

CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73) for S&T Games #31 (*Flying Circus*), #32 (*Borodino*), #33 (*Winter War*), #34 (*Armageddon*), #35 (*Year of the Rat*), #36 (*Destruction of Army Group Center*).

#31 (*Flying Circus*)

As a result of post-publication playtesting and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

EXAMPLES OF PLAY

Combat

The aircraft in the example is moving at a speed of "8" and has a "B" Turn Mode. It has a Fixed, Forward firing machinegun. At the end of its Movement Phase, it is calculated that it has had the target in its Field of Fire during the expenditure of its last four Movement Points and therefore has fulfilled the Sighting requirements and may shoot at the target (at a range of two hexes). Note that if it had been moving at a speed of "4" it would not be able to fulfill the sighting requirements and would not be able to shoot at the target even though the target was within range and in the Field of Fire.

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TRENCH STRAFING SCENARIOS

(leave first paragraph as is)

These scenarios are won by one Player accumulating more Victory Points than his opponent. The designated strafing Player receives three Victory Points for each successful strafing, and three Victory Points for each Enemy aircraft shot down. The Player defending against the strafers receives five Victory Points for each strafing aircraft shot down. The Player with more Victory Points is the victor. If the same number, the game is a draw. The Strafing Player chooses a starting altitude and moves first. The Defending Player's aircraft begin at the same or lower altitude than the Strafing Player. The nationality of the Strafing Player is indicated by the title of the given Scenario.

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#32 (*Borodino*)

ZONES OF CONTROL, CASE I

(I) Zones of Control do extend into and out of Woods/Road hexes even through hexsides through which movement is restricted. Thus a unit in a Woods/Road hex may attack and may be attacked by adjacent Enemy units even through a non-road hexside. In such instances, however, Advance after Combat option may not be exercised except along roads.

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ARTILLERY, CASE H

(H) Artillery units attacking across Ford and Bridge hexsides, or River hexsides, do *not* have their combat strength halved.

ARTILLERY, CASE C

When an attack fails, bombarding artillery (i.e., attacking from two hexes distant) suffer no ill effects: they are never destroyed or retreated as a result of their own failed attacks. Artillery units attacking from an adjacent position and in an Enemy Zone of Control must suffer all the

combat results of their attacks. Bombarding Artillery units may voluntarily elect to suffer an "Attacker Retreat" combat result. When cooperating with other, non-artillery units, these other units always suffer all combat results, no matter what the distance of the attacking artillery.

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COMBAT

Explanation of Combat Results

EX = Exchange. The defending unit(s) is eliminated and the attacking unit(s) suffer a loss AT LEAST equal (in terms of Strength Points) to that of the defender. Only those attacking units which participated in that particular attack are subject to this equal exchange of Strength Points. This will sometimes cause the Attacker to lose more Strength Points than the Defender. Both side's losses are immediately removed from the map. In the case of a doubled Defender, the Attacker loses Strength Points equal to the printed (undoubled) Defender's strength.

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REDOUBTS, CASE I

(I) When attacking a Russian occupied redoubt, the intrinsic strength of the redoubt is added to the Combat Strength of the defending unit to produce a combined Defense Strength. Redoubts may only be attacked by themselves when no Russian unit is in occupation. When a Russian occupied redoubt attacks a single Enemy unit, the intrinsic redoubt strength is added to the occupying unit's Combat Strength to produce a combined Attack Strength. A redoubt and a Russian occupant unit may attack differing Enemy units, in which case their Combat Strengths are not combined.

REDOUBTS, CASE J

(leave first paragraph as is)

If a French unit enters a redoubt, the redoubt loses its Zone of Control and its intrinsic Combat Strength until the French unit is either retreated or eliminated. During this period the redoubt may not attack and exerts no Zone of Control. If at the end of any Russian Player-Turn, there is a French unit in a redoubt hex, that redoubt is considered destroyed. Place a Destroyed marker on that hex to indicate this. Thereafter, the redoubt hex is treated as a normal clear terrain hex. If recaptured by the Russian Player after being destroyed by a French unit, the redoubt is still considered destroyed. Once destroyed, this effect is permanent. (Exception: see Night Movement rule for Grand Battle Game).

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SCENARIOS

Grand Battle Game -

The September 5th Special Rules restricting Russian movement are in effect during the Grand Battle Game until the end of the September 5th 1900 (8th) Russian Player-Turn. Beginning on the next Russian Player-Turn the September 5th Special Rules are ignored for the remainder of the Grand Battle Game.

During the first eight Game-Turns of the September 5th and Grand Battle Games, while the special rules restricting Russian movement north of the Great Redoubt are in effect, if a French unit attacks a Russian unit north of the Great Redoubt, the Russian unit is automatically released and is free to move in any direction for the remainder of the game. Russian units freed due to French attacks are not counted against the normal release of one Russian unit per Game-Turn.

In all four scenarios reinforcements are placed on their respective entry hexes as called for on the Reinforcement Chart. Placing entering units on the proper entry hex requires no expenditure of Movement Points. If enemy units are in occupation of Friendly reinforcement entry hexes at the time such reinforcements are called for on the Reinforcement Chart these reinforcements enter on the nearest map-edge hex not in an Enemy Zone of Control.

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The Imperial Guard Rules do *not* apply to the following units:

French:

Italian Guards	7-4
Hessian Guard/Legion of the Vistula	6-4

Russian:

1 Moscow Militia	3-3
2 Moscow Militia	3-3

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COUNTER-MIX DISCREPANCIES

Note: The Russian 27th Division appears in the September 5th and the Grand Battle Game with a Combat Strength of five (5), while in September 6th and 7th scenarios the same unit has a Combat Strength of three (3). This is representative of the unit's losses during the actual encounter on September 5th. Two units have been included in the counter mix to allow for this discrepancy.

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#33 (*Winter War*)

VICTORY CONDITIONS

Note: If the Finns occupy Leningrad they score and immediate automatic victory as Finnish occupation of Leningrad isolates all Soviet units and prevents the introduction of any Soviet reinforcements.

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REINFORCEMENT CHART

Under Finnish Game-Turn #8, the Finnish quota for 2-2-3 cavalry brigades should be one (1) instead of two (2).

On Finnish Game-Turn #8 there should be included a 2-2-3 Infantry Regiment.

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COUNTER-MIX DISCREPANCIES

There is one extra Finnish 1-1-3 Infantry Battalion that is not to be used in the game.

There is one extra Russian 20-12-2 Infantry Corps that is not to be used in the game.