

## **ERRATA & CLARIFICATIONS:**

### **FANATIC PACK #1**

FE 1: A Victory for Early Polish Armor: Use French FT-17 for the additional required Polish tanks.

FE 3: The Border Forts: Prisoners are worth 0 DVP.

FE 6: Cavalry Charge at Mussino: Regardless of the picture on the scenario card, neither side gets winter cammouflage

FE 8: Soebang Serenade: Add 1 x228 to the board 38 Japanese Setup Group. Exchange the Light Trucks in the Dutch OOB for Medium Trucks. The M-H IIIAC are Allied Minor Vehicle Note 29. Use the British vehicle counter for the additional vehicle required. The VCL M1936 is Allied Minor Vehicle Note 25 and the CTLS-4 is the Allied Minor Vehicle Note 26. The Lt\_MTR in the Dutch OOB is the 50mm version and does not enter dm.

FE 9: Blackforce Counterattack: Add "...from infantry..." after FP in the Victory Conditions.

Q. SSR 2 says, "Place Ford counters in 40AA4, 40AA3, 40BB3, 40BB4." Per B20.8, Fords are places in Gully/\_Stream\_ hexes. A Water Obstacle like on board 40 does not have Fords, but can have Fordable hexes [B21.4, B21.41]. Fordable hexes are not enterable by vehicles, and require all MF plus hazardous movement. Is this what was intended by SSR 2?  
A. Yes, a Fordable Hex.

FE 11: Italian Winter: Boresighting is NA. The T-34 747(r) is the German designation for the captured T-34 in German service.

From Stewart Thain "I have one question - more of a clarification really. In FE11 "Italian Winter", SSR 5 states that the German units are SS. The orbat listing has (SS) against the 838s and (g) against the 447s. Now, my assumption from the SSR is that the 447s are also SS and have a broken morale of 8, correct?  
Answer 447's are SS.

FE 12: Once More Into the Breach: In Russian Setup Change 4F to 4FF

The Optional Rules included on the rear of the cover sheet are optional and are not required for use in any of the Fanatic Pack scenarios. These rules were NOT used in the playtesting for these scenarios.

### **FANATIC PACK #2**

FE 17: Philippine Scouts at Mabatang: Delete one crew from the Japanese OOB.

FE 20: Collission Course: Germans Move First.

### **BATTLIN' BASTARDS OF BATAAN PACK CLARIFICATION**

FE31: Plenty of Time to Rest when Your Dead: SSR1 says that PTO is in effect (Exc: roads exist and are one lane). Does you also intend to have the bridges exist? We played yes. What is a one-lane road? We couldn't locate it, so we played it like a one lane bridge.  
A: Bridges does exist. Handle a one-lane road as a one-lane bridge.

FE 30: Trail #2: Change Overlay B1 location to 43O9.

### **FANATIC PACK #3**

FE41: Northern Lights: Rotate North Arrow 90 degrees.

### **LENINGRAD PACK**

FE 62: Uncle Joe's Fury: The BT-2A is a tank similar to the BT-5 for game purposes with a 37L MA. Use BT-5 counters with a 37L MA, B12 and no CMG.

FE 63: Our Land: The BT-2B is a tank similar to the BT-5 for game purposes with a 4FP MG MA. Use BT-5 counters with a 4FP MA with two CMG. One CMG is coincident with the MA while the second covers the TCA 45 degrees clockwise from the MA. Both CMG are 4 FP MG's.

The BT-2A and the BT-2B are scheduled to be released with Armies of Oblivion.

FE 70 Worker's Settlement No. 8: Add the following SSR:  
SSR 4: No more than one German MMC may setup per hex and all German units must setup in concealment terrain. The Germans have limited movement capability. Prior to each German Player Turn, the German player rolls a dr. That dr plus the Game Turn # are the number of German MMC that may move that Turn. There is no restriction against routs or advances.

FE 77: Stalin's Revenge: The Russians enter on/between 32I10 and 32P3. The 2nd coordinate for the overlay is the facing of the building.

### **BLITZKRIEG PACK**

FE 94: Krushed at Kuraissa: The Greek AT Guns are the Bofors version.