Carbine team and Jeep with a .50 cal Recon Jeep and each other Carbine team and M20 utility with an M20 scout car. The jeep and scout cars form the Security Section. The characteristics for these are on page 21.

MACHINE-GUN PLATOON (PAGE 174)

A Machine-gun Platoon can Combat attach to Rifle Platoons (on page 219).

CAVALRY RECON PLATOON (PAGE 178), TASK FORCE CAVALRY RECON PLATOON (PAGE 227)

Cavalry Recon Patrols operate as separate platoons for all purposes.

RANGER COMPANY (PAGE 188)

Each Ranger Platoon operates as a separate platoon for all purposes.

ARMORED ANTI-TANK PLATOON (PAGE 208)

The cost for 2 Gun Sections for the 2nd Armored Division should be 80 points.

COMPANY HQ (PAGE 211, 227)

The M8 armoured cars of the Company HQ are Recce teams.

ARMORED RECON PLATOON (PAGE 211)

Armoured Recon Patrols operate as separate platoons for all purposes. An Armoured Recon Patrol is a Reconnaissance Platoon.

TOWED TANK DESTROYER PLATOON (PAGE 230)

The Command Carbine team is part of the Tank Destroyer Section. Replace the Jeep with .50 cal AA MG with a Command .50 cal Recon Jeep and each other Carbine team and Jeep with a Recon Jeep. These jeeps form the Security Section.

CORPS FIELD ARTILLERY BATTERY (PAGE 232)

The first rule box should read: You may not field a Corps Field Artillery Battery (155mm) unless you are fielding a Field Artillery Battery or Corps Field Artillery Battery with at least as many M2A1 105mm howitzers.

NAVAL GUNFIRE SUPPORT (PAGE 119)

The rule should read: If you have Naval Gunfire Support, your force will field an Observer Carbine team that can spot for an artillery battery of four Confident Trained Naval Guns with no Staff team. The guns are not deployed on the table, but have the range to hit any target on the table.

ARSENAL (PAGES 237 TO 239)

M2 37mm half-track has a Passenger-fired .50 cal AA MG and the 37mm is hull mounted.

US NATIONAL RULES (PAGES 240 TO 241)

The US national rules in the rulebook replace those shown here.

EARTH AND STEEL

FORTIFICATIONS (PAGES 32 TO 37)

The Fortifications rules in the rulebook replace those shown here.

PANZERPIONIERKOMPANIE HQ (PAGE 67)

The option should read: Replace Command SMG teams with Command Panzerfaust SMG teams for +10 points per team.

PANZERPIONIER PLATOON (PAGE 67)

The first option should read: Replace Command Pioneer MG team with Command Pioneer Panzerfaust SMG team for +10 points.

LUFTWAFFE PIONIER PLATOON (PAGE 86)

The first option should read: Replace Command Pioneer Rifle team with Command Pioneer Panzerknacker SMG team for +5 points.

SCHWERE PANZER PIONEER PLATOON (PAGE 92), PANZER LEHR PIONEER PLATOON (PAGE 100), SS-PANZER PIONEER PLATOON (153)

The option should read: Replace all Maultier half-tracks with Sd Kfz 251/7 (Pioneer) half-tracks for +10 points per half-track.

PANZERGRENADIER LEHR ANTI-AIRCRAFT PLATOON (PAGE 106)

The platoon is equipped with armoured Sd Kfz 10/5 (2cm) half-tracks. These have Front, Side, and Top armour ratings of 0.

SS-PANZER ANTI-AIRCRAFT GUN PLATOON (PAGE 152)

Any Sd Kfz 7/1 (Quad 2cm) half-tracks equipping the platoon is equipped with armoured half-tracks. These have Front, Side, and Top armour ratings of 0.

ARSENAL (PAGES 206 TO 209)

The range for the 2cm FlaK38 (V) on the Panzer IV chassis should be 16"/40cm, not 17"/40cm. The Sd Kfz 250 (Recce) and Sd Kfz 251/1 (Stuka) half-tracks should both have a Hull MG and an AA MG. The Jagdpanther should be called a Jagdpanther (early) to distinguish it from the later production model which wasn't Unreliable.

SPECIAL RULES (PAGES 210 TO 213)

The national special rules in the rulebook replace those shown here. The Armoured Car Patrols rule becomes: Panzerspäh Patrols operate as separate platoons, each with their own command team.



HELL'S HIGHWAY

GUARDS RECCE PATROL (PAGE 18)

The option should read: Arm any or all Stuart tanks with AA MG for + 5 points per tank.

SQUADRON HQ (PAGE 31)

The second option should read: Arm any or all Staghound armoured cars with AA MG for + 5 points per tank.

HEAVY ARMoured CAR PLATOON (PAGE 32)

The platoon choice should read 2 AEC II and 1 Daimler Dingo.

FIELD BATTERY, ROYAL ARTILLERY (PAGE 34). FIELD BATTERY (SP), ROYAL ARTILLERY (PAGE 35). MEDIUM BATTERY, ROYAL ARTILLERY (PAGE 36)

Each Gun Troop operates as a separate platoon for all purposes. The Command team and the Staff team from the HQ Troop must be attached to Gun troops at the start of the game (see Independent Command on page 248 of the rulebook).

AIR OBSERVATION POST (PAGES 39, 49)

The Air Observation Post rules on page 139 of the rulebook replace the Liaison Aircraft, Anti-aircraft Fire, and Air Observation Post rules. The US AOP does not use the Column Security special rule.

PARACHUTE RIFLE COMPANY (PAGE 42)

Your company may only have support options from either the 82nd Support Platoons or the 101st Support Platoons section, but not both.

PARACHUTE RIFLE PLATOON (PAGE 43)

The Mortar Squad is included in all platoons along with the HQ Section.

FALLSCHIRMJÄGERKOMPANIE (PAGE 64)

Your company may only have support options from either the 3. FJ Division Support Platoons or the 6. FJ Division Support Platoons section, but not both.



A BRIDGE TOO FAR

AIRLANDING LIGHT BATTERY (PAGE 27)

Each Gun Troop operates as a separate platoon for all purposes. The Command team and the Staff team from the HQ Troop must be attached to Gun troops at the start of the game (see Independent Command on page 248 of the rulebook).

REINFORCED TRUCK (PAGE 48)

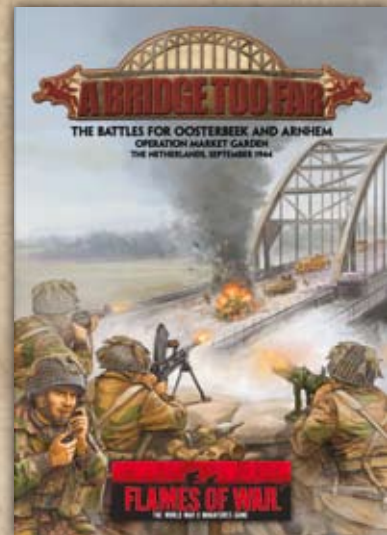
The rule box should read: If a Reinforced Truck is hit, Infantry teams carried as passengers survive their Passenger Save on a roll of 3+.

GRENADIER COMPANY (PAGE 66)

The first option in both types of company should read: Replace any or all Command Rifle teams with Command Panzerknacker Rifle teams for +5 points per team.

ARSENAL (PAGE 76)

The Königstiger (Henschel) should not be Unreliable. The M5 37mm gun of the Humber IV is not Self-defence Anti-aircraft.



DOGS AND DEVILS

ARMORED CANNON PLATOON (PAGE 18)

The Armored Cannon Platoon can be used with the Under Command rule on page 240 of the rulebook.

SSF CANNON PLATOON (PAGE 26)

The rule box should read: If an M3 75mm/81mm mortar GMC moved in the Movement Step, it may only fire its M1897 75mm gun or its .50 cal AA MG. If it has not moved, it may fire either of these weapons or its 81mm mortar.

AIR OBSERVATION POST (PAGE 27)

The Air Observation Post rules on page 139 of the rulebook replace the Liaison Aircraft, Anti-aircraft Fire, and Air Observation Post rules.

FIELD ARTILLERY BATTERY (PAGE 28)

The first rule box should read: You may not field a Field Artillery Battery equipped with M1 155mm howitzers unless you are also fielding a Field Artillery Battery or Parachute Field Artillery Battery with at least as many M2A1 105mm howitzers.

ARSENAL (PAGES 38 TO 39)

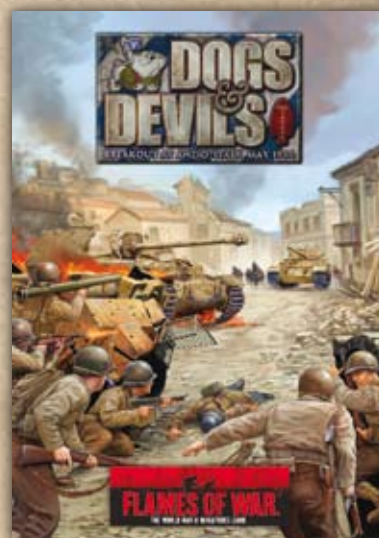
The M5 3in gun should have a Firepower rating of 6 when firing bombardments and should be labelled M5 3in gun (artillery). The M1 90mm gun is a Heavy Anti-aircraft Gun.

HG HEAVY PANZERSPÄH PATROL (PAGE 61)

Each Panzerspäh Patrol operates as a separate platoon for all purposes.

PARACADUTISTI PLATOON (PAGE 71)

The third sentence of the rule box should read: Roll a Motivation test, if the test is successful, the platoon may move another 4"/10cm, otherwise the platoon cannot move this step.



CASSINO

FORTIFICATIONS (PAGES 53 TO 56)

The fortifications rules in the rulebook replace those shown here.

ANTI-TANK PLATOON (PAGE 72)

The second option should read: Add Jeep with .50 cal AA MG and 1½-ton trucks for +10 points for the platoon.

CAVALRY ANTI-TANK PLATOON (PAGE 79)

Replace each Carbine team and its associated Jeep with one Recon Jeep. The Command Recon Jeep has a .50 cal AA MG.

AIR OBSERVATION POST (PAGE 81)

The Air Observation Post rules on page 139 of the rulebook replace the Liaison Aircraft, Anti-aircraft Fire, and Air Observation Post rules.

ARMORED RECON PLATOON (PAGE 85)

CAVALRY RECON PLATOON (PAGE 85)

Armored and Cavalry Recon Patrols operate as separate platoons for all purposes.

HEAVY ANTI-AIRCRAFT ARTILLERY PLATOON (PAGE 90)

Ignore this platoon entry as it cannot be taken by any force in this book.

FIELD BATTERY, ROYAL ARTILLERY (PAGE 107). MEDIUM BATTERY, ROYAL ARTILLERY (PAGE 108)

Each Gun Troop operates as a separate platoon for all purposes. The Command team and the Staff team from the HQ Troop must be attached to Gun troops at the start of the game (see Independent Command on page 248 of the rulebook).

