

BOOK CORRECTIONS

OCTOBER 2017

This document notes a few glitches that have been noted in various Intelligence Briefings. Please note that this is an on-going project. To help players who have read earlier versions of Book Corrections, new material is marked with a line in the left margin. — Phil Yates, Game Designer



THE ALLIED INVASION OF FRANCE JUNE-SEPTEMBER 1944

The Assault Company does not appear to have the ability to field the Assault Anti-tank Platoon, Royal Artillery from page 66.

It should be an option in the Anti-tank box at the bottom of the first Support column along with the Assault Anti-tank Platoon (SP), Royal Artillery and the Corps Anti-tank Platoon (SP), Royal Artillery.

Can Major Currie arm his Sherman tank with a .50 cal AA MG?

Yes he can for +5 points, the same as the Company Command tank he replaces.

The Armoured Car Support Platoon on page 115 has the Inns of Court more expensive than the Household Cavalry. Is that right?

No. The points for the Household Cavalry and the Inns of Court should be swapped.

Should the Tank Recce Platoon on page 126 be a Reconnaissance Platoon giving it Scout and Spearhead?

Yes it should.

The Airborne Engineer Platoon on page 184 says 'Add Bazooka teams'. The diagram shows Pioneer Bazooka teams. Which is it?

They are just Bazooka teams. They are not Pioneer teams.

The Glider Engineer Combat Platoon on page 191 says 'Add Bazooka teams to HQ Section and Operating Squads'. What about the Weapons Squad?

It should read 'Add Bazooka teams to HQ Section, Operating Squads, and Weapons Squad'.

The points for 4 M4 or M4A1 Sherman tanks for the Fourth Division on page 269 appear to be wrong.

The points should be 335, not 235.

The Towed Tank Destroyer Platoon diagram on page 289 shows M5 3in gun (late), should it just be M5 3in gun?

Yes, as everywhere else in the book.

The M3 75mm GMC is shown without a machine-gun. Is this correct?

No. It has an .50 cal AA MG fitted.

The 3 RTR — Desert Veterans rule on page 100 allows an 11th Armoured Division Motor Company to have a Veteran Armoured Platoon as support. The 4th King's Shropshire Light Infantry spent a lot of time working with 3 RTR, but cannot do this as they are Lorried Rifle Companies.

While Overlord does not allow this combination, it is a worthwhile option. As a new variant on the Lorried Rifle Company on page 104, you may apply the 3 RTR — Desert Veterans rule to the Lorried Rifle Company.

Naval Gunfire Support has various sizes of battery. Does this change under the latest rules?

All Naval Gunfire Support is now a 4-gun battery..



THE GERMAN DEFENCE OF FRANCE JUNE-SEPTEMBER 1944

Why does the 716. Divisional Anti-tank Gun Platoon not appear in any company diagrams?

These guns were the ones in the Sword Wiederstand Nest on page 29. The entry was accidentally left in the book.

The 21. Gepanzerte Multiple Mortar Platoon on page 59 has a Command SMG team and a Command U304(f) half-track. Which is the actual command team?

As a Gun Unit, the Command team is a Redundant team and is removed. One of the S307(f) Reihenwerfer half-track.

Should an SS-Panzerspähkompanie be able to field a Heavy SS-Panzerspäh Platoon?

Yes. It should be an option in the first box, along with the Half-tracked, Light, and Puma SS-Panzerspäh Platoons.

Should the command team of a Gepanzerte Panzergrenadier Lehr Platoon be an SMG team as shown or MG team as suggested by the first option?

It should be an MG team.

A Gepanzerte Panzergrenadier Lehr Platoon can remove its half-tracks without having Field Fortifications. Why is this?

All of the infantry in the Panzer Lehr Division was mounted in armoured half-tracks. As the Normandy terrain was often unsuited for half-tracks, they sometimes left them to the rear, even when attacking as they had no motorised Panzergrenadiere to use in these situations.

A Gepanzerte Panzergrenadier Heavy Platoon and an Armoured SS-Heavy Platoon can remove its half-tracks if the company has Field Fortifications. However, the only way to get Field Fortifications is to take them in place of the heavy platoon, so how can I ever remove the half-tracks?

You can't. We got a little carried away when we included the option.

The Gepanzerte Panzerpionier Platoon on page 117 may remove its half-tracks if it has Field Fortifications. Does this remove all of the half-tracks, even those upgraded to Stuka zu Fuss and the command half-track?

Yes, they are all removed.

The Motorised Heavy Artillery Battery on page 128 has the same points for two and four s10cm K18 guns for the 2nd and 9th Panzer Divisions. What should it be?

Two guns should be 180 points.

The Schwere SS-Panzerkompanie on page 172 has Panzer Platoon listed twice in its first Support box. Should this be a Panzer Platoon and a Panther Platoon?

Yes it should.

The SS-Panzer Anti-aircraft Gun Platoon on page 186 does not have numbers for how many 2cm FlaK38(V) on a Panzer IV anti-aircraft tanks you get for the points.

You get 3 for 185 points and 2 for 125 points.

Should the SS-Panzergrenadierkompanie on page 196 have an Armoured SS-Anti-tank Gun Platoon or a Light SS-Anti-tank Gun Platoon as a Weapons platoon?

It should be a Light SS-Anti-tank Gun Platoon.

The S307(f) Reihenwerfer has Mortar Battery as one of its notes. What does this mean as it is also described as a Rocket Launcher? If it is a rocket launcher, should it not count as two weapons firing as it has 16 tubes like the Katyusha?

Mortar Battery was a reference to the rule on page 59 that states that they are rocket launchers, but the heading got left out.

As for counting as two weapons firing, yes it should be that way.

The 7.5cm KwK35(f) gun on the Panzer B-2 740(f) (Char B-1) has a Range of 16"/40cm and can fire on the move. Is this correct?

No. It has Range 24"/60cm and Awkward Layout.

The Range for the 2cm KwK38 gun on the Panzer II L Luchs armoured car is given as 16"/60cm on page 233. What should it be?

It should be 16"/40cm.

The 2cm Flakvierling 38 anti-aircraft gun is listed as Light. Shouldn't it be Immobile?

Yes it should be Immobile.

Why is the 7.62cm FK288(r) rated as a Heavy gun when the 76mm ZIS-3 gun is rated as a Medium gun.

Most of the guns in use were actually 76mm FK297(r), the 76mm obr 1939 gun. At the time Atlantik Wall was written, the ZIS-3 was the closest model we could suggest to represent it.

The 10cm leFH14/19 (t) howitzer is listed as having a Smoke Bombardment, but no direct-fire smoke. Which is correct?

This weapon did not have a smoke shell, so should not have a Smoke Bombardment.

Is the 8.8cm FlaK36 Nest rated as Anti-aircraft or Heavy Anti-aircraft?

It is rated as Heavy Anti-aircraft, the same as all other 8.8cm FlaK36 guns.

The 12.2cm FH396(r) howitzers seem to have different characteristics from 122mm howitzers. Is this correct?

No. The 122mm obr 1938 howitzer should be Anti-tank 7.

The Sd Kfz 251/17 (2cm) half-track has ROF 3. In other books it is shown as 4. Which is correct?

It should be ROF 4. Also these vehicles have can fire at full ROF against Aircraft.

What are the characteristics of an HMG Nest?

HMG Nest: Range 24"/60cm, ROF 6, Anti-tank 2, Firepower 6, ROF 3 when Pinned Down.



The Airborne Engineer Platoon on page 70 says 'Add Bazooka teams'. The diagram shows Pioneer Bazooka teams. Which is it?

They are just Bazooka teams. They are not Pioneer teams.

Is the Inns of Court Armoured Car Platoon supposed to be a Reconnaissance Platoon with Spearhead and Scout?

Yes it is.

Should the Canadian Motor Platoon (on page 157) really pay +15 points per Motor Squad for Ram Kangaroo armoured personnel carriers?

Like the Rifle Platoon, it should be +15 points for the entire platoon.

How many Ram Kangaroos does the Canadian Motor Platoon get? Does the HQ Section have its own Kangaroo?
The platoon has three Ram Kangaroos at full strength. The HQ Section rides with one of the Motor Squads.

How is the optional .50 cal MG on the Ram Kangaroo mounted?
It is hull mounted.

What are the characteristics of the Humber IV and Otter LRC I armoured cars?
*Humber IV: Wheeled, Front 1, Side 0, Top 0, Co-ax MG.
M6 37mm gun: Range 24:160cm, ROF 2, Anti-tank 7, Firepower 4+.*

*Otter LRC I: Jeep, Front 0, Side 0, Top 0, AA MG.
Boys anti-tank rifle: Range 16:140cm, ROF 2, Anti-tank 4, Firepower 5+, Hull mounted.*

Should the PIAT Battery Carrier count as two weapons firing like the Katyusha as it has 14 PIAT projectors?
Yes it should.

Naval Gunfire Support has various sizes of battery. Does this change under the latest rules?
All Naval Gunfire Support is now a 4-gun battery.



Where can Panzerfaust Trap teams be placed using the Panzerfaust Ambush rules? It says they can be in any terrain feature. Does this allow them to be placed on roads or hills, or behind walls?

Terrain features are basically things placed on the table, as opposed to the basic table, so, yes, you can placed them on roads and hills. It also makes sense to place them behind walls and other linear obstacles since they can't actually be on them.

Can I place my Panzerfaust Trap team in my opponent's Movement Steps?
No. The rule refers to any of your own Movement Steps only.

Tank Pits are now the same as Tank Turret Bunkers (see the Rulebook Update at the end of this document), are Euling's dug-in assault guns also Tank Turret Bunkers now?
Yes. Euling's Dig In the Assault Guns rule on page 57 is replaced with:

Before deployment, you may choose to place all Jagdpanzer IV assault guns from an SS-tank-Hunter Platoon (see page 136) in Assault Gun Pits as Tank Turret Bunkers.

These Bunkers have a Field of Fire of 180 degrees to the front of the model and may fire both their main gun and their hull machine-gun at the same time.

Can SS-Hauptsturmführer Viktor Graebner make a Spearhead move using the Graebner's Gamble special rule?
Yes he can.

The Sd Kfz 251/1 D (Stuka) half-track is listed as a Transport, but has no passengers to carry. Shouldn't it be a Tank team?
Yes it should be listed as a Tank team, not a Transport team.

What are the characteristics of the Captured Humber IV armoured car an Captured Humber scout car?
*Humber IV: Wheeled, Front 1, Side 0, Top 0, Co-ax MG.
M6 37mm gun: Range 24:160cm, ROF 2, Anti-tank 7, Firepower 4+.*

Humber Scout Car: Jeep, Front 1, Side 0, Top 0, AA MG.



Should the Tank Destroyer Platoon on page 39 be a Reconnaissance Platoon?
No. It is a Tank Destroyer Platoon.

Can the Engineer Combat Platoon on page 91 have half-tracks for the ones in the armoured divisions?
Yes. They may replace all 2½-ton dump trucks with M3 half-tracks for +5 points per half-track.

Can I upgrade my Cavalry Recon Platoon jeeps (page 97) with an extra Hull MG?
Yes. You may equip any or all Jeeps with a Hull MG for +5 points per jeep.

What are the correct points for the Armoured Platoon on page 171?
They are 425 points for 2 Sherman V and 2 Firefly IC, 375 points for 3 Sherman V and 1 Firefly IC, or 295 points for 2 Sherman V and 1 Firefly IC.

Can I field Daimler armoured cars and Dingo scout cars instead of Humbers in my Recce Platoon (page 202) as I can in other books?
Yes. A Recce Patrol with 3 Daimler I and 2 Daimler Dingo costs 175 points.



How many points are the trucks for the SS-Panzerpionier Platoon on page 57?

Add trucks to the platoon for +5 points.

The SS-Aufklärungs Mortar Platoon on page 71 seems to be pointed too high for its rating.

Correct. The points should be 3 Mortar Sections for 220 points, 2 Mortar Sections for 155 points, or 1 Mortar Section for 85 points.

The diagram for the Panzergrenadier Tank-hunter Platoon on page 197 shows four tanks, but you can only get three in the points section. How many can I have?

You may have three.

The points for the SS option for the Panzer IV/70 in this platoon are different from earlier in the book. What should they be?

3 Panzer IV/70 for 390 points. 2 Panzer IV/70 for 260 points.



Should the D7 dozer really be unarmoured?

As the model shows, its armoured with Front armour 0, Side armour 0, and Top armour 0.

Can I equip just some of the squads in a 512 Panzer Scout Platoon with half-tracks?

No. It must be all or none.

The Sd Kfz 251/17 (2cm) half-track has ROF 3. In other books it is shown as 4. Which is correct?

It should be ROF 4.



Is it the 15th/17th Hussars or the 15th/19th Hussars?

The 15th/19th Hussars.

The Sd Kfz 251/17 (2cm) half-track has ROF 3. In other books it is shown as 4. Which is correct?

It should be ROF 4.

You can mount your Marine Anti-aircraft 3.7cm FlaK43 guns on Kfz 70 trucks. Aren't they a bit small for such a big gun?

Yep. They should be mounted on Opel trucks (code GE431).

A German company equipped with Infra-red Equipment may make a Night Attack. How much Infra-red equipment must I have to use this rule?

Ideally, you would have as much Infra-red Equipment as you can, but at a minimum, you must have at least one Combat Platoon equipped with Infra-red Equipment to use this rule.



The Tank Riders Company on page 97 and the Motostrelkovy Company on page 99 have 9 figures in each squad, while all of the other SMG teams have 8 figures. Can I use 8 figures?

Yes. All Soviet SMG teams should be 4 figures per team.

Do the Shtraf Companies rules on page 251 of the rulebook apply to the 8ya Otdyelnaya Shtrafnoy Batalon (on page 48)?

No. The Shtrafbat has its own rules.

Both of the Warriors Nevsky (on page 92) and Loza (on page 137) have special rules that say that the Hen and Chicks special rule does not apply to them. What happens if they move and the rest of the company shoots? Can the rest of the company move without them?

If the Warrior moves but the others don't, the rest of the company shoots as stationary. If any of the other tanks do move, you need to revert back to the regular Hen and Chicks rule.

The M10 self-propelled anti-tank gun (on page 134) is only available as a Guards option. Can units other than Guards have M10 support?

Units that are not Guards are able to take Guards M10 self-propelled guns in support in the same way that Guards units can take regular Red Army SU-57 self-propelled guns in support.

A Legkiy Samokhodno-Artilyeriyskiy Polk (Light Self-propelled Artillery Regiment) (on page 106) equipped with SU-76M can be either a Tank Company or a Mechanised Company. When do I make this decision, at the start of each game or when I form the force?

When you form your force you decide once and for all which it will be.

Should the 100mm BS-3 gun have the Volley Fire rule or the Cat Killer rule?

It has the Cat Killer special rule, the same as the SU-100.

The SU-57 is based on the M3 half-track. Does it really have thicker side armour?

No. Its Side armour is 0.

Does a Motorcycle Komissar team really have the MG listed in the arsenal?

No. It has a Pistol.

Can the 45mm obr 1942 Nest use the Volley Fire special rule?

Yes it can.



The SS-Vielfachwerfer Battery on page 171 has Vielfachwerfer auf Maultier rocket launchers. Elsewhere these count as two weapons firing, or four weapons firing if they have Loading Crews. Should these be the same?

Yes. They count as two weapons firing, or four if they have Loading Crews.

The German arsenal has a minor glitch:

The StuG M42 75/18 assault gun is armed with an AA MG in addition to its 7.7cm StuK 75/18 gun.



Should the 100mm BS-3 gun have the Volley Fire rule or the Cat Killer rule?

It has the Cat Killer special rule, the same as the SU-100.



The German arsenal has a few minor glitches:

The StuH42 has Smoke.

A Panzerfaust team has Range 4"/10cm, ROF 1, Anti-tank 12, Firepower 5+, and Tank Assault 6.



The points for the Armoured Regiment on pages 118 and 119 change as follows:

The Regiment HQ points should be:

1 A10 Cruiser Mk II and 1 Light Mk VI B for 130 points.

- Replace 2iC Command Light Mk VI B tank with Light Mk VI C tank for +5 points, A9 Cruiser Mk I tank for +45 points, or A10 Cruiser Mk II tank for +60 points.*
- Add A9 Cruiser Mk I tank for +80 points, A10 Cruiser Mk II for +95 points, Light Mk VI B tank for +35 points, or Light Mk VI C tank for +40 points.*
- Add Light Mk VI B tank for +35 points or Light Mk VI C tank for +40 points.*

The Armoured Company points should be:

HQ Platoon of:

- 2 A13 Cruiser Mk III and 2 A9 Cruiser Mk I CS 235 points*
- 2 A13 Cruiser Mk III and 1 A9 Cruiser Mk I CS 200 points*
- 1 A13 Cruiser Mk III and 2 A9 Cruiser Mk I CS 155 points*

- 1 A13 Cruiser Mk III and 1 A9 Cruiser Mk I CS 120 points
- Replace all A9 Cruiser Mk I CS tanks with Light Mk VI C tanks at no cost.

or HQ Platoon of:

- 2 A9 Cruiser Mk I CS and 1 Light Mk VI C 115 points
- 2 A9 Cruiser Mk I CS 75 points

with Combat Platoons:

- 2 Cruiser and 2 Light Platoons +700 points
- 1 Cruiser and 2 Light Platoons +460 points
- 1 Cruiser and 1 Light Platoon +350 points
- Replace any or all A13 Cruiser Mk III tanks with A13 Mk II Cruiser Mk IV tanks for +20 points per tank.

ARMoured TRAINS

The Armoured Railcar Platoon is a Supporting Tank Platoon. The Assault Car is an Infantry Car that deploys with the Assault Platoon.

MOTORCYCLE RECONNAISSANCE

Motorcycle Reconnaissance teams are Tank teams with the characteristics shown in the Motorcycle Reconnaissance Teams table below.

ARSENALS

The Arsenals have the following changes:

All MG teams have ROF 2 when Pinned Down.

British Vickers, French 8mm mle 1914, German sMG34 and sMG42, and Polish ckm wz.30 HMG teams all have ROF 3 when moving or Pinned Down.

The following weapons now have the Breakthrough Gun special rule (see page 66 of the rulebook):

- British: OQF 4.5" howitzer.
- French: 105 C mle 1935B howitzer, 105 L mle 1913 S gun.

- German: 10cm leFH30(t) howitzer, 10.5cm leFH18 howitzer. The 15cm sIG33 auf Panzer I no longer has the Heavy Infantry Gun special rule.
- Polish: 100mm wz.14/19 howitzer and 105mm wz.29 gun.

The French Autocanon de 75mm and German Sd Kfz 10/5 (2cm) have Gun Shields. The Autocanon de 75mm no longer has the Stabiliser Jacks special rule.

The weapon of the A9 Cruiser Mk I CS should be listed as OQF 3.7" howitzer rather than OQF 3.7" mortar.

An OP Light Mk VI B tank has the same characteristics as a normal Light Mk VI B tank.

25mm SA-34 guns mounted on Lorraine 38L tractors are Tank teams with the following characteristics: Slow Tank, Front 1, Side 0, Top 0, Two AA MG, armed with 25mm SA-34, Range 16"/40cm, ROF 3, Anti-tank 6, Firepower 5+, Hull mounted, No HE, Portee.

15cm sIG33 auf Panzer I has a mobility rating of Slow Tank.

7TP dw and 7TP jw tanks have a mobility rating of Standard Tank.

Taczanka machine-gun wagons are not HMG Carriers. Their machine-guns are hull-rear weapons.

Taczanka machine-gun wagons, cavalry limbers, and cavalry wagons have a mobility rating of Wagon.



The points for the Armoured Regiment on pages 112 to 115 change as follows:

The Regiment HQ points should be:

- 4 A9 Cruiser Mk I 320 points
- 3 A9 Cruiser Mk I 240 points

MOTORCYCLE RECONNAISSANCE TEAMS

Name Weapon	Mobility Range	Front ROF	Side Anti-tank	Top Firepower	Notes
Motorcycle Rifle Rifle	Jeep 16"/40cm	- 1	- 2	- 6	Dismount as Rifle team. Hull mounted.
Motorcycle Rifle/MG MG	Jeep 16"/40cm	- 2	- 2	- 6	Dismount as Rifle/MG team. Hull mounted, Vehicle MG.
Motorcycle MG MG	Jeep 16"/40cm	- 3	- 2	- 6	Dismount as MG team. Hull mounted, Vehicle MG.
Motorcycle SMG SMG	Jeep 4"/10cm	- 3	- 1	- 6	Dismount as SMG team. Hull mounted, Vehicle MG.
Motorcycle VB VB grenade launcher	Jeep 8"/20cm	- 2	- 1	- 4+	Dismount as VB team. Hull mounted, Awkward layout, Can fire over friendly troops.
Motorcycle Light Mortar Light mortar	Jeep 16"/40cm	- 1	- 1	- 4+	Dismount as Light Mortar team. Hull mounted, Awkward layout, Can fire over friendly troops.
Motorcycle HMG MG	Jeep 16"/40cm	- 3	- 2	- 6	Dismount as HMG team. Hull mounted, Vehicle MG.
Motorcycle Anti-tank Rifle British anti-tank rifle German anti-tank rifle	Jeep 16"/40cm 16"/40cm	- 1 1	- 4 4	- 5+ 6	Dismount as Anti-tank Rifle team. Hull mounted, Awkward layout. Hull mounted, Awkward layout.

- 2 A9 Cruiser Mk I 160 points
- Replace any A9 Cruiser Mk I tank with A10 Cruiser Mk IIA tank for +15 points or A13 Cruiser Mk IVA tank for +20 points per tank.

The Heavy Cruiser Armoured Company points should be:

HQ Platoon of:

- 2 A10 Cruiser Mk IIA and 2 A10 Cruiser Mk IIA CS 305 points
- 1 A10 Cruiser Mk IIA and 2 A10 Cruiser Mk IIA CS 210 points

with Combat Platoons with A10 Cruiser Mk IIA tanks:

- 4 Armoured Platoons +1150 points
- 3 Armoured Platoons +860 points
- 2 Armoured Platoons +570 points

The Light Cruiser Armoured Company points should be:

HQ Platoon of:

- 2 A9 Cruiser Mk I and 2 A9 Cruiser Mk I CS 255 points
- 1 A9 Cruiser Mk I and 2 A9 Cruiser Mk I CS 175 points

with Combat Platoons with A9 Cruiser Mk I tanks:

- 4 Armoured Platoons +970 points
- 3 Armoured Platoons +725 points
- 2 Armoured Platoons +480 points

The Light Armoured Company points should be:

HQ Platoon of:

- 4 Light Mk VI B 145 points
- 3 Light Mk VI B 110 points

with Combat Platoons with Light Mk VI B tanks:

- 4 Armoured Platoons +440 points
- 3 Armoured Platoons +330 points
- 2 Armoured Platoons +220 points

The points for the Crusader Armoured Squadron on pages 116 to 117 change as follows:

The Crusader Armoured Squadron HQ points should be:

- 2 Cruiser Mk VI Crusader and 2 Cruiser Mk VI Crusader CS 455 points
- 1 Cruiser Mk VI Crusader and 2 Cruiser Mk VI Crusader CS 335 points

The Crusader Armoured Platoon points should be:

- 3 Cruiser Mk VI Crusader 360 points

The Heavy Armoured Platoon points should be:

- 3 A10 Cruiser Mk IIA 285 points

MOTORCYCLE RECONNAISSANCE

Motorcycle Reconnaissance teams are Tank teams with the characteristics shown in the Motorcycle Reconnaissance Teams table on the previous page.

Italian motorcycles may not remount after Dismounting, and have the Awkward Layout special rule.

The Raiders' Trucks rule remains, so raiding trucks are still mounted singly on a base.

ARSENALS

All MG teams have ROF 2 when Pinned Down.

The following weapons now have the Breakthrough Gun special rule (see page 66 of the rulebook):

- British: OQF 4.5" howitzer.
- German: 10.5cm leFH18 howitzer.
- Italian 100/17 howitzer, and 102/35 and 105/28 guns.

The British 2 pdr portee, Bofors 37mm portee, and German Sd Kfz 10/5 (2cm) all have Gun Shields.

The guns on British Bofors 37mm and 47/32 portees are hull-rear weapons.

The Italian L3/35 Lanciafiamme flame-tank has a Hull MG.

The Stützpunkt 5cm Nest is a Tobruk Pit.



FRENCH FORCES

The diagram for the Vichy Anti-tank Gun Platoon on page 108 should show 4 crew (not 5) for the 75mm mle 1897 in the anti-tank role.

The Colonial 75mm Artillery battery on page 110 is rated Confident Trained as shown in the diagram, not Confident Veteran as written.

PACK MULES

Pack Mules are Transport teams that move as Man-Pack Gun speeds.

DESERT FORTS

All compulsory Combat platoons in a Force with a Desert Fort are must be deployed in the Desert Fort. A Force with a Desert Fort will always be the Defender in any mission.

LRDG PATROL

The option to add an extra hull-mounted MG to any or all Chev trucks in an LRDG Patrol applies to all vehicles in the patrol, not just Chev trucks.

The arsenal entry for Vickers 0.5" MG should be Vickers 0.5" AA MG.

COMPAGNIA AUTOSAHARIANA

The extra AA MG should not be Passenger-fired as the vehicles are Tank teams and do not carry Passengers.

103A COMPAGNIA ARDITI CAMIONETTISTI

The Pioneer Assault Training rule should refer to dismounted SMG teams rather than dismounted Rifle/MG teams.

ARSENALS

The following changes are needed in the arsenals.

All MG teams have ROF 2 when Pinned Down.

The German 7.5cm LG40 has a Turntable.

The following weapons now have the Breakthrough Gun special rule (see page 66 of the rulebook):

- *French: 105 L mle 1913 S gun.*
- *German: 10.5cm leFH18 howitzer.*
- *Greek 105mm Schneider M1925 gun.*
- *Italian 100/17 howitzer, and 102/35 and 105/28 guns.*

The British 2 pdr portee, Bofors 37mm SP, French Autocanon de 75mm, German Sd Kfz 10/5 (2cm) all have Gun Shields. The Autocanon de 75mm no longer has the Stabiliser Jacks special rule.

The guns on British Bofors 37mm and 47/32 portees, and the Bofors 37mm SP, Italian AS37 da 47/32 trucks are hull-rear weapons.

The French Laffly S15TOE does not have a 37mm SA-18 gun. Its only armament is an MG.

German Captured Crusader tanks have ROF 3.

The Italian L3/35 Lanciafiamme flame-tank has a Hull MG.

MOTORCYCLE RECONNAISSANCE

Motorcycle Reconnaissance teams are Tank teams with the characteristics shown in the Motorcycle Reconnaissance Teams table shown previously.

Greek motorcycles may not remount after Dismounting, and have the Awkward Layout special rule.

The Raiders' Trucks rule remains, so raiding trucks are still mounted singly on a base.

ADDITIONAL QUESTIONS

If I use the Interdiction Raids in Missions with Reserves rule (on page 125), I can make my opponent ignore a successful Reserves roll. If they were rolling three or more dice, but only got one success, does the At Least One Platoon Arrives rule kick in?

If after the effects of the Interdiction Raids, you are left with zero successes, the At Least One Platoon Arrives rule kicks in (it is triggered by the presence of zero successes), so you get a single reserve.

The advantage of Interdiction Raids is that it reduces the likelihood of early reserves and reduces the likelihood of multiple reserves later. However, it can't permanently stall the reserves.

The Brandenburger Halbkompagnie (on page 164) is a Mid-war force that has a Gebirgsjäger Infanterie Platoon as a support option. The Gebirgsjäger Infanterie Platoon is part of an Early War force. Can I take it and what is its points value?

Infantry platoons don't change points much across periods. Since the Brandenburgers were supported by a Gebirgsjäger unit that was virtually identical to the Early War one (and worth the same points value), referencing them avoids double-ups.

Can a Mid-war Compagnie de Tirailleurs Sénégalais (on page 154) take a Free French Anti-tank Gun Platoon as support?

Yes it can. The points value is the same as the Early-war platoon as the points value of the guns does not increase across the two periods.

How does the Luftlandesturmkompanie HQ (on page 79) arrive on the table if they don't have a glider?

They walk on. This option is for forces that are not using gliders.

Can a glider platoon make a glider assault (on page 85) if they are held in Reserves?

No, they must arrive by glider in the first turn, otherwise they arrive on foot.

In the Cauldron mission, the defender has the first turn. As the gliders don't land until their first turn, do they count as being on the table in the defender's first turn?

No they do not count as being on the table until it actually arrives. It is still counted when working out which platoons need to be held off the table in Reserve.

Does all Terrain cause a Glider to crash?

No. Only Difficult and Impassable Terrain cause it to crash.

What if it hits an Obstacle like a Barbed Wire Entanglement?

Treat it as terrain that causes the Glider to crash.

What happens if a glider slides off the table?

The best idea is to use Landing Off the Table from the Parachute Landings rules on page 83.

Can a Fallschirmjäger platoon recover its containers at the start of the opponent's turn?

No. They recover them at the start of their own turn.

Rising Sun

RUSSIA'S WARS WITH JAPAN AND FINLAND 1939-1940

ADDITIONAL QUESTIONS

Does a platoon that has drawn on its Seishin have to assault with all of its teams, or can some voluntarily stay out of the assault?

The soldiers are trying to commit suicide to atone for their failure, not make a tactical attack, so yes, all of the teams that can assault must do so.

The Fire Bursts rule mentions two-gun batteries. Does that mean the rule doesn't apply to batteries that are down to one gun?

No. The rule applies to all of the 'two-gun batteries' in the book, even after they have taken losses and been reduced to a single gun.

The Soviet Gun teams don't have Volley Fire shown in the arsenal. Do they still have the Volley Fire rule.

Yes they do. In addition, the BT-7A and SU-12 self-propelled guns also use the Volley Fire special rule.

The Type 92 105mm gun has a different range in Banzai. What is the correct range?

The Type 92 105mm gun has a Range of 32"/80cm.



How can a Kradschützenkompanie (page 24) have a Heavy Artillery Battery?

Since they only have one artillery battery, and need to have a Light Artillery Battery before they can have a Heavy Artillery Battery, they can't.

Can I only have six Panhard 178(f) armoured cars?

You may take Light Panzerspäh Platoons equipped with Panhard 178(f) armoured cars in place of Mixed and Heavy Panzerspäh Platoons, as long as all of your armoured cars are Panhard 178(f).

What are the correct points for a Light Panzerspäh Platoon with 3 Panhard 178(f) armoured cars?

3 Panhard 178(f) armoured cars are 135 points.

How do I get the SS version of the Panzerpionier Platoon (page 38)?

This platoon is only available to Heer units. Use the Pioneer Platoon (page 32).

The 15cm sFH18 guns of the SS version of the Heavy Artillery Battery (page 38) seem rather cheap. What is the correct cost?

4 15cm sFH18 guns cost 540 points.

2 15cm sFH18 guns cost 280 points.

Can a Flammpanzer II shoot at different platoons with each of its flame-throwers?

No. They must both target the same platoon.

Are German Pioneer teams supposed to be Tank Assault 4 in this book? They are Tank Assault 3 elsewhere.

Yes they are. The Germans discovered the need for their infantry to be able to assault tanks when they faced the T-34 and KV-1. Their pioneers responded by developing new and better anti-tank techniques.

Can I get just one KV-2 tank in my KV Tankovy Company (page 61)?

Yes. The limit on replacing KV-1 tanks with KV-2 tanks should be 'any or all' rather than 'up to half'.

Is the Tank Destruction Company (page 76) limited to Guards forces?

No. It should not have any symbol above its points column, but is rated as Fearless Conscript.

What about the Self-propelled Anti-tank Company (page 77)?

Likewise, It should not have any symbol above its points column, but is rated as Fearless Conscript.

Can a Militia Strelkovy Batalon have a Flame-thrower Platoon?

No. The Flame-thrower Platoon does not have an option with the Militia symbol.

Does the German Motorcycle Light Mortar team have Smoke ammunition.

No. It should not have Smoke in the arsenal.