

CONSOLIDATED ERRATA

KampfPanzer

(as of April 1974)

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As a result of post-publication play testing, the following errata has been assembled to clarify and correct various errors or ambiguities in the original game components.

This errata follows the sequence of the *KampfPanzer* rules folder.

[9.39] (*Clarification*): A die roll of greater than "six" (see 9.37) is treated as "six."

[9.61] (*Clarification*): In order to execute an overrun a unit must have sufficient Movement Points to pay the Movement cost to enter the hex in which the overrun will be made *and* to pay the cost to enter the hex following the hex in which the overrun occurs *and* two additional Movement Points paid for executing the overrun attack itself.

[9.66] (*Clarification*): A unit on a hilltop hex may be overrun. Hilltop hexes are considered clear terrain hexes.

[9.67] (*Correction*): A unit that is plotted to be overrun may perform an embark or debark operation if the overrun does not disrupt either or both of the units involved in the embark or debark operation, i.e., rule [12.15] supersedes rule [9.67] with respect to embark and debark operations (only).

[9.68] (*Clarification*): Note that an infantry unit (R weapon type) does execute a counterattack against an AFV (hard target) which overruns it. Weapons effectiveness is not applicable in overrun counterattacks.

[9.82] (*Correction*): A unit plotted to be overrun will *not* complete the movement operation plotted for that Game-Turn (exception: see errata [9.67]).

[9.82] (*Optional Alternative Rule*): A unit that suffers a combat result on the Movement Execution Phase (due to H Fire or Opportunity Fire) does not complete its plotted movement. Instead, the unit immediately substitutes a Panicked Movement Plot (as described in 11.22 and 11.23) immediately and begins that panicked movement from the hex in which the combat result was received.

[10.0] *Terrain Effects Chart* (*Correction*): The slope hex depicted on the TEC is, in fact, a hilltop hex. A slope hex is a hex which contains the contour-dots terrain symbols.

[14.0] (*Clarification*): Players are instructed to pay particular attention to the Deployment instruction note which immediately precedes the 114.1] Scenario.

[14.1] (*Correction*): Nationalists (b) enter on hex #3950 (not 3953) on Game-Turn #6.

[14.1] and [14.2] (*Clarification*): The reinforcements scheduled to appear at a particular hex in these two scenarios must enter the map on the Game-Turn scheduled. If, on the scheduled Game-Turn the entrance hex is occupied by an Enemy unit or in an Enemy Zone of Control, the reinforcements enter on the nearest hex neither Enemy occupied or controlled.

Players are advised to use their SiMov Plot sheets to keep track of the progress of the game as no formal Turn Record has been provided.