

1. **HEAVY RAIN:** Clarification, at the end of rule paragraph RR1, add the following "When it rains, it really pours (i.e., always Heavy Rain)."
2. **NO QUARTER IS IN EFFECT:** No Quarter is always in effect.
3. **MIST:** If Heavy Winds occur, the Weather immediately becomes Clear for the remainder of the 20 AM CG scenario with Very Heavy Mist at the start.
4. **DUSK PM SCENARIOS:** In CG19, add "even inside buildings."
5. **NIGHT ASSAULT NA:** Each side must choose an Idle chit every time a Night CG date occurs. During AM scenarios, Canadian Tanks may not set up on board. Delete CG4. NIGHT SCENARIO.
6. **CG11. CIVILIAN INTERROGATION NA:** Delete CG11.
7. **FULL-STRENGTH RG:** Each Infantry Coy/Pltn, Armor Pltn (troop) and Gun Section are received at Full-Strength (i.e., never Depleted).
8. **HAND-TO-HAND CC:** H-to-H CC is allowed on the RR map. Additionally, the DEFENDER may declare H-to-H CC provided all ATTACKER units were Ambushed and/or Withdrawing/pinned.
9. **FLAME:** There can never be more than one Flame counter per Location (i.e., a second Flame counter can never be created).
10. **GERMAN ENTRENCHMENTS:** In the rule, Z2.42 replace the following, "100 FPP (these FPP may also be used for Group II but only for Entrenchments for the Observer and Machine Gun Platoon and/or also for HIP/???)" with "100 FPP, these FPP may also be used for Group II but each Entrenchment must contain at least any type of unit that has a LOS to at least 4 Paved Road hexes of the Goch-Kalkar-Road (A11-TT9)."
11. **OFFBOARD ARTILLERY:** When attempting Battery Access for an OBA Module, if the second permanently-removable red chit is drawn and less than two black chits have been permanently removed from the Draw Pile, return that red chit to the Draw Pile instead. Your OBA actions for this battery are done for this Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA Module). An Original Contact/Maintenance DR of 12 does not cause the breakdown of a Radio or elimination of a Field Phone, although an Original DR of 12 does cause the loss of Radio/Field-Phone Contact. A Security Area line of hexes (C1.23) can be drawn to the South edge (German) or to the North edge (Canadian) from any non-Isolated Location, but neither through enemy Controlled hexes or No-man's-land and is never cut for any reason (i.e., the line can have bends and is never cut by FFE/enemy-DR-of-2).
RADIO & FIELD PHONE: Each Retained OBA now eliminates its Radio or Field Phone and receive a new Radio or Field Phone (what it started with) and place it in any non-Isolated area during set up.
CREEPING BARRAGE: After, not before, the German initial setup in the first CG scenario (19 AM), the Canadian Player determines the Pre-Registered hex for each of his 3 Creeping Barrage 100+mm. Each Creeping Barrage is only Corrected in the friendly PFPh and its Timing is never off (E12.72).
12. **ENTRENCHMENTS:** Entrenchments may only use HIP in the first initial CG scenario (19AM). Each Entrenchment counter is treated as one building hex for Rout (towards and beneath it), and for Rally Bonus purposes. Units beneath an Entrenchment are considered to be in Concealment Terrain.
13. **TYPHOON:** Purchased Canadian Air Support always arrive in the form of two FB 44 with bombs (i.e., no dr is made for how many aircraft arrives).
14. **THREE INTERLUDE CG DATES:** In each Interlude CG scenario, the German player makes three DR (instead of just one DR) that is added together and subtracted from the 40 CPP received each Interlude CG date (Z2.516), the Canadian player makes no DR during the 3 Interlude CG dates.
15. **LEADERS:** A 10-3 Ldr received on the Coy Leader Table is replaced with a 10-2 Leader. Replace rule Z2.510 with the following:
011.610 WOUNDED LEADERS: Each player makes a dr for each of his currently Wounded leaders. On a dr of 1, the leader is Retained in his un-wounded state, otherwise, the wounded leader is evacuated (or dead).
16. **ASSAULT ENGINEERS:** German and British Assault Engineers have an underscored Morale Factor, are exempt from Disruption and, an ELR of 5. The Smoke Exponent of German 8-3-8 squads is not increased by two.

17. **SHIFT NA:** Delete rule Z2.513 (SHIFT) and any mention of it.

18. **RECOMBINING Z2.5111:** Delete the EXCEPTION.

19. **WEAPONS:** Guns may set up as Emplaced in Paved Road hexes that also contain shellholes. Each Gun placed in Open Ground during a PM scenario may only set up Emplaced and concealed (not HIP) if within 4 hexes to an enemy Front Line Location(s).

WEAPON REPAIR TABLE: All Malfunctioned vehicular-armaments can possibly be repaired, while all malfunctioned non-vehicular Weapons (e.g., SW/Gun) are Eliminated in this RePh step Z2.5142.

CAPTURED EQUIPMENT: Each Captured Gun and HMG is retained on a dr of 1-2 (for each), while all other captured SWs are Eliminated.

WEAPONS NOT IN FRIENDLY SETUP AREA: All SWs not in a Friendly setup area after Perimeter determination is Eliminated.

LIGHT MORTARS: At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each Light MTR's Area Acquisition counter is removed from play. Each time a Light MTR hits a hex, the player has the option to consider that hit to be a miss instead.

AMMUNITION SHORTAGE REMOVAL: In rule Z2.523211, lines 6-7, delete "at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn".

GERMAN PANZERFAUST: Delete CG15 (i.e., rule C13.31 is better).

20. **ARMORED FIGHTING VEHICLES:** In rule Z2.51421 (AFV MG Exchange) replace the word "may" with "must". AFVs must attempt to Repair its Malfunctioned weapons during each RPh.

SCROUNGING NA: Scrounging is never allowed.

AFV/WRECK LOS HINDRANCE: Contrary to D9.4, an AFV/non-burn-wreck inside (i.e., not in Bypass) a building/Factory/woods obstacle does not present any LOS Hindrance.

VEHICLE CREW: As an additional option to rule Z2.523211, each non-Isolated 1-2-7 crew on foot (in the same area, or Pz Lehr crew off-board) is allowed to enter any already manned AFV of its choice at the start of RePh step Z2.514 (that AFV is Abandoned by its [Temporary] Inherent crew to make room for the 1-2-7 crew entering it).

Remove STUN counters from MMC on foot in RePh step Z2.502 (Marker Removal), although any Armor Leader is still Eliminated (D5.341).

WRECKS: All Burnt-Out-Wrecks in rubble/building/Factory/woods hexes (including in VBM) are removed from play in the RePh step.

RR6 SCHUERZEN NA: Delete the rule paragraph.

RR7 GYROSTABILIZERS NA: Delete the rule paragraph.

RR8 KANGAROOS: Cloaking is NA (delete all text in lines 9-12).

After "riders." in line 8 add "The AFV crew of a Ram Kangaroo is eliminated before it attempts to leave it for any reason."

stun+1: Small stun+1 counters are removed in the Marker Removal sequence Z2.502, delete the VEHICLE STUN RECOVER TABLE (Z2.514).

AFV SET UP: No AFV can set up in a non-factory building. Canadian AFVs can only be purchased on-map in a PM scenario.

WASP: The Basic TK# for the WASP BF24 is 6 at one hex (or same hex), 4 at two hexes and 3 at three hex range. Modifications of the Basic TK# (C7.2) apply. Ignore the rule change C7.344 (FT TK), in Journal 16. A WASP is Recalled if its MA is Disabled (contrary to D3.7).

GERMAN SPW 251/1: Each Mobile SPW 251/1 without Passengers is forced to leave the battle starting on turn 5 and later, as if Recalled, if not part of Pz Lehr it will go to a hex numbered 28 that is part of a Friendly Controlled Area (if not possible, ignore this rule), if part of Pz Lehr it will go for exit.

21. **SEARCHING:** Searching may only reveal Fortifications, AFV and Gun ADJACENT (A.8) to the Searching unit(s) (i.e., Infantry and Dummy units cannot be Searched/revealed).

22. **RECONNAISSANCE AND RECON INSPECTION NA:** NA.

RILEY'S ROAD – BALANCE

C1: On 19 AM, Add a German 8-0 Leader to Group II.

C2: C1+ On 19 AM, increase the German SAN to 5 (from SAN 4).

C3: C2+ On 19 AM, add a German 9-2 Leader to Group II.

G1: On 19 AM, add a Canadian 8-0 Leader to any Infantry group that enters.

G2: G1+ On 19 AM, increase the Canadian SAN to 4 (from SAN 3).

G3: G2+ On 19 AM, add a Canadian 9-2 Leader to any Infantry group that enters.