

5-08 Fallschirmjaeger (Jan 12)

1) The Air Supply Head diagram on page 7 has the labels for the values flip-flopped. On the counter shown, the number of Ju-52 Points needed is 10 and the Supply Range is 25. The rules textual description is correct.

2) Ignore the use of "controlled" in the first paragraph of 2.6. There is no requirement that the airfield be controlled by the Germans so as to be used, only that no Dutch units currently occupy the hex.

3) The Stadium Jumpers in 2.5b can move three hexes of city **or village** terrain.

4) The example of ship movement in 3.3a at the top of page 8 incorrectly lists the ending hex as 28.27. It should say 28.17.

5) The x1/4 strength modifier for a full-hex bridge should be clarified that it reads Dx1/4 when the defender is **in** the hex and Ax1/4 when the attacker is attacking **from** the hex.

6) In the Ranged weapons section, the rules describe AA units as having a Blue number on a Light Blue backing. They are Purple, as the rest of the rules and the counters suggest.

Here are links to some useful discussions on CSW:

<http://talk.consimworld.com/WebX?14@875.6qx2cwqHwby.35@.ee6b46d/11330>

<http://talk.consimworld.com/WebX?13@875.6qx2cwqHwby.71@.ee6b46d/9266>

<http://talk.consimworld.com/WebX?13@875.6qx2cwqHwby.79@.ee6b46d/6002>

<http://talk.consimworld.com/WebX?13@875.6qx2cwqHwby.95@.ee6b46d/3155>

<http://talk.consimworld.com/WebX?13@875.6qx2cwqHwby.107@.ee6b46d/1875>

7) Page 1: Dutch Player Turn Sequence: After 'British Air Barrages are only available on turn 7 (3.8c), ADD: Thus, both the Dutch and the British air support units are used on turn 7.

8) 1.1f, The Maas River Bridges: All the city & bridge modifiers cancel out, so x4 verse $1/4 = 1$, and $-2 + 2$ for barrage = 0. Attacking out of this one hex is only at x1 (the other 2 bridges are x1/4).

9) 1.1g, Full-Hex Bridges: Hexes 31.19, 6.25, and 6.26 affect both attackers and defenders equally (defender x1/4, attacker x1/4).

10) Page 3, 1.8a, Single Fire Exception: Thus "free" mandatory AA fire is not triggered by an adjacent Stuka barrage.

11) 1.10e Kurt Student and German Paratrooper Reorganization: Student can recover two steps by bringing in a new, reduced ad hoc FJ company, while upgrading a reduced ad hoc FJ company. Destroyed ad hoc FJ companies go back into the ad hoc FJ pool (7 total).

12) 1.10f: The capturing of a leader is by either overrun or attack. Leaders are not to be used for step losses; they are immune to combat step losses when attacked or overrun. Their value is modified by terrain, and attackers are subject to losses when attacking a lone leader.

13) 2.5b, Stadium Jumpers: can move up to three hexes on Turn 1 provided each hex moved is a city OR VILLAGE hex.

14) 2.6 Air Landing: Ignore the use of "controlled" in the first paragraph of 2.6. There is no requirement that the airfield be controlled by the Germans so as to be used, only that no Dutch units currently occupy the hex.

15) 2.6a, Air Landing Procedure: If AA hits, follow 1.8c & d; if no hits occur, proceed immediately to Air Landing Table. In the hex where the Air Landing units are now located, you must initiate the air landing procedure. If the result is 1 or less, the forces again scatter (1.8d). This scattering of the landing forces can go on forever (theoretically), and one unit/stack can be responsible for dozens of lost Ju-52s (theoretically). The scattering only stops when units successfully land or abort.

16) Air Landing Table: Add - An airfield's capacity is in Ju-52 points.

17) 2.7b, Air Supply Heads: top circled number references number of Ju-52 points needed to haul, the bottom number is the supply range of the air head, measured in movement points.

18) 3.3 Ships: Ships with AA factors are "AA units" for airfield control purposes.

19) Victory: 4.0e, item 3) Question about the extra VPs the Germans gain if certain Dutch units appear as reinforcements. For example, in GT4, the 4th Regiment appears along with 2 artillery companies. The number of VPs the Germans gain is 2. Do they gain them if only the 2 artillery companies appear, or if all the potential reinforcements appear? Answer: Pretty sure the VPs are for the entire group (actually, the rules state that it's ANY of the listed group). For example, if any of the Area D reinforcements are taken, that's 2 VPs (...so take 'em all!), but the F and C area reinforcements are free. Basically, it is 1 VP per battalion (well, not exactly...).