

## Bloody Ridge (TCS #14) update for v4.0 rules (July 2009)

1.1a. Bottleneck reference is v4.0 20.1d

1.2b Ignore (v4.0 sequence of play makes this superfluous)

1.3 Treat On-Map Artillery as per v4.0 24.6. The US player ignores v4.0 24.6e (i.e. he does not expend ammo for firing On-Map Artillery direct. If On-Map Artillery units move, they must wait one hour before they can conduct Indirect Fire.

1.4 Ignore (already part of v4.0)

1.7 Night reference is v4.0 26.0.

2.2 For Marine units, convert any SYR results on the Morale Table to Suppressed. In Assault-Style combat Marine units ignore all Suppressed results on the Morale Table (SYRs are converted to Suppressed as above). Marine Parachutists are not covered by this rule until Torgerson takes command, see 2.3.

3.3c Ignore this rule.

Battalion Morale Charts are unchanged.