

# THE NEXT WAR

## Addenda

### as of September 1979

#### MAP ERRATA:

1. Hex C5008 is a City hex.
2. Hex N5232 is not Urban.
3. Hex C0805 is Urban.
4. The City of Nancy is at C0433, not C0432.
5. Hex S0302 is not a City hex.
6. There is no national border along the Oder River hexes C5812, C5913, C6012, C6113.
7. The Autobahns in hex C3631 all connect.
8. There is a bridge at N3532/N3632.
9. The Southeast map extension is in the Central Air Sector.
10. Disregard the Milano bridges (hex S1828) which do not run over rivers.
11. The hexside S4622/4633 is *not* an Alpine hexside.
12. There is a bridge at S3911/S4011.
13. "Blocked hexsides" affect land units only.
14. On the North Map, port symbols have been displaced. They should apply to the nearest City or Urban hex. Odense and Halmaes are Ports. The Warnemunde Port Holding Box applies to the Port of Rostock.  
**Note:** There is no Autobahn or bridge at C5715; the map is correct.

#### COUNTER ERRATA:

1. The West German 28th and 30th Brigades of the 10th Panzer Division set-up hex is S2901 for both brigades.
2. There is only one British Special Forces unit, not three.
3. The Italian 1st Carabinieri Border Bn sets up at S3518, not S2319.
4. The French Alouette helicopter units with set-up hex number S0016 on them actually set up at S1006.
5. The unit marked "1B/Car" "S4525" of the Italian army should be marked "2B/Car."
6. The French 3rd Brigade/11th Airborne Division arrives Game-Turn 8, not Game-Turn 1.
7. The French 11th Airborne Division base should be marked "(xx)", not "x".
8. The Belgian 4th Brigade/16th Division sets up at C2013, not C2103.
9. A Polish SAM-2 counter is at N5732, not N5274.
10. Canadian air transport units are missing the "Gt" in front of their reinforcement entry Game-Turn number; these numbers are not set-up air field holding box numbers.
11. All three Austrian artillery regiments should have "B" rated flak, not "C" rated.
12. American Air Transport units with "82" printed on the counter are transports for the 82nd Airborne Division; they are *not* set up at Air Field Holding Box #82, but arrive under the provisions of case 14.78.
13. Division base counters for the Italian mechanized divisions have been omitted. Players able to make up counters for these division bases should use the values given to the Italian armored division bases. If no extra counters are available, the Italian mechanized divisions may be broken down and recombined without division bases.
14. The British Westland helicopter units with "Gt3" printed on the counters should read: "Gt8".

15. Austrian 3/East Bde (2D3) should be Alpine on both sides.
16. Warsaw Pact division base counters should show attack strengths of 1, not 0.
17. Movement allowances for various helicopter units should be changed to the following: AH1: 36; UH1: 36; CH53: 21; B0105: 42; Mi2: 28; Mi8: 33; Mi6: 54; Mi24: 35.
18. The division base of the U.S. 2nd Marine Division should have "D" rated flak.

#### CHARTS AND TABLES ERRATA:

- [5.17] **Movement Point Costs Chart (correction)**
- a. There is no road mode under combat costs. Units in road mode may not attack.
  - b. Accelerated Assault is 1 point, not 8 points.
  - c. A hex containing both Rough 1 and Clear terrain is treated as Rough 1.
- [24.13] **Naval Movement Points Chart (clarification)** "Attack" means a set of combat rounds.
- [21.36] **Flak Suppression Table (correction)**  
Exchange the "5" and "6+" columns under "Total Air Group Ground Attack Rating" so that the results listed under "5" now apply under "6+" and the results listed under "6+" now apply under "5". In the "ground attack rating 4" column, a dice roll of 5 should be "no effect."

#### RULES ERRATA:

- [3.7] **(addition) Combat Unit:** A Combat Unit is a division, brigade, regiment or battalion which is not a support unit. **Support Unit:** A Support Unit is an artillery unit, division base, SSM unit, EW unit, RR Regiment, FSH, assault engineer unit, flak unit, or headquarters unit.
- [5.39] **(addition)** 4th line should read: "or stacked with a combat unit in hedgehog mode. Mode changes under this Case are automatic and do not require the expenditure of movement points."
- [5.4] **(clarification)** In no case may a unit expend more than 50 Movement Points per movement and combat phase.
- [5.44] **(clarification)** A unit at Level 2 Fatigue may be reduced under Case 5.42 to Level 1 Fatigue by expending 10 Movement Points, or it may be reduced to no fatigue by expending 20 Movement Points.
- [5.49] **(addition)** Fatigue Levels have no effect on the Movement Point cost of rail movement.
- [5.71] **(correction)** Airmobile units are also leg infantry.
- [5.73] **(addition)** Leg infantry units may not use Road Mode. Warsaw Pact Leg Infantry units may employ rail movement; this is the only time they may use Road Mode.
- [6.15] **(addition)** The presence of a Friendly combat unit negates an enemy Zone of Control in that hex for purposes of this Case. In other words, a Friendly unit may be reinforced without requiring the reinforcing unit to initiate combat.
- [6.17] **(addition)** During a Friendly Movement and Combat Phase a unit located in an enemy Zone of Control may change mode, expending 8 Movement Points, from Tactical Mode to Hedgehog Mode, or vice versa, or from Road Mode to either Tactical Mode or Hedgehog Mode, but may not change from any other Mode into Road Mode while in an enemy Zone of Control.
- [6.21] **(clarification)** This does not apply during movement.
- [6.24] **(addition)** Only combat units, division bases and HQ units may ever possess a Zone of Control. Other support units do not possess a Zone of Control.
- [7.12] **(clarification) Note:** This Case together with 6.22 prohibits Wave Assault in city hexes.
- [7.15] **(correction)** Under Assault, D result, the exception is a reference to Case 7.6, not 7.7. The exception may result in increased losses.
- [7.16] **(addition)** Artillery does not expend Movement Points to add its offensive Barrage Strength to a Friendly assault unless it is stacked with the assaulting combat unit.
- [7.2] **(clarification) Example:** A Soviet accelerated assault unit in hex C2610 can move into either hex C2510 or C2511.
- [7.22] **(correction)** 2nd line should read: "first and subsequent combats" **(clarification)** C. If the retreating unit retreats out of the way (not northwest or southwest of the accelerated assault unit) it may not be attacked further; if it retreats into the path of the accelerated assault unit (northwest or southwest of that unit), it may be attacked again.
- [7.28] **(correction)** The reference is to Case 17.23, not 17.32.
- [7.29] **(clarification)** A unit using accelerated assault which is out of general supply (or, when using organic supply rules, out of Ammunition Points) stops before entering an enemy ZOC.
- [7.3] **(clarifications)** All rules applying to other types of combat also apply to Disengagement, including ammunition expenditure, air and helicopter support. Only the results of combat are different. **(clarification)** A unit may only attempt disengagement once per Friendly Movement and Combat Phase.
- [7.31] **(clarification)** Stated another way, a Disengagement attempt is handled as if all the enemy units from which the Friendly unit is attempting to withdraw were attacking the withdrawing unit; the unit which is trying to disengage is not treated like an attacking unit but as a defender.
- [7.34] **(addition)** Pursuit following disengagement may not bring the pursuing enemy unit into the Zone of Control of a Friendly unit other than the one which successfully disengaged; such a Zone of Control halts the pursuit.
- [7.35] **(addition)** Pursuit following disengagement is never mandatory, unlike Advance after Combat, and may be refused or discontinued at any point by the Enemy later.
- [7.58] **(addition)** A unit attacking with a No-ZOC marker has a combat die roll modifier of +2 for the Defender.
- [7.59] **(addition)** No unit may ever retreat over an Alpine or impassable hexside. **(addition)** In advance after combat, if the Movement Point cost to enter the *terrain* of the hex vacated by the defeated enemy unit is *greater* than the Movement Point cost of the assault, the advancing unit must expend a number of Movement Points equal to the difference between the two costs at the time of mandatory advance after combat. Thus, a Friendly unit attacking an Enemy unit which is in Rough 2 across an unbridged Minor River in Wet Weather expends 4 Movement Points for a Standard Assault, obtains a D result, and then expends 16 Movement Points to occupy the hex ( $6 + 4 = 10; \times 2 = 20; - 4 = 16$ ).
- [7.8] **(addition)** When more than one combat unit is defending against a single assault, die modifications on the land CRT are made for *best* terrain; worst supply state, worst fatigue level, worst mode status; total of all step losses; and for chemical warfare, EW, and "No ZOC" marker if any of the defending combat units are affected by them.
- [8.0 Procedure] **(clarification)** Supply path costs are calculated for terrain *only*. The only exception is for Civilian Panic areas, where costs are reckon-



ed as if in tactical mode. (clarification) Breakthrough zones do *not* interrupt supply paths.

[8.21] (Clarification) See also Case 12.4.

[8.32] (clarification) This supply path may be of any length.

[8.45] (Clarification) A unit cannot initiate combat if it is out of supply or, when using organic supply rules, out of Ammunition Points.

[8.54] (addition) Airmobile, airborne and marine units may be treated as independent units or as division components for supply purposes, at the choice of the owning Player, in any particular situation.

[10.16] (addition) The Stacking Limit for units using Rail Movement is completely separate from the Stacking Limit of other units and does not interact with it.

[10.17] (addition) The Stacking Limit for units in Road Mode travelling along an Autobahn is completely separate from the Stacking Limit of other units and does not interact with it.

[11.14] (addition) When combat units are stacked with support units, step losses must be absorbed by the combat units. An exception is artillery, which takes a step loss in addition to the loss to the combat unit, see Case 13.27.

[12.14] (corrections) An 11C12 Polish Mechanized Division breaks down into 2D1 regiments, not 2C1 regiments. A Soviet 13B15 division breaks down into regiments with a strength of 3D1, not 2D1.

[12.16] (correction) The components of West German 2nd Jager Division are the 4th, 5th and 34th Brigades. The distinction between Pz and PG divisions is irrelevant; use the brigade numbers.

[12.4] (addition) ...and is present in the game. Component units may draw upon General Supply, or replenish Organic Supply, without using their division base only if the division base has been eliminated or has not yet entered the game. Independent units (see Case 17.47) trace supply lines in the same manner as divisions.

[12.51 Note] (correction) should read: "This may also be done when one brigade of a three-brigade division has been eliminated or is surrounded by enemy zones of control. (see Case 12.7)."

[12.57] (addition) The French Alpine Division and the British armoured divisions break down into a division base and two — not three — combat components.

[13.28] (clarification) All Austrian artillery regiments are treated as independent units for purposes of organic supply (see Case 17.47).

[13.28] (clarification) This applies when relying on Organic Supply only.

[13.3] (addition) Exception: Such units may still deliver nuclear pulses.

[13.51] (addition) Such an attack does not consume any Ammunition Points.

[13.51, 7.5, 13.63, 22.31] (clarification) Airfields and support units without defense combat strengths may receive Ground Support from air and helicopter units, should they be assaulted, in which case the Ground Attack rating of the air or helicopter unit becomes the Defense Strength for determining the outcome of that assault. Such an assault, however, never creates a Breakthrough Zone. Only a D result in such a case will affect the airfield or support unit.

[13.63, 13.64, 13.75, 13.76] (correction) The reference is to Case 8.34, not 8.35.

[14.0] (clarification) Reinforcement schedules in this Section are for the Campaign Game; see Scenario Rules for scenario reinforcement schedules.

Rules in this Section apply to Scenarios except where incompatible with Scenario rules.

[14.13] (addition) Airborne and airmobile units may not be brought in at an air field located in an Air Sector in which the Enemy Player has won control of the Air Superiority or Air Interception Level.

[14.42] (correction) Soviet marines brought in at hex C6101 appear Game-Turn 3.

[14.76] (Clarification) If the Reforger depots are undefended, an assault is not required, only occupation of the hex.

[14.9] (addition) Air units may not be brought in at an air field located in an air sector in which the Enemy Player has won control of the Air Superiority or Air Interception Level.

[15.22] (clarification) A division which has lost two or more combat steps and has been rebuilt to the point where it has one step loss may continue to be rebuilt up to full strength. Players must keep track of such units on a separate piece of paper.

[15.31] (clarification) "later" means the next Game-Turn or later.

[15.33] (addition) Steps regained by brigades and regiments through Battlefield Recovery are only worth one-third of a regular replacement step each.

[16.5] (clarification) Air units which are not all-weather may not be moved from one air field to another during bad weather.

[16.63] (addition) During Bad Weather, helicopter units must roll to see if they can move. On a roll of 1-2, the helicopter unit concerned may move and function normally. On a roll of 3, only a transport helicopter unit may move. On a roll of 4-6, the helicopter unit concerned may not move.

[17.0 Procedure] (clarification) When using this Section, a unit which is in General Supply at the outset of its movement may expend up to 25 Movement Points without drawing on Organic Fuel Supply; it may expend up to 40 Movement Points at the cost of 1 Fuel Point; it may expend up to 50 Movement Points at the cost of 2 Fuel Points. Units which are not in General Supply at the outset of their movement are governed by Cases 17.12, 17.15, 17.22, 17.24, 17.25.

[17.23] (clarification) This Case only applies to units when using Organic Supply.

[17.43] (clarification) This applies for the duration of the Phase. For following Phases, Case 17.46 applies.

[17.75] (clarification) All expended points are replaced. Supply interdiction (21.7) does not affect this process.

[18.56] (addition) When using Organic Supply rules (Section 17.0), supply paths may not be traced through a Chemical Contamination Zone.

[18.7] (correction) This Case may only be used by the Warsaw Pact Player, and then only within a 50-hex radius of the SSM unit.

[18.73] (clarification) "support units" here include air and helicopter units.

[19.0] (correction) Pulses not used during the plotted Game-Turn are *not* automatically expended.

[19.7] (correction) Add 1, not 4, to the Die Modification.

[19.11] (Note) Air Pulses are never lost even if an air unit performing a Nuclear Strike Mission is eliminated due to flak.

[19.7] (clarification) A die roll of 6, however, is still resolved on the "6" line.

[19.8] (clarification) A die roll of 1, however, becomes a 0 and has no effect.

[19.22] (clarification) An "E" result also eliminates air units, helicopter units, and naval units. (addition) A "1" result applies only to ground units. A "2" result applies in full to ground units; damages all naval units in the hex; produces a one-step-loss for all air units and helicopter units in the hex.

[19.31] (addition) c.) Any air or helicopter unit in the hex (including air units in holding boxes representing the hex) must depart the hex during the next appropriate phase and may not be allocated or assigned a mission during the phase in which they are transferred.

[20.1] (clarification) The number of boxes at each Air Level within each Air Sector is sufficient for average allocations but is not a limiting factor in itself; the boxes are playing aids rather than rules.

[20.64] (addition) (optional) Place a marker (any one will do) on any air groups which move down from the Air Superiority to the Interception Level. When these groups are involved in air<sup>2</sup> combat at the Interception Level only, the owning player may add or subtract 1 from the die roll on the Air-to-Air CRT, the choice being announced before the die is rolled.

[20.83] (addition) Should the NATO Player, however, fail to win control of the Air Superiority Level of such an Air Sector, the Wild Weasel effect is cancelled for air combat at the Interception and Ground Support Levels of that Air Sector.

[20.93] (addition) A result of "1A2" on the Air-to-Air Combat Results Table is converted to "1A1" if there are only two steps remaining in the affected air group.

[20.96] (addition) When both steps are damaged, keep the full-strength side face *up* and place a "Damaged" marker on *top* of the counter.

[20.97] (addition) During the Air Allocation Phase, two identical air units which have each suffered a one step loss may be combined into one full-strength air unit.

[21.0] (deletion) delete the Note under Procedure.

[21.32] (correction) Any combat unit in the same hex as the unit that is being flak suppressed may also fire flak at the enemy aircraft performing the Flak Suppression mission.

[21.38] (addition) When playing with Section 33.0, a flak suppression mission requires reconnaissance spotting unless adjacent to a Friendly-occupied hex.

[21.39] (addition) Flak suppression missions may be flown during Friendly or Enemy Movement and Combat Phases.

[21.44] (addition) Remove the exit penalty markers at the end of the next following enemy Land Stage. Players must keep track of which side performed the air to ground attack which caused the markers to be placed.

[21.47] (addition) When using the Air-to-Ground Combat Results Table, there is a die modification of +1 for defending units in Road Mode and of -1 for defending units in Hedgehog Mode.

[21.48] (addition) The cost for a supply path to enter or leave or transit a hex containing a movement penalty marker is increased by the number of movement points specified by the marker.

[21.54] (correction) A Soviet division acquires Flak Ammunition Points in accordance with case 17.75.

[21.61] (correction) Units with C or D Flak Ratings do not expend Flak Ammunition Points unless they are SAM sites or mobile flak units.

[21.65] (deletion) delete the case.

[21.73] (addition) They may not move more than 2 hexes using General Supply.



[21.75] (clarification) Any FSH which is unable to trace such a path is automatically interdicted.

[22.0] (correction) Air units which are transferred from one air field to another without being allocated are transferred at the conclusion of all air combat.

[22.16, 22.25] (clarification) Helicopter units may be moved from a damaged air field to another air field, but may not perform missions from a damaged air field.

[22.18] (addition) Gdansk Air Field may not be subjected to nuclear attacks. (addition) An unlimited number of Polish air units may be allocated from Gdansk Air Field Holding Box (#7).

[22.19] (addition) Air units may not be transferred from one air field to another without being allocated unless the Air Sector containing the air field from which the transfer is to be made, the Air Sector containing the destination air field, and any intervening Air Sectors are free of Enemy control of either the Air Superiority Level or the Air interception Level.

[22.33, 30.13, 30.3] (clarification) When an air field containing helicopters is assaulted by a ground unit, the helicopters may move just prior to resolution of the assault on the airfield. If they are attack helicopters, they may help defend the air field. The helicopters may complete their movement by moving to another friendly air field or returning to the air field under assault.

[24.3] (addition) This order may be changed by the owning Player at any time *other than during* a round of Naval combat. It may be changed between the end of one round and the beginning of the next round of naval combat.

[24.86] (deletion) delete this Case and all other references to Swedish coastal waters.

[26.29] (addition) Naval air units in a hex are subject to attack by all surface units in that hex or any adjacent hex.

[26.36] (clarification) Look for critical hexes only if there is a hit.

[26.6] (correction) References are to Naval Turns, not Naval Movement and Combat Phases.

[26.61] (clarification) "combat" in the second line means a round of combat. 26.63 likewise.

[26.64] (addition) The firing of naval flak does not cause Ordnance Depletion.

[26.71] (clarification) Submerged subs and surfaced subs are attacked with the "anti-surface" rating of naval and naval air units.

[27.14] (Note) Attacks by land flak against naval air are resolved on the Flak Combat Results Table (Case 21.29).

[27.16] (addition) For purposes of combat, naval air units are treated like surface naval units, except that the defense strength of the naval air unit is a function of its interception rating, according to the following table:

Interception Rating	Defense Strength
0-3	1
4-6	2
7-9	3
10	4

[27.31] (addition) Bornholm (hex N5920) is also a NATO naval air field. West German naval air units have full use of Bornholm.

[27.33] (addition) Naval air units that penetrate the Baltic Air Sector are also not affected by damage to their air fields on the Game-Turn of their damage.

[27.34] (addition) Naval air units return to a friendly naval airfield at the end of each Naval Air Phase.

[28.13] (addition) When an air unit lays mines in a hex already containing enemy naval units, those naval units are not affected by the mines unless they exit the hex and later re-enter it.

[28.46] (addition) Air units which are Mine-Depleted and which spend one Naval Turn in an undamaged Friendly naval air field are no longer Mine Depleted.

[29.32] (clarification) Ferry transport does not expend Movement Points; it may be used, when playing without the naval game, only on the first and second Game-Turn of the war.

[30.13] (correction) This Case may be applied to any combat, not just Standard Assault.

[30.24] (addition) Helicopters may only be attacked by C- and D-rated flak at a range of 0 or 1 hex. In attacks on helicopter units, A- and B-rated flak may only attack on the C-rated column of the Flak Combat Results Table (Case 21.29), and then only at 0 range. A & B rated flak units do not expend flak ammunition points when attacking helicopters.

[30.43] (addition) Helicopter units may perform Flak Suppression instead of other ground support missions (see Case 21.3).

[30.68] (addition) Units to be transported may be picked up by the transport helicopter units in any hex which is not in an enemy Zone of Control and dropped off in any such hex (within Stacking Limits) during a Friendly Movement and Combat Phase. The transported units expend 2 Movement Points in this process.

[31.9] (addition) When Special Forces units conclude a Vertical Assault (using the Special Forces Vertical Assault Table, 31.35) into a hex containing Enemy Special Forces units, an equal number of Special Forces units is eliminated on each side until only one side has Special Forces units remaining in that hex. If the assaulting Special Forces outnumber the defending Special Forces, the surviving Special Forces then proceed with the Special Forces Assault Table (31.42).

[32.0] (correction) The General Rule should read: "In addition to normal helicopter transport (Case 30.6), airborne and airmobile units can be transported by helicopter and disembarked into an enemy-controlled, but not enemy-occupied, hex. Airborne units can be paratropped into certain types of hexes which are not enemy-occupied. This may only be done during the Friendly Airborne Phased."

The Procedure should read: "Airborne and airmobile units may be picked up by helicopter transports during the Airborne Phase and moved using helicopter movement to any hex not occupied by an enemy unit with a defense strength. Airborne units may be paratropped onto the map if during the Air Allocation Phase they were placed onto air transport units that successfully penetrated onto the battlefield. Airborne and airmobile units must be in Tactical Mode in order to be moved via helicopter or Air Transport Unit."

[32.11] (correction) Should read: "If an airborne or airmobile unit is picked up by an appropriate amount of helicopter transport during the Airborne Phase, the airborne or airmobile unit can be transported by helicopter...."

[32.13] (addition) Regiments of the US 2nd Marine Division may be treated as airmobile when using CH53 helicopter units.

[32.14] (addition) Three transport helicopter units with 1-battalion transport capacity each may transport a brigade if stacked together during the transport. Each unit remains subject to flak indi-

dually. For every 2 helicopter steps lost to flak, the transported brigade loses 1 step.

[33.0] (addition) or (c) the attack is a flak-suppression mission against a flak unit which has already fired during that Phase or (d) the attack is declared to be against an installation only (in which case exit penalties and step losses are ignored, and FSHs are not displaced).

[33.21] (clarification) "as long as" means "provided that."

[33.24] (correction) For Warsaw Pact FSH supply lines, see Case 21.77.

[36.13] (addition) If a defending EW unit successfully initiates Electronic Warfare, the attacking unit may not use any artillery units that are within range unless the artillery unit and the attacking unit are in Urban or City hexes.

[36.14] (addition) If a defending EW unit successfully initiates Electronic Warfare, the attacking Player may not perform Ground Level Support Missions (Case 21.13) with air or helicopter units in that attack. He may use such units to attack the defender separately using Air to Ground Attack procedures (21.4). **Exception:** disengagement attempts.

[36.23] (clarification) This Case applies only to Barrage Strengths, not Defense Strengths.

[36.24] (addition) In multi-hex combat, EW works if it reaches into any of the defenders' hexes.

[36.25] (addition) If an attacking EW unit successfully initiates Electronic Warfare, the defending Player may perform Ground Level Support Missions (Case 21.12) with air or helicopter units in that defense, but these units may only add half their Ground Attack Rating (fractions rounded down) to the Defense Strength of the Friendly hex.

[39.63] see 49.13.

[40.31] (addition) Add to the Soviet set-up: one Artillery unit (4B4-1).

[40.53] (correction) The Austrian SAM site is rated B-3.

[40.65, 40.66] (addition) These Cases may also be applied to Campaign Games.

[41.32] (correction) Add the Soviet ALC unit.

[41.36] (correction) The fourth line should read: "4 x F104."

[41.53] (correction) Delete the West German SAM site at N2333.

[42.6] (addition) The West German 2nd Jager Division may be combined as if the brigade which is not in this Scenario has been eliminated (see Case 12.7).

(Note preceding Section 45.0) (correction) The last sentence of the Note should read: "The Cases in Sections 46.0, 47.0, and 48.0, however, apply only to the Scenarios described therein."

[45.3] see Counter Errata.

[45.34] (correction) 6th Jager Bde is set up in tactical mode.

[45.53] (correction) Soviet air units listed under Game-Turn 2 actually arrive as reinforcements Game-Turn 1.

[46.13, 46.56, 47.12 and 47.43] (addition) These cases do not apply to the Berlin garrison.

[49.13] (correction) French units may use hex C4907 as a source of general supply; American units may use hexes C4908 or C5008 as sources of general supply; British units may use hex C5007 as a source of general supply.

[49.24] (addition) h. Warsaw Pact occupation of either reforger depot. i. Presence of 4 or more Warsaw Pact divisions or division equivalents west

of the line in clause "c" above, whether or not in general supply.

[49.64] (*correction*) Crossing costs 4, not 2, Movement Points.

[49.65] (*correction*) The third line of this Case should read: "of the 1st Mechanized Division arrive on Game-", not the 4th Mechanized Division.

[51.21] (*addition*) The restrictions produced by a die roll of 1 or 2 are also lifted if any West German land unit enters East Germany or blocks the only available line(s) of retreat for an East German unit receiving a D result in combat.

[51.41] (*correction*) The 8th line should read "3 divisions", not 2.

[51.71] (*clarification*) Air defense units are also not affected. Mapedge supply paths may not be traced, but the link from division base to regiment is unaffected.

#### AIR EXAMPLE ERRATA:

Page 29, right-hand column, line 28; see 22.0 erratum above. Page 32, middle column, line 7 should read: "Air Sector), he picks out 4 American F111 units (B-9-9), and sends them individually in, they each take..."

Page 32, middle column, 5th paragraph: odds should be 20-15, not 19-15. Page 32, last column, first paragraph: odds should be 46-21, not 45-19.

#### NOTE:

The rules refer to *two* sheets of Tracks and Displays. However, both the NATO and the Warsaw Pact Displays are on one perforated sheet. Simply tear along the perforation in the middle of this sheet to obtain *two* separate displays. ■ ■