

# CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73) for

## #26 (Grunt)

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:

### PROBE

In the Two-Player Basic Game, the U.S. Player discovers N.L.F. units by announcing a Probe of any (or all) suspected Enemy occupied hexes to which the U.S. Player has units adjacent. Probing takes place after the U.S. Movement Phase and before the Combat Phase. U.S. units may not fire into a hex which was probed in the current U.S. Player-Turn. Once *turned ... (leave remainder as is)*.

### PINNING

(Second Paragraph)

Units which have been pinned may not move or fire in their ensuing Player-Turn. Remove the Pinned Marker at the end of the pinned unit's next Player-Turn. Helicopters are not pinned but units being landed by them may be pinned.

### INTERROGATION

(Third Paragraph)

If you interrogate a porter, you may roll the die twice and use both results. Cache units uncovered by interrogation may not be moved subsequently by the N.L.F. Player.

### CIVILIANS

In the last sentence the italicized phrase ("except civilians") should be expanded to say ("Except civilians which are immobile through- out the game").

### AMMUNITION AND SUPPLY

*Reconnaissance-by-Fire*

(Change the second sentence to read)

In this technique, the Player may choose any hex within range, but not necessarily within the Line of Sight, of any unit capable of fire, and fire into it.

### CASUALTY COMBAT RESULTS TABLE

(D) Abandoned casualties cause additional point loss. American casualty units are considered lost if they are left on a booby trap counter; if not airlifted out; or if not accompanied by a medical unit; at the end of the game. N.L.F. casualty units are considered abandoned if they have been picked up by an American medical unit, and not recovered by an N.L.F. unit by the end of the game.

### INTERROGATION RESULTS TABLE

(In the last sentence of the first paragraph change it to read)

If the second result is "Peasant Wounded" then the Porter can be considered as killed under interrogation: U.S. Player subtracts five (5) points from his score immediately.

### SNIPERS

Snipers are ordinary combat units with an Attack

Strength of "1;" the only differences in these units are that they may move independently of Command Control, and the first time they take either points or casualties (depending on which CRT is in use) they are removed from the game board.

### BODY COUNT

(On page 38xs of the rules, the eleventh line of the second paragraph of the Body Count rule should read)

though they may not fire while...

### N.L.F. ORDER OF BATTLE CHART

(Make the following changes)

Mobile Base Camp should have one Records and one Radio;

Give 60 points to U.S. Player;

Mobile Training Camp should have one Records;

Supply Depot should have four Ammunition;

N.L.F. Held Area should have three Commanders.