

# Baptism by Fire (16 March 17)

- 1) Add to 1.5e: Screening units cannot jump HQs or Combat Trains and have no effect on any part of an MSR (this includes the Screening unit itself, its ZOC, and its Screen Zone).
- 2) Revise 1.5b: Units can only be marked as Screening in the Formation's Initial Activation, **never** in a Second Activation, but a Screen marker can be removed in either Activation if desired.
- 3) In Scenario 5.5, set up the Scht Pz KG HQ in B49.18 (the Pioneer stays in B51.22) and the Scht Pz KG Combat Trains in B40.11 (still in Ghost Mode).
- 4) In Scenario 5.5, 2/26 Inf Bn (1 Inf) should set up with 3/16 Inf (1 Inf) in A33.31.
- 5) The two AT battalions in 1 Gds Bde (72 RA and 93 RA) are incorrectly sporting range 2 on their counters, they should be range 1 like all the other pop gun AT units.
- 6) In Scenario 5.3, the KG Lang Formation marker should be listed as In Play.
- 7) Lake Hexsides (such as between A14.21 and A14.20) are impassible to all MA types.