

ERRATA 05/26

STRIKING THE ANVIL - RULES OF PLAY

- in “4.0 Movement”. add the red text

...
...A unit leaving an area containing enemy units can be subject to pursuit (see 5.5 *Pursuit Combat*) if the player does not leave **good order** Combat Strength points in the area equal to the Combat Strength points of the total **good order** enemy units that are in the area. If the player leaves enough Combat Strength points, pursuit is not allowed....

- in “5.8 Taking hits”. add the red text:

...
• A **combat unit** changing from good order status to disorganized status (not allowed to support, special units **nor attacking combat units**): 1 hit.

- in “6. Naval and air bombings”. add the red text:

- The Naval Bombing marker must be placed in a coastal area only

- in the historical scenario, Special Rules.

- Replace the “orders of the 19 OAK” by the following paragraph :

ORDERS OF THE 19 OAK :

Before the the order is given, this restriction is applied to the German units :

- The German units can't exit the map nor cross the Gard or the Durance from the South to the North. At the END of turn 2 (and at the end of any following turns if necessary), the German player rolls a die and adds to it the number of allied controlled areas (including FFI areas). If the result is higher than 10 the order is given and the restriction is cancelled.

(Thanks to Elias “Devil” Nordling)

- Add the red text:

- The German units garrisoned on a coastal area can not move during turn 1.

- in the historical scenario, victory conditions. Replace the black sentence by the red sentence:

...exited from the map...

...exited by the north or east edge of the map...

- in June 6th scenario, replace the black sentence by the red sentence:

• 198. ID is removed of the map

• 198. ID does not enter the game

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- ASL scénario p.102

The designer of the scenario is Philippe Naud, for *Le Franc-Tireur*

Setup informations - replace the black sentence by the red sentence :

Germans :set up in hexes numbered 5 set up in hexes numbered ≥ 5

Russians :set up in hexes numbered 3 set up in hexes numbered $= < 3$

- ASLSK scénario p.103

There is only one 8-0 leader in the 15th Tabor