

5-12 Rock of the Marne (30 Jan 20)

- 1) The note at the bottom of the Terrain Effects Chart is confusing. Stormtroopers are required if the Germans wish to attack across non-Bridged Marne hexsides (3.2a and b), Allied units cannot do this. However, both sides can freely attack across Marne hexsides with a printed bridge on them (no Stormtrooper requirement) at half strength.
- 2) The Victory hex for scenario 7.4 should be 30.19, not 30.29.
- 3) For HQ Replenishment in 1.2, roll **two** dice against the HQ number for the side on the Turn Record Chart. Note that this same HQ number and roll method applies to aircraft as well (1.6e).
- 4) On the Interception Table, the topmost dice roll range should be 3 or less not 2 or less.
- 5) For breakdowns, both 2.2 and 3.1 should focus on defensive strength **as well** as attack strength. In other words, the total attack strength, and defense strength of the Breakdown Regiments must be equal to (or less than) the division's current attack or defense strength. The example in 2.2 regarding the "four 1-2-6s" that seems incorrect, is actually right.
- 6) The 161 French Division listed at the end of the list of reinforcements for Turn 7 in scenario 6.1 is the 8 Corps PA unit by that name, so the listing s/b 161/8.
- 7) In scenario 7.2, there are no replacements available. It doesn't mention any, which is correct, but just so it is clear.
- 8) Revise 2.2c. Change the sentence "The regiments can move their full movement allowance..." to "The regiments cannot have already moved." Also, delete the last sentence ("The division cannot move further...")
- 9) In several scenarios, the French 38 Corps HQ is listed as [6]-1-3. The counter is correct with the values of [4]-1-4 and the scenario listing values are incorrect.
- 10) In scenario 7.2, the German 15 Corps HQ is not involved in the scenario and should not be listed in with the other HQs.
- 11) The French 38th Corps HQ should set up depleted in scenario 6.1.