CONSOLIDATED ERRATA & ADDENDA
(as of 31 July 73)

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RULES OUTLINE VS. RULES *(Correction):* Within the rules the sequence headings 9.1 Combat Resolution Table, and 9.2 Explanation of Results, were omitted. The actual rules in these two instances are listed as 9.0 Combat Resolution in the rules folder.

COMBAT *(Correction)* Case E is incorrect. It *should* read:

(E) When more than one unit is defending in a hex, the Combat Strengths of all the units stacked in the hex are totaled into one combined Combat Strength to which the attacking Combat Strength is compared in order to determine the odds. In other words, units stacked together may not be singled out and attack separately but must be attacked as a stack.

EXPLANATION OF COMBAT RESULTS *(Clarification):* In determining the losses in an "Ex" result use the normal printed Combat Strengths (unadjusted from terrain or demoralization effects) of the units involved.

111.01 DEMORALIZATION *(Clarification)* The effects of demoralization include:

1) Enemy units may move into and through hexes adjacent to demoralized units at the normal entry cost of the hex entered.

2) Enemy units are not required to attack demoralized units to which they are adjacent. They may attack such units at the Enemy Player's option.

3) Demoralized units are required to attack any and all adjacent Enemy units.

TERRAIN EFFECTS CHART *(Correction):* All references to "hill" in the rules folder should be read as "knolls." The movement and combat effects pertaining to "knoll" hexes are described on the Terrain Effects Chart (13.0).

112.01 REINFORCEMENTS *(Clarification):* Reinforcements may not enter the mapsheets on hexes which are occupied by Enemy units. If all Friendly entry hexes are occupied by Enemy units, Friendly reinforcements enter the mapsheet on the nearest hex not occupied by an Enemy unit. Reinforcements *may* enter onto hexes controlled by Enemy units.

19321 DISPLACEMENT - RETREAT *(Clarification):* Units retreated into another hex containing other Friendly units are subject to any Combat Result attained in a subsequent attack during the same Combat Phase against the hex into which they retreated (they do not, however, contribute to the defense of that hex). This is an exception to the rule that no unit may be attacked more than once in a single combat phase Retreating units which move into an otherwise unoccupied hex, however, may not be attacked again in the same Combat Phase.