

## Semper Fi! (TCS #10) update for 4.0 rules

Ignore 1.2 Illum

Ignore 1.8a Special B type targets

Ignore 1.8b

Ignore 1.8c

Ignore 1.8f

2.1a Pre-Registered Artillery Fires [note]

This doubling of strength is in addition to the doubling of strength from an HE mission. Pre-Registered Fires may not be combined with Continuous Fire missions.

Ignore 2.4f

2.6 Marine Morale [change]

Marine units receive a -1 morale modifier in Assault and Overrun combat, both for regular morale checks and for morale-determined initiative. This is subtracted from their adjusted morale rating, making them even tougher. They are also not subject to the +1 morale modifier for night. Marine artillery is treated as Infantry Guns for morale purposes (i.e. morale value of 3, not 6).

3.2 Night combat [change]

Chinese and Korean units ignore +1 modifier to morale at night and receive a -1 morale modifier when conducting an assault during a night turn.