

SoS rules wording issues - Nick Gladstone

For what it's worth, my own copy of the latest rules includes the following handwritten corrections/clarifications:

- Rule 7.4 – Surely the second paragraph should read: “On a bad weather turn, units in clear hexes may only be seen and revealed by opposing units within 4 hexes with a clear LOS to that hex”.
- Rule 8.71 – 2 words inserted so the rule begins: “Motorized, **motorcycle, cavalry** and armored engineer...”
- Rule 9.43 – last sentence, one extra word; “...are considered **combat** units for this purpose.”
- Rule 9.55 – Delete the final sentence in brackets.
- Rule 9.601 – 4 words added to first sentence – “Units not being attacked may fire defensively at **attacking** enemy units on clear **and balka** hexes **only**...”
- Same rule – last sentence – replace ‘and’ with ‘or’ - “Enemy units that are hidden **or** not attacking...”
- I have a clarification alongside Rules 9.601 and 9.602 which says “Units performing DF under these rules do not combine their DF with units in the attacked hex.”
- The Play Note under Rule 9.602 in my rulebook is linked to the Note under Rule 9.64 to reinforce the point that an ‘attack’ marker requires that the attacking force includes at least one adjacent non-pinned infantry-type unit.
- Rule 9.72 – Regimental integrity – add two words – “a) if four or more German infantry units or Soviet Guards **or Marine** infantry units that belong to the same regiment...”
- Rule 9.82, second bullet – add two words – “When an armored **or vehicular** unit is used...”
- Same rule – seventh bullet –delete the word ‘other’.
- Rule 9.85 Advance After Combat - add seven words and two commas – “If the attack eliminates, **or removes by forcing the retreat of**, all enemy units in the target hex...”
- Rule 9.88 Retreat After Combat – last sentence – “Restrictions on retreat...” delete ‘9.88’ and insert ‘9.87’.
- Rule 9.114 – I have deleted the reference to removing “Pinned” markers at the beginning of Phase 9. If they come off then, why not also at the beginning of Phase 2?
- Rule 14.11 – (This is a clarification) – add three words in brackets at the end of first sentence: “...they may not use their AF in their side’s next Attack or Exploit Attack Phase **(whichever comes first)**.”
- Rule 14.12 –first sentence - add two words in brackets “IF artillery units **(except mortars)** used for opportunity fire...”
- Rule 14.25 – Spotting Ranges - I have inserted the following preamble in my rules – “Note that on a Bad Weather turn (see 15.53) apply Rule 7.4 to visibility ranges for all purposes”.
- Rule 14.26 – First bullet point – the reference to “units’ should be removed. Only terrain, not units, can block LOS.
- Rule 14.35 – Second sentence rewritten as follows: “That division’s OP unit may then spot for these independent IF artillery battalions with a -1 benefit” (delete) “and any other part of that division may spot for these independent IF artillery battalions with a DRM of zero (see Spotting Table)” (delete and replace with “as part of its command”).

- Note below Rule 14.35 – replace the words “...without penalty (DRM = 0)” with the words “...as part of its command”.
- Rule 14.37 – alter exactly as Note below Rule 14.35 (above).
- 14.38 – add three words to second sentence as follows: “They are considered to be part of the chain of command of every German OP unit and leader unit **for spotting purposes.**”
Delete final sentence completely.
- Rule 14.52 – first word of line 3 “hexes” should be “boxes”. (Do you still have East Bank Boxes in SoS4, or are IF units set up in East bank hexes?).
- Rule 15.53 – Add the following at the end of the rule – “Apply Rule 7.4 to visibility ranges for all purposes”.
- Rule 16.2 Mine Dogs – Cases should be numbered 16.21 – 16.26 not 16.11 – 16.16
- Rule 16.72 – Add the following sentence at the end of the Rule - “The eliminated tank unit cannot be ‘Guards’ unless no other is available”.
- Rule 18.5 - Presumably these rules only apply to those scenarios in which the leaders would have no option but be within the part of the map that is in play.