

GAME ERRATA: Question & Answer

by Frank Davis

In the Feedback section of *MOVES* # 10 we asked if you would prefer to see this column incorporate a question and answer format for presenting corrections for previously published games. The response we got indicated that a majority of *MOVES* readers would prefer to see a combination of game questions and answers and the continued printing of complete current errata in the format we have been using since this column began in *MOVES* #9. So be it. Since it usually takes a few months to get an errata sheet on a recently published game into print, it seems it would be profitable to use the space allotted to answer a few questions on some of the newer games in circulation. Before taking any questions, however, I'd like to nip a few in the bud. First, for the last two months we've been besieged with requests for copies of our *free* errata sheets. Don't worry. We aren't about to start charging for them. I'd just like to remind about 10% of you to be sure to send a stamped, self-addressed envelope with your request for errata sheets. Each of you addressing one envelope is more expedient than my addressing two thousand, so play fair with me. On this subject I should also mention that only so many errata sheets will fit into one envelope so to save time, send an envelope for each three non-magazine game errata sheets you request. [The magazine games have been consolidated so that errata for S&T Issues 25-36 will fit into one envelope.]

A second point I'd like to make is that some errata we've announced as being available isn't really all that available. Somewhere between here and the printers certain errata sheets were side-tracked to make room for items like *S&T*, *MOVES*, and new games. Whenever the tracks are clear the errata sheets start rolling again. The best thing about this system is that you not only eventually get the errata, you also get the games that make the errata necessary.

As of December 1973, errata sheets for the following games are available: The American Revolution, The Ardennes Offensive, Austerlitz, Breakout & Pursuit, Dark Ages, 1812 (Strategic and Grand Tactical versions), El Alamein, Franco-Prussian War, Grenadier, La Grande Armee, Lee Moves North, Leipzig, The Marne, The Moscow Campaign, Musket & Pike, NATO, Normandy, Phalanx, Red Start White Star, Rifle & Saber, Soldiers, Strategy I, and The Wilderness Campaign.

Games published in *Strategy & Tactics Magazine*: The Fall of Rome (S&T #39), CA (S&T #38), Scrimmage (S&T #37), Destruction of Army Group Center (S&T #36), Year of the Rat (S&T #35), Armageddon (S&T #34), Winter War (S&T #33), Borodino (S&T #32), Flying Circus (S&T #31), Combat Command (S&T #30), U.S.N. (S&T #29), Lost Battles (S&T #28), Grunt (S&T #26), and Centurion (S&T #25),

We hope to eventually publish errata sheets for all SPI games now in print. However, errata for games other than those above is not yet available. As we make available new and/or updated additional errata sheets, an announcement will be posted in either *S&T* or *MOVES*. Please wait until errata for a particular game has been announced as being available before

requesting it. Requests for errata sheets will only be answered when accompanied by a stamped, self-addressed envelope. Other than that they are free.

The following questions and answers concern two recently published games, *Sniper!* and *The Solomons Campaign*.

SNIPER! Game Questions

Q - May a man fire at an Enemy sharing the same hex?

A - No. Fire Combat is not allowed at a range of less than one hex. [Note: Fire may be executed against the same hex if the target is located on the next higher floor of the same building and room as each height level is considered to be one hex when computing range.]

Q - In Scenario #8 (Tobruk) in a Block-Clearing situation both the German and British OB's contain a tank. Is this correct?

A - No. The Germans should receive the tank. The British do not receive a tank nor do they receive anti-tank weapons (rocket launchers).

Q - The rules for the Cordon situations [32.51] specify that the Cordoned Player may deploy between the 1200. row of hexes and the 0100 row. Is this correct?

A - No. The Cordoned Player should deploy between the 1200 row and the 3900 row.

Q - Shouldn't there be a Turn Record as in Sequence of Play [4.0-1]?

A - No. *Sniper!* scenarios last an indefinite number of turns. A game ends only when either Player has completed his specified mission for that scenario or if one Player completely eliminates (kills) the Enemy Player's entire force.

Q - In certain several story buildings it appears that certain rooms have no doors on the upper floors (such as the room containing hex #2709). Why?

A - In the building you have described the room on the first floor has a cathedral ceiling. No second story exists for that particular room.

Q - When are the effects of Panic ended? A - At the beginning of each Game-Turn all men which panicked on the previous Game-Turn are considered normal again.

Q - In Patrol situations, once "Contact" is established may men deviate from the pre-chosen route?

A - Yes. Once "Contact" has been established all men are free to move without regard for the pre-chosen route.

Q - Case [9.32] refers to a "Jumping Effects Table." Has this been omitted?

A - Yes, deliberately. The procedure for determining whether a man who jumps is injured is explained in that case and there was, therefore, no need to reproduce this in tabular form. Note: This procedure is modified in Case [17.581].

Q - The German (Player A) entry hex is in the Introductory *Sniper!* game is given as hex # 190.2 which is within a building. Is this correct?

A - No. The German entry hex should be hex #1901.

Q - When vehicles are used in certain scenarios are the driver and/or crew added to or subtracted from the Orders of Battle specified for that scenario?

A - Tanks come equipped with the four man crew described in Case [26.121]. If the tank personnel leave the tank they are replaced with Machine Pistol Armed men (see 26.36) which are additional to the friendly squad member given in the OB for the scenario in play. Drivers for trucks and half-tracks must be supplied from the initial OB for the scenario in play. These drivers may be either Riflemen or Machine Pistol Armed men who may use their weapons if they are forced to leave their vehicles.

SOLOMONS CAMPAIGN Game Questions

Q - Case [6.36] in the Solomons Campaign rules folder specifies that the American APD unit appears at Espiritu Santo on Game-Turn # 2, but the Starting Forces and Reinforcements Chart [21.0.] specifies that the APD unit is deployed at Espiritu Santo at the start of the game. Which is correct?

A - The American APD unit should arrive at Espiritu Santo on Game-Turn #2.

Q - Apart from the six supply points which the Americans have loaded on their Transports which begin the game in hex M, no mention is made of how either the Americans or the Japanese can place additional supply points on Guadalcanal. Please explain.

A - The Japanese have an unlimited number of supply points at Rabaul while the Americans have an unlimited number of supply points at Espiritu Santo. These supply points are transported to Guadalcanal in accordance with Case [9.41].

Q - Case [5.16] seems unclear. Are these restrictions meant to concern Japanese naval units at Rabaul?

A - Yes. All other units (naval) must be deployed at Truk. Note: The deployment limitations for Japanese naval units at Rabaul should be enforced throughout the game, not just for initial deployment purposes.

Q - Case [10.5] specifies that beginning with Game-Turn # 10. the Japanese air reconnaissance zone is extended to include hex H. This is contradicted in Case [19.1] the first sentence of which specifies that their air reconnaissance zone extends over hex H from the beginning of the game. This case then contradicts itself; the last sentence mentioning that beginning with Game-Turn # 10. hex H is included in the air reconnaissance zone. When is hex H included in the Japanese air reconnaissance zone?

A - Beginning with Game-Turn # 10 and thereafter.

Q - Has something been omitted from the Japanese submarine attack procedure described in Case [13.2]?

A - Yes (we're glad you asked that question). The case is correct as printed except that before the submarine attack can be executed the Japanese Player must roll a die. If, and only if, a die roll of "six" occurs can the submarine attack be executed in the manner described in this case.

Q - How does a "Crippled" result affect aircraft on Carrier units and ground strength or supply points on crippled Transport units?

A - All aircraft are eliminated when the carrier carrying them is crippled, unless the crippled result is obtained by a submarine attack in which case the aircraft are left intact. Any transport which becomes crippled immediately loses whatever it was transporting. The strength or supply points being transported are considered eliminated.