

CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73) for S&T Games

S&T #28 (Lost Battles)

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

COMBAT RESULTS TABLES

Note that the columns of results for die rolls of 0 and -1 are never used.

Note that die roll additions that raise the roll to more than 8 are read in the results column marked 8.

EXPLANATION OF COMBAT RESULTS

Ex = exchange. All defending units are destroyed, and the Attacker must remove Combat or Attack Strength Points equal to the Combat or Defense Strength loss of the Defender. The Strengths used are those in the original combat.

SEQUENCE OF PLAY

I. Ranged Artillery Combat Segment

Phasing Player may fire his Ranged Artillery units at Enemy units within range as outlined in the Combat and Artillery rules. Only Ranged Artillery units may fire in this segment.

III. Final Ground Combat Strength

All attacking Class 1 units compare their Combat Strengths (against non-armor units) to the total Combat Strengths of all defending units (plus defensive artillery fire, if any) and resolve combat. Armored units that attacked in the Initial Armored Combat Segment may attack again in this segment. Surviving defending units that were attacked in the Initial Armored Combat Segment may defend in the Final Ground Combat Segment if attacked again. Combat in this segment is between adjacent Enemy units only (except artillery employing defensive fire).

COMBAT PROCEDURE

In each segment of the Combat Phase compare the appropriate Combat or Attack Strength of the attacking units to the appropriate Combat or Defense Strength of the Defending units. State the comparison of the Attacker's total Strength to the Defender total Strength as a probability ratio and round downward to the nearest whole number on the Combat Results Table (CRT), *Example ... (leave remainder as is)*

COMBAT CASES

(C) Only armored units may attack more than once in a Combat Phase in the Initial Armored Combat Segment and in the Final Ground Combat Segment. Any unit may be forced to defend against up to four attacks per Combat Phase (including the Ranged Artillery, Armored, Combat, Ground Combat, and Air Strike Segments). *Example ... (leave remainder as is)*

(O) Class 1 units in one hex may attack units in every hex to which they are adjacent. Both Class 1 and Class 2 units in their respective Combat Segments may combine attacks from several differing hexes against one Enemy held hex.

(E) All units in any hex under attack must defend. Units stacked in one hex combine their Strengths into one total Defense Strength when attacked (Exceptions: in the Armored combat Segment

only, Armored and/or Direct Fire Artillery units may defend regardless of other units in their hex; in Air Strike Combat the Attacker may selectively attack a single unit out of a stack in the attacked hex - these constitute the only exceptions to the rule that all units stacked in a hex must defend together).

ARTILLERY SUPPLY

Note that Artillery Supply Units perform a different and separate function from the Supply lines traced to Headquarters Units. The Artillery Supply restrictions are additional to the normal supply requirements which Ranged Artillery must also meet.

F. Artillery Supply

Whenever Ranged Artillery... (*leave remainder as is*)

Artillery Supply Units attacked in an Enemy Combat Phase may not supply Defensive Fire during that Phase.

AIR STRIKE, CASE D

(d) Only a "DX" result affects the Defending units in Air Strike combat. All other results are treated as no effect.

MOVEMENT (New Case)

(N) Units entering the mapsheet expend the appropriate Movement Points for the first hex entered.

SCENARIOS

Scenario #4

At the end of every Russian Movement Phase any Russian motorized unit (i.e., units with a Movement Allowance of 8 or greater) that is not stacked with or adjacent to a Friendly non-motorized unit (i.e., a unit with a Movement Allowance of less than 8) is eliminated. Germans deploy first. Russians move first.