

FORCE ON FORCE ERRATA:

Pg. 91, Under Infantry Assaults vs. AFVs

If the assaulting unit scores no “casualties” against the vehicle, it is unharmed. If the infantry unit does cause “casualties,” the Vehicle Damage Chart is consulted with each casualty counting as a hit against the vehicle. Use the Light Gun column to resolve the attack and apply damage results as normal.

Pg. 112, Irregular Units

Irregular units suffer some shortcomings not shared by more professional standing forces. These tactical “warts” give irregular units a lot of character and make them a challenging force to field. Don’t be deceived, though, irregulars aren’t pushovers. They’re generally highly motivated (translating into high morale) and have a tendency to be drawn in hordes by the sound of gunfire. Unless stated otherwise, Irregular units possess either the Callous or Caveman CASEVAC Attribute.

Pg. 115, Missing Building Clearance Table:

Building Clearance Table	
Roll a Quality Die, if result is -	
<1	Clearing unit takes 2 potential casualties. Building is NOT cleared. Roll again next turn.
0	Clearing unit takes 2 potential casualties. Building is cleared.
1	Clearing unit takes 1 potential casualty. Building is clear.
>2	Unit loses next turn, but takes no casualties. Building is cleared.

Roll First Aid Checks for potential casualties as usual. For each First Aid roll that results in a KIA or WIA, roll a Quality Test. A failed Quality Test indicates the casualty is left behind as a POW if the clearing unit withdraws. If an entire unit is wiped out clearing a building, its members are considered POWs until the building is successfully cleared by another unit.

Pg. 189: OF BIRDS AND BEES Scenario Errata

- The Howitzer that must be defended is marked “A” on the map.
- No vehicles are used in this scenario, so the NVA victory condition regarding them should be ignored.

NVA Reinforcement Table

Roll 1D6:

- 1: 1 x Leader w/AK; 5 x Riflemen w/AKs
- 2: 1 x Leader w/AK; 1 x Gunner w/RPK MG (Lt. Support, AP:1D/AT:0); 3 x Riflemen w/AKs
- 3: 1 x Leader w/AK; 5 x Riflemen w/AKs
- 4: 1 x Leader w/AK; 1 x Gunner w/RPG (Med. Support, AP:2D/AT:1D(M); 3 x Riflemen w/AKs
- 5: 1 x Leader w/AK; 5 x Riflemen w/AKs

6: 1 x Leader w/AK; 5 x Riflemen w/AKs and ROLL AGAIN

Missing Unit Attribute: Callous

Callous

A unit with this attribute is callous towards its own casualties. Casualties are left where they fall, perhaps to be dragged to safety or burial later. Such units are not subject to the rules in the Casualties section and need not make First Aid Checks for casualties. Their casualties are simply removed from the table. Callous units are not subject to the Casualty Penalty. This attribute is common among insurgent groups or fanatical militia groups.

Pg. 194, Missing Centurion Sho't Description

CENTURION SHO'T MERCURY

Type: Tracked

Front Armor: 4D10

Side Armor: 3D8

Rear Armor: 2D8

Deck Armor: 1D8

Crew: 4

Firepower:

105mm Cannon (AP:4/AT:4(H))

MGs: 3D

Attributes: N/A