

# QUADRIGAME ERRATA

(as of 19 Sept. '76)

As a result of post-publication playtesting, the following errata and addenda have been assembled to clarify and correct the various errors and ambiguities in the game components of **Blue & Gray**, **Modern Battles**, **Napoleon at War**, **Island War**, **Blue & Gray II**, and **Westwall**. The errata follow the sequence of the various rules folders.

## BLUE AND GRAY Standard Rules

[9.0] (CLARIFICATION) A unit is doubled on defense as long as all **adjacent** attacking units attack across ford or bridge hexsides. The participation of non-adjacent units has no effect on this. A unit being attacked solely by artillery is doubled as long as the line of sight of the artillery fire crosses a ford or bridge hexside, a creek hexside, or an impassible hex.

## Antietam

[14.2] (CORRECTION) Rodes brigade should be deployed in hex 1214 (not 1114).

[17.2] (OMISSION) CONFEDERATE DECISIVE VICTORY: 1 to 1.5 or less.

## Cemetery Hill

[15.51] (CORRECTION) All references to hex 2212 should be to hex 2112. All references to hex 2221 should be to hex 2120.

[15.52] (CORRECTION) All references to hex 2201 should be to hex 2101.

## Chickamauga

[16.1] (CORRECTION) Either Player may exit his units from the map via hexes 0101 and 0111.

[17.31] (CORRECTION) The Confederate Player must be able to trace a road from hex 0101 or 0111 for a Line of Communications.

## MODERN BATTLES Golan

[12.12] (CLARIFICATION) The additional Movement Point cost for the anti-tank ditch on Game-Turns 1 and 2 is **not** negated by roads and trails running through the hexside.

[20.12] (CLARIFICATION) The Israeli Player deploys his units first.

[20.13] (CORRECTION) Only 1 (3-5-8) should be included in the Syrian Reserve.

## Mukden

[11.0] (CORRECTION) All references to mountain hexes should be to **rough** hexes. Note also that a unit with a Movement Allowance of four or less must expend two additional Movement Points to cross a river hexside.

[14.13] (CLARIFICATION) This is the only time during the Game-Turn that the Chinese Player may voluntarily create Guerillas.

[14.14] (ADDITION) Guerillas are also formed from Chinese units destroyed by nuclear weapons.

[16.21] (CLARIFICATION) City hexes are considered road hexes for purposes of supply.

[19.1] (CLARIFICATION) The effect of anti-tank units is computed at the instant of combat. Therefore, an anti-tank unit may be eliminated before that combat is resolved.

## NAPOLEON AT WAR Battle of Nations

[15.52] (CORRECTION) The following units should appear on Game-Turn Three on hex 2915 (not hex 0125): 11-4 (1Gd); 11-4 (2Gd).

The following units should appear on Game-Turn Twelve on hex 0108 (not hex 2901): 8-4 (21); 7-4 (24); 7-4 (26); 7-4 (27).

## ISLAND WAR Standard Rules

[5.13] (CLARIFICATION) During any Friendly Movement Phase a unit may always move one hex, regardless of the number of Movement Points it has to expend, except when prohibited from exiting a hex by the rules concerning Enemy Zones of Control.

[7.21] (CLARIFICATION) Barraging Artillery and/or Ground Support Points **do** fulfill the requirement of attacking Enemy units in Friendly Zones of Control. However, when adjacent to an Enemy unit, Artillery units must still participate in an attack against an adjacent Enemy unit(s).

[7.62] (OMISSION) ● = no result. All units remain in place.

[9.11] (CLARIFICATION) Ground Support Points may be used for Barrage **and** FPF in the same Game-Turn.

**Counter Mix** (CLARIFICATION) In **Leyte**, all U.S. units are Army units. In **Bloody Ridge**, **Okinawa**, and **Saipan** the light green U.S. units are **Marines**; the dark olive units are **Army** units.

## Bloody Ridge

[13.2] (OMISSION) If any hex of Henderson Field is occupied by a Japanese unit, the U.S. Player immediately **loses** his Ground Support Points. The Points are returned to the U.S. Player on the Game-Turn following that in which all the hexes of Henderson Field are reoccupied by U.S. units.

[14.0] (CORRECTION) The Japanese Player wins by occupying any two (or more) hexes of Henderson Field with any of his units at the end of **any two consecutive** Japanese Combat Phases.

[15.2] (CLARIFICATION) There are two Japanese units (1/230, 2/230) listed in the Scenario II Initial Deployment which are not listed on the Turn Record/Reinforcement Track, nor are they included in the counter mix. They **should** be included in the game, but **not** in the Initial Deployment for the Scenario. Instead, they appear as reinforcements on Game-Turn 21. Use any eliminated Japanese (2-2-10) infantry units or simply make them up from the blank counters.

## Leyte

[12.2] (CORRECTION) Reinforcements listed as arriving at "0001" may enter the map in any hex whose **last two digits** are "01" (the Western mapedge anywhere from hex 1001 northwards to hex 2901, inclusive). Note that the U.S. reinforcements scheduled to arrive on Nov. 3 (3-2-5 only), Nov. 18 and Nov. 27 are **incorrectly** listed as appearing at "0100". They should appear at "0001," (as should the Japanese units on Game-Turn 20).

[15.31] (CLARIFICATION) Only the East and North Beach hexes are active in the American Assault and Mountain Barrier Scenarios. All Beach hexes are active in the Final Collapse Scenario.

[16.14] (OMISSION) The U.S. Player receives 5 Points for the occupation of each hex listed.

[18.1] (CHANGE) GAME-TURN TWO: Units scheduled to enter on (S) Beach hexes should instead enter on (E) Beach hexes.

**Turn Record/Reinforcement Track** (CORRECTION) **Oct. 22:** U.S., 5-5-5s entering on (E) Beach hexes are infantry units; **Oct. 30:** U.S. 5-5-5 is an infantry unit; **Nov. 3:** Japanese 4-6-5 should be "x 3".

**Counter Mix** (DELETION) The U.S. 304 Artillery Battalion (2-3-5/1-4) does not appear in the game.

**Map** (OMISSION) The town of **Limon** is in hex 2503.

## Okinawa

[12.2] (CLARIFICATION) U.S. units entering the game by invasion are simply placed in any vacant clear terrain coastal hex. Such units do not count towards the six unit U.S. limit outlined in (14.14).

[18.12] (CLARIFICATION) The town of Yonabaru referred to in this deployment is composed of hexes 1912, 2012, and 2013. It should not be confused with another town also named Yonabaru, in hex 2310. The '1-2-5/1-6' unit deploying anywhere south of the Primary Line should be a 1-2-15/1-6.

[18.22] (CORRECTION) The 2 (1-1-0) units should be 2 (1-1-10) units.

[18.32] (CORRECTION) The 4 (2-4-10) units should be 3 (2-4-10) units.

## Saipan

[12.1] (CORRECTION) The second sentence should read: "One unit of any type may be taken for each remaining vacant Beachhead Marker during each Turn after the First Game-Turn."

[14.12] (CLARIFICATION) Note that **all** U.S. units must attack on Game-Turn One, because they begin their Combat Phase in Enemy Zones of Control.

## BLUE & GRAY II Hooker & Lee

[16.11] (ERROR) The correct exit hex number is 2101, **not** 2107.

## Fredericksburg

**Game Map** (CLARIFICATION) The hexside 0713/0714 is treated as a **stream** hexside for all purposes (the break in the line indicates the extent of the Canal).

## Battle of the Wilderness

[17.21] (CLARIFICATION) This case should be taken **literally**: Union units which begin the game in non-road/trail Forest hexes surrounded by Forest hexes may **not** move on the first day, except into an Enemy Zone of Control.

## WESTWALL Arnhem

[12.0] (CLARIFICATION) Highway Bridges are non-RR bridges over **rivers**. Canal Bridges are non-RR bridges over **canals**.

[18.22] (ADDITION) The German BrDf (2-2-7) **must** be placed in hex 2621.

**Map** (CLARIFICATION) Hexside 2120-2121 is a Canal Bridge for all purposes.

## Bastogne

[15.17] and [15.37] (CLARIFICATION) The Player with the highest Victory Point total at the end of the game wins.