



Errata / notes of the author, to June 18, 2014

Errata

Scenario 5;

Elements of Company C, 14th Battalion Sherwood Forrester, enter on Turn 1 along the east edge.

Scenario 7;

The map should be turned upside down; the n. 17, toward the base, south side.

Scenario 10;

the British tanks entering the hex Z12;

Note: The CH has built a map with some columns of hexagons in less; hence the error.

Scenario 11;

the British tanks entering the hex Z10;

English units may be placed between the columns W-Z

Note: The CH has built a map with some columns of hexagons in less; of errors here.

Optional rule-German reinforcements: the AFV enter in turn 2 (to the benefit of German)

Notes

For all scenarios involving overlays Vineyard: Vineyard are considered at the level of the original ground hex (eg: map n. 2, hexagon AA3, level 1, Hill).

Scenario 14;

The historical notes mentioning (see HH # 15); the reference scenario is instead the # 13-Counter-attack at Montecieco;

Scenario 16;

The scenario could have used in my projects, a more determined attack on the right side of the Allied. It is suggested to place units KRRC within 6 hexes of DD17.

