

Errata

Page 1

Basing:

Some people find the basing sizes overly large - especially in 25mm/28mm. If so, try these for a more compact look: Infantry - if they are to be based on multiple bases - could use the following sizes (where blue is 25mm/28mm, red is 15mm and green is 6mm). Infantry (4 to a base): 5cm/2.5cm/1.5cm square. Skimmers (4 to a base): 10cm/5cm/3cm

Phases:

Page 107: "The game turn is split into 7 phases" should read "The game turn is split into 9 phases" as it shows in the chart below the paragraph.

Cards:

Page 200 Uralvagonzavod Uhlan Tank Destroyer (not Tank Destroyerr)

Page 192 Uralvagonzavod Jagdlancer Tank Destroyer (not Jagdancer)

Credits:

Richard Sekinger supplied figures for photographs in The Crucible but was left off of the credits page. Sincere apologies.

Page 2

Example of Maximum Range:

Page 106 has an example of Maximum Range in the green bar on the left. It says "...240cm is the maximum a weapon with range Long can fire..." should read "...240cm is the maximum a weapon with range Medium can fire..."

Thunderbolt Card Change:

The Thunderbolt BR49 and BR51 had a couple of weapons missed off of the cards. The whole sheet has been replaced. Go to the PDF download page to get the latest ones (Card 13) in the scale of your choice.

Page 148 - Sgt Bourne:

At the end of the bullet point describing his ability to add a Submachine gun to the jeep's firing abilities, it should actually say what that is: Shots 1, FP 1/1 (Medium range) FArc only, rather than remind me to check the current rules....

Page 176 - Vehicle Mounted Flamethrowers:

The weapons play sheets (in all scales as downloads as well as in the rule book) say that Vehicle Mounted flamethrowers have factors of Shots 1, FP 3/2. As it says at the bottom of that playsheet - and in the body of the rules - this should be Shots 1, FP 3/3. The downloadable playsheets in all scales have been amended to reflect this (version 2.1).

Page 3

Power Armour article in Miniature Wargames 331, November 2010:

There is a typo on the first chart - Table 1 - in the article (page 19). This gives an incorrect suppression bonus for the PATUs. The text in the article is correct and so are the play cards but the chart is not.

Oltenian & Phenix Moirots Play Cards

Minor changes to Dual Feed Cannon weapons on Play Cards for both these forces.

Harris Commando Play Cards

Changes to M9A10 troop carriers: any on board infantry TUs may now fire in all arcs with a combined effect of Sh2, FP1/3.

Page 4

Slammer's TU Cards:

There was a typo on the light mortar mounted in the jeep. This has been corrected. Also, on page 32, the Infantry stats for Shots is out of sync with the TU cards. Follow the stats on the cards. All updated cards available here.

Ander's Legion and West Riding Yeomanry TU Cards:

There was a typo on the tank hunter squads in both of these forces (they had FP1/1 instead of FP 1/3). This has been corrected.

Waldheim Dragoons:

Typo on cards - the APC type is wrongly described. This has been corrected.

Division Legere:

The cards stated that the Command vehicle could not carry infantry. It can - 2TUs, the same as a regular APC. This has been corrected on the cards.

p106 Green sidebar: 240cm is the maximum a weapon with range Medium can fire, rather than Long.

p107 Turn Sequence: Phase 7c - It says "firing results from previous turn phase 5d". This should be Phase 7d.

VTOL Flyers TU Cards - Most movement rates now Very Fast:

There has been a reassessment of movement rates for VTOLs as used by some forces. This has been corrected. All updated cards available here.

Page 5

Hampton's Legion:

An extra vehicle - an MW815-88M ATGW armed armoured Car - was described in the text but left off of the detachment list. This card is now available (in 15mm) and may be downloaded separately here. This ATGW vehicle may be substituted on a one-on-one basis with the MLRS

in the assault detachment or the towed calliope variant (MW815-88C) may swap out for a similar GD800 based vehicle at the same cost.

Supplement 3 optional rule Follow Me:

A small part of the maths was wrong in the example (a typo, actually).

Where it says “a veteran Lieutenant... then spends 5LPs to activate the optional rule (see chart above)” that should say (as it plainly shows on the actual chart): “4LPs to activate the optional rule” although - later on, when the maths is presented, the figures are accurate: “7+4+3=14LPs (as opposed to 28LPs) in total” . This has been changed in the downloadable version.

Close Assault (vehicles):

On page 112 the rules neglect to mention which defensive value facing on a vehicle infantry attack (assuming there is more than one infantry TU attacking). The answer is “their most advantageous”. For example, two Infantry TUs swarm a vehicle, one to the front (DV10) and one to the side (DV9). They add both of their Close Assault values to the result of 2D6 and attack the side DV trying to equal or beat DV9 with their result.