

Firefight

ERRATA AND ADDENDA

as of 26 August 76

Because of its scope and complexity, it is inevitable that a limited number of errors will creep into a game such as **Firefight**. This attachment attempts to correct those errors discovered after the printing of **Firefight** and also provides additional clarification of items **not** in error but which may require further explanation.

ERRATA:

Soviet Indirect Fire Data Table

(CORRECTION):

The two notes directly below the Soviet table are in error. They should be **identical** to the notes on the U.S. Indirect Fire Table (which are correct)—

When dismounted personnel target is in a Town hex, all dice rolls of "3" or "4" are converted to "no effect".

When target is a vehicle, all dice rolls of "6" or less are converted to "no effect".

Note that on **both** Indirect Fire Combat Results Tables, dice rolls of "7" or greater **do** apply to vehicles.

U.S. and Soviet Attack Effectiveness Ratings

Tables, Art Error (CORRECTION):

The decorative symbols in the upper lefthand corner of both charts (star with arrow pointing at tank) have their tanks transposed. The blue tank should be an M-60 and the red tank should be a T-62. Although this decorative symbol has no effect on the utility of the tables, we call the error to your attention, lest you imagine that we don't know the difference between U.S. and Soviet tanks.

Scenario 5, Soviet Forces (page 13, right-hand column: **CORRECTION**): the Soviet Player should have four 152 mm markers in Direct Support instead of the 122mm markers listed.

ADDENDA:

CLARIFICATION: **Firing Down Roads in**

Forest: A road has no effect upon the Line of Sight. Although they appear fairly straight on the map, in actuality they meander enough so that it is impossible to fire more than 50 meters (one hex) along a road in the forest.

ADDITION: **Demolished Bridges and Impassable hexsides:**

If they wish, the Players may add variety to any scenario by assuming some or all of the bridges on the map to be destroyed at the start of the game (i.e., treating them as unbridged stream hexsides). Players should be aware that **none** of the units in the game have the capability to destroy bridges by using their organic weapons. Players may also assume all or certain portions of the streams to be impassable to vehicles (as they wish). Another means to vary the terrain is to designate certain hexsides as impassable to vehicular as well as blocking fire.

ADDITION: [18.0] **MINES:**

Players may assume that Friendly units are not affected by their own mined hexes if the Mine Attack Strength in the hex is "5" or less. If the strength is "6" or greater, the mines affect both Players' units. This accounts for the fact that Friendly units, informed of the locations of the mines would be able to avoid them and easily transit the hex. However, when the density of mines in a single hex exceeds a certain level, the information problem makes even Friendly units vulnerable to "attack" by their own mines. Players should be aware that mines are never used up or "cleared" simply because a unit enters the hex and is attacked by them. Within the context of the scenarios, mines may never be cleared or removed by any process. They are always active. Players should also note that personnel and vehicle units are equally vulnerable to mines (using the Attack Rating of the mines on the appropriate Combat Results Table.)