

**Each Entry has the Date of LAST Revision:**

## **Battalion Combat Series v1.0 (1 Aug 16)**

1) In 8.2a, A hex can be subject to only ONE *Barrage mission* (of either type) per Activation. This limitation does not affect Attacks by Fire.

2) For any scenario stating that a number of 'units' must exit for specific Victory Conditions, HQs and Combat Trains DO NOT count as 'units.'

3) **Entry Area Blocking (REVISED)**. If an enemy unit occupies an Entry Hex needed by the entry of units according to the player's Order of Arrival, the entering units have the following freedoms:

- Units can enter via any map edge hex at or within 5 hexes of the occupied Entry Area hex.
- If a Formation is entering and the above does not encompass any hex where the HQ can enter, expand the 5 hexes just enough so the zone contains such a hex. Only the HQ and Combat Trains can make use of this expanded entry zone.

This renders 9.3f unnecessary (except the part about EZOCs) and so 'shifting' no longer occurs.

4) **Clarification of the 2<sup>nd</sup> Bullet Point, 9.1a:** Moving HQs only generate Coordination if they enter a hex within 2 of a unit of another Formation (which obviously includes stacking with one). Retreating HQs always generate Coordination **on themselves**, but do not generate Coordination on any **other** Formation (the 'non-HQ Retreats' phrase in 4.4a attempts to isolate the fact that when an HQ Retreats it **does** place a Coordination marker **on itself** from the fact that no Retreating unit **ever** places a Coordination marker on some other Formation).

5) The Activation Checklist on page 40 of the BCS Series rules mentions Recover Fatigue twice. Ignore the one just after 'Choose Formation to Activate'.

6) **Expansion of item #3 covering exiting units.** If units must exit the map for Victory Conditions, the player can exit via either map edge hex adjacent to the specific listed hex.

7) For 10.4c's list of things you can do in a Recovery Activation, add 'Remove Dropped Support markers', given 9.2i.

8) In the Activation Checklist, Check MSR is very late in the process. To better follow the sequencing of the Activation, that entry should be just before rolling for SNAFU.

9) Reinforcements slated to arrive at specific hexes (not a marked Entry Area letter) or at their HQ, must be placed in the Reinforcement Phase (they cannot wait for Activation). Also, if they are to arrive at the HQ, they can arrive at the HQ or in any of the hexes adjacent to it.

10) Units must end an Activation either in Command Radius or must stay in the hex in which they began it. If it is not possible to end the Activation in Command Radius, it is permitted to move in a way that will get the unit into Command Radius without footdragging. Isolation effects apply normally in this case and Reinforcements are exempt. This requirement does not apply to Combat Trains or the HQ itself.

# Battalion Combat Series v1.1 (1 Dec 17)

Add Gary Wright to credits for Charts and Tables Layout

- 1) In 7.5a, the references in the sentence “Units can also conduct *Voluntary Retreats* (7.5i)” should be to 7.5j.
- 2) For an unassigned independent unit that must ‘retreat to its HQ’, apply the result as “All other Retreats” instead.
- 3) In the general restriction on Regular Attacks in 7.2 regarding Combat units which can be identified as Attack Units, an Attack unit **must have a printed MA greater than Zero** as well as an Assault Arrow. Rarely comes up, but it is possible.
- 4) 10.3c makes obtaining Optimal Distance impossible if the Combat Trains are forward of the HQ; the Crib Notes version makes it sound as if the Combat Trains are Illegal in that case. The Crib Notes are incorrect, the ‘forward’ Trains merely cannot use Optimal Distance; they are NOT Illegal.
- 5) In the example of Shock Attacks (pg 21), the sentence in the second paragraph explaining that the German Panzer unit wishes to do a Shock attack on 99 ID unit B is not completely clear. It should read “In the first example, the German Panzer unit, 1,2/I moves into hex 36.22, and wishes to do a Shock Attack on 99 ID unit B.”
- 6) Just to make the implicit explicit and to clean up the sequencing mechanics involved, change 10.4c, second list, a) to: “Remove any Coordination and/or Prepared Defense marker the Formation might have.” **FROM** “Remove any Coordination marker the Formation might have.” Likewise add “Remove any Prepared Defense marker the Formation might have.” to the Recovery Activation Checklist.
- 7) Add to 7.5c after “cannot be entered” the following: “...because of terrain or stacking restrictions (5.5d). Then add to 5.5d item f to the list of times when overstacking is not allowed... “f) At the end of a Retreat.”
- 8) The example of Stopping Engagements and rule 6.0i are not in conflict. 6.0i merely needs to note that a stack can continue to try to “win” the Stopping Engagement for as many Fire Events as it has to use. It **must** fire at least once, but the STOP conversion into FAILURE does not occur until the player decides to stop trying or the stack runs out of Fire Events.
- 9) Revised wording to 7.1L... “all of the target hex’s Support is Dropped.”

# **Battalion Combat Series v1.2 (25 Apr 19)**

1) 9.1i wasn't updated to match the v1.2 rules and is in conflict with 9.5. 9.5 is correct, Independent units are removed from play (as in not available for rebuilding), but Arty Points go back into the available pool. Moral of the story: Strip Formations of their independent assets if it looks like they might get cut off and destroyed.

## Last Blitzkrieg (24 June 16)

- 1) If a Reinforcement has 'at the HQ' listed as its place to enter, it can use as an alternative any Entry Area on the Friendly side of the frontline.
- 2) In Scenario 5.8 Advance & Destroy, add to the set up: **D48.00**: 4 Inf Div Combat Trains.
- 3) In the listing of VP Hexes on page 5, Rockrath-Krinkelt is in hex C41.25, not C43.25 as listed.
- 4) In Scenario 5.7 Bastogne, the listing for **D13.23**: vBohm Pz Recon KG should also state that the KG is part of 2<sup>nd</sup> Pz with the notation (2 Pz).
- 5) In Scenario 5.4 Southern Campaign, the 112/28 Inf Rgt Combat Trains should set up in **D23.35**, not **D23.25**.

## Last Blitzkrieg *when using* **BCS v1.1 (13 March 17)**

- 1) A number of units which originally set up in Prepared Defense no longer can access the Prepared Defense DRM (because they must have a Deployed Side to be in Prepared Defense) and there are one sided units (like the 14 Cav Grp's units) which only have a Move-Side. For them, the Prepared Defense marking is not needed and has no effect.

# Baptism by Fire (16 March 17)

- 1) Add to 1.5e: Screening units cannot jump HQs or Combat Trains and have no effect on any part of an MSR (this includes the Screening unit itself, its ZOC, and its Screen Zone).
- 2) Revise 1.5b: Units can only be marked as Screening in the Formation's Initial Activation, **never** in a Second Activation, but a Screen marker can be removed in either Activation if desired.
- 3) In Scenario 5.5, set up the Scht Pz KG HQ in B49.18 (the Pioneer stays in B51.22) and the Scht Pz KG Combat Trains in B40.11 (still in Ghost Mode).
- 4) In Scenario 5.5, 2/26 Inf Bn (1 Inf) should set up with 3/16 Inf (1 Inf) in A33.31.
- 5) The two AT battalions in 1 Gds Bde (72 RA and 93 RA) are incorrectly sporting range 2 on their counters, they should be range 1 like all the other pop gun AT units.
- 6) In Scenario 5.3, the KG Lang Formation marker should be listed as In Play.
- 7) Lake Hexsides (such as between A14.21 and A14.20) are impassible to all MA types.

# Brazen Chariots (25 Apr 19)

1) **Scenario 5.7:** The CW 70 Inf Div should be Locked at start.