

Each Entry has the Date of LAST Revision:

## Battalion Combat Series v1.0 (1 Aug 16)

1) In 8.2a, A hex can be subject to only ONE *Barrage mission* (of either type) per Activation. This limitation does not affect Attacks by Fire.

2) For any scenario stating that a number of 'units' must exit for specific Victory Conditions, HQs and Combat Trains DO NOT count as 'units.'

3) **Entry Area Blocking (REVISED)**. If an enemy unit occupies an Entry Hex needed by the entry of units according to the player's Order of Arrival, the entering units have the following freedoms:

- Units can enter via any map edge hex at or within 5 hexes of the occupied Entry Area hex.
- If a Formation is entering and the above does not encompass any hex where the HQ can enter, expand the 5 hexes just enough so the zone contains such a hex. Only the HQ and Combat Trains can make use of this expanded entry zone.

This renders 9.3f unnecessary (except the part about EZOCs) and so 'shifting' no longer occurs.

4) **Clarification of the 2<sup>nd</sup> Bullet Point, 9.1a:** Moving HQs only generate Coordination if they enter a hex within 2 of a unit of another Formation (which obviously includes stacking with one). Retreating HQs always generate Coordination **on themselves**, but do not generate Coordination on any **other** Formation (the 'non-HQ Retreats' phrase in 4.4a attempts to isolate the fact that when an HQ Retreats it **does** place a Coordination marker **on itself** from the fact that no Retreating unit **ever** places a Coordination marker on some other Formation).

5) The Activation Checklist on page 40 of the BCS Series rules mentions Recover Fatigue twice. Ignore the one just after 'Choose Formation to Activate'.

6) **Expansion of item #3 covering exiting units.** If units must exit the map for Victory Conditions, the player can exit via either map edge hex adjacent to the specific listed hex.

7) For 10.4c's list of things you can do in a Recovery Activation, add 'Remove Dropped Support markers', given 9.2i.

8) In the Activation Checklist, Check MSR is very late in the process. To better follow the sequencing of the Activation, that entry should be just before rolling for SNAFU.

9) Reinforcements slated to arrive at specific hexes (not a marked Entry Area letter) or at their HQ, must be placed in the Reinforcement Phase (they cannot wait for Activation). Also, if they are to arrive at the HQ, they can arrive at the HQ or in any of the hexes adjacent to it.

10) Units must end an Activation either in Command Radius or must stay in the hex in which they began it. If it is not possible to end the Activation in Command Radius, it is permitted to move in a way that will get the unit into Command Radius without footdragging. Isolation effects apply normally in this case and Reinforcements are exempt. This requirement does not apply to Combat Trains or the HQ itself.

# Battalion Combat Series v1.1 (1 Dec 17)

- 1) In 7.5a, the references in the sentence "Units can also conduct *Voluntary Retreats* (7.5i)" should be to 7.5j.
- 2) For an unassigned independent unit that must 'retreat to its HQ', apply the result as "All other Retreats" instead.
- 3) In the general restriction on Regular Attacks in 7.2 regarding Combat units which can be identified as Attack Units, an Attack unit **must have a printed MA greater than Zero** as well as an Assault Arrow. Rarely comes up, but it is possible.
- 4) 10.3c makes obtaining Optimal Distance impossible if the Combat Trains are forward of the HQ; the Crib Notes version makes it sound as if the Combat Trains are Illegal in that case. The Crib Notes are incorrect, the 'forward' Trains merely cannot use Optimal Distance; they are NOT Illegal.
- 5) In the example of Shock Attacks (pg 21), the sentence in the second paragraph explaining that the German Panzer unit wishes to do a Shock attack on 99 ID unit B is not completely clear. It should read "In the first example, the German Panzer unit, 1,2/I moves into hex 36.22, and wishes to do a Shock Attack on 99 ID unit B."
- 6) Just to make the implicit explicit and to clean up the sequencing mechanics involved, change 10.4c, second list, a) to: "Remove any Coordination and/or Prepared Defense marker the Formation might have." **FROM** "Remove any Coordination marker the Formation might have." Likewise add "Remove any Prepared Defense marker the Formation might have." to the Recovery Activation Checklist.
- 7) Add to 7.5c after "cannot be entered" the following: "...because of terrain or stacking restrictions (5.5d). Then add to 5.5d item f to the list of times when overstacking is not allowed... "f) At the end of a Retreat."
- 8) The example of Stopping Engagements and rule 6.0i are not in conflict. 6.0i merely needs to note that a stack can continue to try to "win" the Stopping Engagement for as many Fire Events as it has to use. It **must** fire at least once, but the STOP conversion into FAILURE does not occur until the player decides to stop trying or the stack runs out of Fire Events.
- 9) Revised wording to 7.1L... "all of the target hex's Support is Dropped."

# Battalion Combat Series v1.2 (24 Feb 20)

1) 9.1i wasn't updated to match the v1.2 rules and is in conflict with 9.5. 9.5 is correct, Independent units are removed from play (as in not available for rebuilding), but Arty Points go back into the available pool. Moral of the story: Strip Formations of their independent assets if it looks like they might get cut off and destroyed.

2) For the application of Optional Rule #7 Soft and Hard Jumps:

- Resolve a Soft/Hard Jump resulting from a Shock Attack which is still moving **before** the attacking stack finishes moving.
- In any case, after determining the type of Retreat, resolve the Soft/Hard Jump before finishing the resolution of that Retreat. What occurs will not change the type of Retreat done, but if it is a Soft Jump, the conditions requiring pulling a unit off the map might change and the unit could stay on map.

3) When applying the Screening Rule: Screen Zones never affect any type of Safe Path and if the Optional Traffic Rule is in play, Screen Zones do not affect Traffic nor does Traffic affect Screening units.

4) For better clarity, Replace the existing last sentence, last bullet point, in Retreat to the Rear (7.5a) to read: **OR, in the case of HQs only, displace as needed, to any hex satisfying the Ending Location requirements in 9.1f AND containing at least one unit of the HQ's Formation. The latter could result in the HQ escaping into a pocket.**

5) The next step in the sequence of play a Fatigue Recovery Activation should move to in 10.4c and the sequence of play graphic should be step "i" not step h. There is no Second Activation in a Fatigue Recovery Activation.

6) Add Breakthrough Armor units **are** capable of Shock Attack. So a unit is capable of Shock Attack if it has one or more of the following:

- Assault Arrow
- Red or Light AV
- Breakthrough Armor

# Battalion Combat Series v2.0 (17 Nov 21)

- 1) In 5.1g 'phase' refers to the given Activation, not the entire Activation Phase.
- 2) Just so it is clear, the contiguous Legal Hex connection mentioned in 3.1a, para 2 must follow **contiguous** Road/Tracks as listed in para 1.
- 3) In 5.1c item 3, the requirement to enter the defender's hex in regular movement refers only to the effects of Terrain and is not concerned with EZOCs.
- 4) In the example of Urban Control Levels at the bottom of page 34, the second paragraph shows the various combinations that can happen with two Control Level changes (not the three shown in the first paragraph). Also, any result requiring three Control Level changes will end in a Withdrawal.