

Counter/Mission Errata

As of 04/05/23

Counters:

- Japanese MG section #4: the SAV/Range is missing. It should SAV of 1 and range of 10
- The Illumination Marker: Should be ≤ 5 instead of 6.
- The four American Trucks are incorrectly marked as Disrupted. Trucks do not Disrupt.
- One of the American Jeeps with an ID 2 should be a 1 instead.

Mission Errata

Mission 1.0 Disposition of Forces:

- Hidden Placement reference should be 20.9 instead of 17.9.
- Americans set up north of hex row 9.

Mission 4.0

- **typo:** should be MSR 3 instead of MSR 4.
- **MSR 2** The building hex B11 is excluded in regard to MOP (*Note: The building in hex B11 did not exist in the original module and should be ignored*).

Mission 5.0 Disposition of Forces:

- Hidden Placement reference should be 20.9 instead of 17.9.
- **Mission Objective:** Delete “in Sector 12” in second line.

Mission 7.0 Disposition of Forces: Hidden Placement reference should be 20.9 instead of 17.9. Delete MSR 2.

Mission 9.0 Disposition of Forces: Hidden Placement reference should be 20.9 instead of 17.9.

Mission 10.0 Disposition of Forces: Hidden Placement reference should be 20.9 instead of 17.9.

Mission 11.0, MSR 3, second line: It should be J6 instead of A7.

Mission 13.0 American Force: There is only one 60mm mortar section (Able Co.) instead of two.

Mission 14.0 Delete MSR 4.

Mission 15.0 Mission Objective: Add hexes C3 and E2 to the exclusion.

Mission 16.0 The Victory Level is reversed. It should read:

0 – 45 German Victory
46 – 55 Draw
56+ American Victory

Mission 19.0 American Force: There should be three Airborne LATWs instead of two.

Mission 21.0

- **German Force:** Should be *3rd TD Plt.* instead of *1st TD Plt.*
- **Add MSR 9.** The British Fireflies are not in play.

Mission 22.0 German Reinforcement B: There are 19 steps instead of 15 steps, and 40 total steps for the German Force instead of 36.

Mission 27.0

- **Mission Objective – last sentence:** Should be Final Score is ≥ 41 instead of Time Lapse ≥ 41 .
- The text in MSR 1 regarding the half hexes that are out of play is correct. The shaded areas should be on the right and left sides of the map instead of on the top.
- **German Setup** is changed to read: “The German player sets up first and all German squads begin play Deployed [10.3.2]. At least six steps of combat units must set up in hex row four (*i.e., Main Line of Resistance*) with no more than one step per hex.

Units not setting up in hex row four set up Hidden in hex rows five and six. The Panthers set up Hidden in any of the six Orchard hexes.”

Mission 39.0 In the narrative it should be the US 43rd Infantry Division instead of 34th.

Mission 42.0

- **Coordination:** Change American (+3) to US Marines (+3)
- **MSR 5:** Change Jungle Road hexes to Jungle Road and/or Path hexes.