

1. The "2nd" 24th Guards Brigade title on the Battalion Morale Sheet should tell you that the Gordons are actually from the 2nd Brigade.
 2. Several entries in the Counter Manifest I made up from the counters are in error...when in doubt, use the counters (I made the manifest from the counters...they are the base).
 3. D-6 Hgld is missing one infantry platoon, there should be three like the other companies.
 4. A Support Group and C Support Group (2/7 Mdsx MG Bn) should have the organization listed in 2.4 (a). In other words, each of these two groups should have 4x HMG, 1x 4.2 in Mortar, and 1x Bren in addition to those they already have (I mistakenly made all three groups the same as the smaller B Group.)
 5. In 3.1a, the German player can target "up to" three batteries from the given list at any one BDA. He does not have enough batteries to target three at each one. Also, the assigned batteries can be any of those available (no organizational limitations).
 6. 328 Battery, 81 AT should have 2x Bren, not 1x Bren.
 7. There is one too many MG section in each of the 11 FJ Battalions. There should be four each, not five.
 8. The "3-29" Pz Bn is actually supposed to be I-29 Pz Bn.
 9. The artillery markers referring to "43 Arty" actually belong to 3 Arty. Furthermore, the markers are not numbered in the correct German scheme of batteries (i.e. 1,2,3 in I Bn, 4,5,6 in II Bn, 7, 8,9 in III Bn and so on).
 10. 2 Co, 165 Engineer Bn should actually be 3 Co, 165 Eng Bn. Also, its Mortar should be a 4 like the others.
 11. In 1.6, just so it is clear, Heavy Rain lasts for the entire hour, if at night. (No partial game turn weather.)
 12. In 4.1a, "one die x 1-2" should be "one die x 1/2".
 13. Set Up Notes: British set ups in BDAs are inclusive of the boundary's hexes. Scenario 5 includes both maps, not just A. 2.4 specifies that 2/7 Mddlsx and 81 AT set up with their respective brigades, it should also mention that these units can be divided in any way desired among the BDAs of their parent Brigades with all, some, or none of their units in any of the respective BDAs.
 14. Each company in II-725 and II-71 should have only one Mortar Platoon, not two. Throw away the extra one per company ...so that each battalion has a total of two Mortar units, not four.
 15. The LnS Battalion should have the six 6 ldr AT Guns the other battalions come equipped with. This battalion looks like it is short a Mortar Platoon and a Bren, but that is correct (the battalion was off-loaded quickly and did not have all of its heavy equipment yet).
 16. One MG Section from II-104 PG has a movement allowance of 6 on the counter, it should be a 5 like the others.
 17. The VP awards for the Campaign Scenarios are cumulative. For example, if you inflict 70 step losses on the British in scenario 5.2, the German player gets 25 VPs, not just the 15 listed with the 70 Step notation.
- Scenario 3 (pg 19) German Information, Historical Orders, change to: "Up to three platoons each (6 total) from I-145 and II-145 can execute the Infiltration Movement."

18. 5.1 Set Up and Map Notes: add:

(l) Units that set up outside the scenario play area may remain there and fire normally but may only move voluntarily towards and into the scenario play area.

Scenario 3 (pg 19), German Information, Set-up, change to: "German 5-II-71 w/I 3 of A29.22 but east of 27.xx."

Historical Orders, change to: "Up to three platoons each (6 total) from I-145 and II-145 can execute the Infiltration Movement."

Scenario 4 (pg 19), British Setup: below the words "No Minefields" add the following: "All these units are on a prepared defensive op sheet within the SGds BDA." German Information: below the words "The above enter through Entry Area 1 on or after turn 1" add the following:

Historical Orders:

Destroy the enemy entrenched around Vallelata Farm (B13.22) and occupy the position.

Scenario 5 (pg 20), German Setup: I-11FJ, in B20.28 change "2xMG" to "1xMG"; II-11 FJ, in A11.07 change "3xMG" to "2xMG".

German Historical Orders "Destroy the enemy entrenched around Vallelata Farm (B13.22) and occupy the position."

Scenario 6 (pg 20)

Map Area: Map A, but no further south than hexrow Axx.06

British Setup: B Company, platoon in A25.04 should set up in A25.09.

German Setup: II Bn, 71 PG Regt, change "8 Company (Mortars):" to "5-II Mtr & 6-II Mtr:"; II Bn, 725 Gr Regt, change "8 Company (Mortars):" to "6-II Mtr & 7-II Mtr:"; all four mortars set up in A33.22, but they are part of the infantry companies, not part of the two battalions' heavy weapons ("No. 8") companies", which do not appear in the game.