

5-05 Crusader (18 Aug 99)

- 1) As stated in the rules, hex 48.08 should be a trench.
- 2) No, there aren't any missing rules in the "invisible" rules sections between 1.4 and 1.8. This glitch just proves the designer (me) cannot count.
- 3) The note on the map above entry area E that reads "...any D hex" should read "...any E hex."
- 4) Any units slated for Tobruk Reconstitution (as well as the ability to ever do any Tobruk Reconstitution in the future) are lost the instant an Axis unit occupies 19.32 (Tobruk).
- 5) As is the case with all SCS games with air points, the Defender identifies his air point use, then the Attacker identifies his air points **then** determine the odds and execute the shifts.
- 6) In a couple of scenarios, German Motorcycle units are listed as setting up "less one step". These are one step units and cannot set up "less one step". Set them up at full strength instead.