

## American Tank Ace Official Errata and Clarifications *(as of 15 Oct 2022)*

[4.4] 5. – (correction) – You must roll to hit with White Phosphorus rounds on chart [B1]. However, regardless of hit or miss, a Smoke 2 marker is placed in the target's area.

[6.2] (clarification) – You only roll once for INF quality on [A6]. All INF are considered to be from the same unit and therefore the same quality.

[7.2] 3. (clarification) – Commands are decided upon and given by the commander sequentially. You do not have to decide in advance, as you may destroy a target with a first round, for example.

[7.2] 3. A (correction) - Page 13, 1st column, 3rd sentence: INT should read INF.

[7.2] 3. A (correction) - "Ammo Round Expenditure" paragraph, 6th sentence: change 'To' to read 'Two.'

[7.2] 3. (addition) – add a new command P. – Rotate the turret to face any direction (without firing). Reloading the ready rack cannot be simultaneously performed with this action in the same round.

[7.2] 3. (clarification) – MG reloading is done by the responsible crew – Commander for the .50 cal, loader for the coax, assistant driver for the bow MG. (notice although the gunner's Weapon Maint. skill affects the coax and the loader's skill affects the .50 cal, they don't do those reloads.) Nothing else is done that round for that crew unless the commander gives commands, which overrides reloading.

[7.2] 3.J. (correction) – the reference to "Focus" should be a reference to "Synergy."

[7.2] 4. (correction) – The word "combat" is duplicated. Delete one.

[7.2] 4. (clarification) – Each enemy unit checks to target you EVERY round, not just the first, but only those units which are not already targeting you. Once targeting you, an enemy will not stop attacking until it is destroyed or withdraws, and therefore no longer needs to check targeting.

[7.3.1] (addition) – After gaining hull down status, a player loses it with any movement action taken (except for angling the hull.)

[7.3.3] (addition) – Enemy SPGs that are immobilized can still fire at you, but after you move, they cannot for the rest of the mission. If you move to flank an immobilized enemy vehicle, they are flanked for the rest of the mission.

[7.3.5] (clarification) – Firing a smoke round (HCBI) does not require a "to hit" roll on Chart [B1]. You simply place a Smoke 2 marker in the target area.

[7.3.5] (clarification) – The smoke level in an area never goes above "2" by firing more smoke.

[7.3.8] (clarification) – Enemy tanks and SPGs are affected by Shock. However, as enemy crews are not tracked in the game, you do not check for spalling.

[7.4.3] (addition) – New crewmen who replace dead or wounded crew do attend Ft. Knox training first.

[7.4.3] (correction) - SW paragraph: The reference to "C1" should read "C2."

[7.6] + Chart [W2] (clarification) – You must have a command radio (in other words, be a 1LT or CPT in rank) to be able to barter for and use an "extra" mortar mission. This is unlike the "free" artillery mission that comes with an Assault, because in that case the mission is pre-planned.

[7.6] – (clarification) – Enemy vehicles may be buttoned by friendly artillery. They remain so for the rest of the mission. They can also be immobilized with an artillery "B" result.

[7.7] + Chart [B8] (correction) – The Eye for Terrain skill helps you find hull down terrain, therefore it is supposed to be a +1 DRM on Chart [B5a] not a -1 as listed in the rules and Chart [B8].

[7.9] (correction) – the reference in the last sentence to rule 6.7 should be to rule 6.8.

[8.2.1] (correction) – A SFC (Sergeant First Class, aka an "E-7") was called a Technical Sergeant during World War II. The rank image is correct. This has no impact on play per se, just a minor research error.

Rulebook – Back Cover (correction) – The Sequence of Battle has errors under 6.a. ii. and 6.a. iii. Both Tanks and SPGs will shoot at you with Chart [B1] just like AT guns.

Rulebook – Back Cover (correction) – Move action #3 (enemy targeting) down to #5. Renumber #4 and #5 to #3 and #4 respectively.

Chart [A1] (correction) – The reference in red text to [4.8] should actually be to [4.7].

Chart [B1] (clarification) – the +1 DRM for Firer Buttoned Up is based on the tank commander's status. As long as the commander is unbuttoned, the DRM does not apply.

Chart [B6] (correction) – the word "Ineffective" in the left column entries should read "---" (none.)

Chart [C1] (correction) – under result #4, it should reference "APCR" not "APDS." Error caused by 20 years of habit.

Chart [W1] (addition) – Items from the battlefield are lost if your tank is destroyed.

Chart [W2] (clarification – HVAP (High Velocity Armor Piercing) and APCR (Armor Piercing Composite Rigid) are two names for the same thing and can be used interchangeably in the game.

Tank Mats (typo) - the word (Guinner) should be spelled (Gunner)

Tank Mats (clarification) – The M4A1 (early) does not have a loader's hatch, the Notes section is correct. Ignore the faint image of the loader's hatch on the top-down view.

Countersheet 2 – (clarification) several "Generic" German infantry have been included in the game, having no printed Morale Level (ML). If players don't want to use the INF markers with morale levels on them (and just remember the quality that was rolled) they can use the generic INF counters and set aside all the numbered units, thereby saving time by not having to dig through the counters. Or they can save a die roll and use the generic counters always with a value of "4". Or the generic counters may simply be ignored. They are just an option.