

# WORLD AT WAR 85

## CLARIFICATIONS AND CORRECTIONS



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**REVISION 1**



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## CLARIFICATION AND CORRECTIONS

**Clarification Core Rules 5.0, Pg 35** add to bottom of first column:

IMPORTANT NOTE: No more than one EW marker may be placed on an HQ at a time.

**Clarification Core Rules 10.9**, add just before 10.9.1 header:



Cultivated hexes on summer maps may also catch fire under the same circumstances as other hexes. However, when rolling the 1d6 to see if a Fire starts, a 1 through 4 has no effect; but, on a 5 or 6. Place a Fire marker in the hex and immediately roll for any fire effects as if a 5 had been rolled in other terrain than Cultivated.

**Clarification Core Rules 17.6, Pg 93 - Points for Off-board Artillery and Designated Formation cards** The Battle Generator and DYO rules AFTER the first Important Note the text before table should read: “Finally, choose any Designated Formation cards and/or Off-Board Artillery Strikes, purchasing them using the Points costs on the following table. You should only purchase one Designated Formation card per side per scenario unless circumstances require it and it is available in the card mix (including expansion cards that you may have).” See the table on the right

**Correction Storming the Gap Module Rules: Scenario 15, pg 78** - for the East German Red formation, ignore the attached SA-7 SW counter.

**Correction Storming the Gap Player Aid:** Example B on PAC08 LOS Player Aid should to read “Both units are at Unit height Level 2 (Hill or Hill- Woods).”

**Correction Defense of Frankfurt: Pg 34 4/172nd GDS ARTY color** should be BROWN instead of DARK BROWN. The counter are correct.

**Correction Defense of Frankfurt: Pg 34 4/172nd GDS ARTY**, The HQ counter should be an HQ-FO counter. Remember to use the BROWN HQ-FO as per the previous entry.

**Clarification Core Rules 18.6:** In any scenario, and when an HQ exits the map stacked with a friendly unit, that HQ is then immediately moved to the HQ/SW Deployment box for use in the next activation of its formation.

**Correction: ALL Terrain Effects Charts in Storming the Gap and the Starter Kit (TEC)** All three references of OBSTRUCTS should read OBSCURES on pages 1 and 2 (3 boxes total).

**Correction: Core Rules 10.9.1 and 16.3.2**, the die roll penalty described is +3, not -3.

### World At War 85 non-unit point values

ARTY STRIKE:	Artillery Delivered	150
ADM	Mines - Places Minefield: Random marker	
ARTY STRIKE:	Chemical Strike - also adjacent hexes	200
CHEMICAL		
ARTY STRIKE:	Roll for Strike Reduction DPICM values	40
DPICM		
ARTY STRIKE:	Light 2-4; Med 3-4; Heavy 3-3	30-40-60
HE		
ARTY STRIKE:	Multiple Rocket Launch System - 3-4	100
MLRS		
ARTY STRIKE:	Up to 3 contiguous Smoke hexes	30
SMOKE		
SCREEN		
DESIGNATED FORMATION		300
EW	ADVANTAGE of +1 (NATO) or -1 (PACT)	200
IMPROVED POSITIONS		100
MINEFIELD - PLACED	Friendly units are not affected by their own Placed Mines	100