

5-17 Heights of Courage (30 Mar 19)

1) Ignore “and rebuilt” from 1.8a as it causes a contradiction with 1.8b.

2) Ignore the “Overrun?” column of the Terrain Effects Chart and apply the normal SCS restrictions on the maximum number of MPs a hex can cost yet still allow Overrun (the column violates that rule at points).

3) The Israeli OOA Turn 4 lists “Azmon Arm Bn”, this should be “Azmon Mech Bn.”

4) In 1.5b, returning HQs do not go to any road hex closer to their Entry Areas, but rather to any Friendly Entry Area.

5) 1.8 conflicts with 1.8b.

Change the last sentence of 1.8 to:

“Units replaced from the dead pile enter as reinforcements at any friendly Entry Area, **or** into any hex adjacent to (or containing) a friendly HQ—*Subordinated* Syrian units can only use their **own** HQ **and** Syrian replaced units can only arrive on their side of the Purple Line.”

And...

Eliminate the last sentence in 1.8b.