

# WORLD AT WAR 85

## CLARIFICATIONS AND CORRECTIONS



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# WORLD AT WAR 85

## CLARIFICATION AND CORRECTIONS

Welcome to the Clarifications and Corrections document for World At War 85's Volume 1, Storming the Gap, and its expansions, Defense of Frankfurt, Storm and Steel Second Wave, and The Drive on Giessen.

Please note that just as in the Core Rules themselves, the text of the specific Clarifications, Corrections and/or Additions will be listed in **BLUE TEXT**.

## Core Rules

### 1.6.3 Player Aids and Tracks, Page 16:

#### CORRECTION

The first PACO2 listed should be numbered as PACO1

### 2.3.7 Rebuild the Formation Deck, Page 32:

#### CLARIFICATION

Replace the entire section with:

Shuffle the discard back into the deck.

If a formation did not activate this turn, return one End Ops card to the deck, and hold the other. Place ALL HQ counters of ALL skipped formations (either side) on top of the card.

If the scenario uses three End Op cards, hold two and stack them together.

**NOTE:** Use an Ops Complete marker for each helicopter formation on the card.

Next turn, deploy each HQ from the card, rather than the holding box, as its Formation Card is drawn.

When the card is empty, shuffle it and any other End Ops card it is stacked with back into the deck. The Operations Phase now proceeds as usual.

**Designer Note:** This ensures no formation goes two turns without activating. Sometimes, a sce-

*nario calls for three End Ops cards, rather than the usual two.*

### 4.3 Close Air Support Attack

#### ADDITION

Add to the end of the section:

Exception: MLRS CAS units - with 'MLRS' on their counter, or as indicated on their national Unit Table, or in module or scenario rules - place a Fire For Effect marker on the target hex at the beginning of its attack, and follow the rules for MLRS strikes (14.9).

**Designer Note:** This actually represents cluster bomb and equivalent area-effect munitions, so it is more of an Indirect Fire-equivalent weapon system, and so is subject to Indirect Fire rules instead of Direct Fire rules, including scattering!

### 5.0 Electronic Warfare Card, Page 35:

#### CORRECTION

Replace the paragraph with:

If electronic warfare features in the scenario, one side or the other **MAY** be indicated in the Scenario or Module rules as holding the EW Advantage. The advantage modifies the roll to determine who may use the EW card when drawn.

### 5.1 EW Markers, Page 35:

#### ADDITION

Add to the end of the section:

**IMPORTANT NOTE:** Only one EW marker may be placed on an HQ at a time.

### 5.2 EW Effects, Page 35:

#### CLARIFICATION

Replace the EXCEPTION text with this:

**EXCEPTION:** Units that are always in command (See 7.2.5) are unaffected.

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## CLARIFICATION AND CORRECTIONS

### 7.0 Formation Card, Page 37:

#### CORRECTIONS

The bullet points should read:

Resolve the activated Formation's impulse in this order:

- Refresh Step
- Command & Leader Status Step
- Missile Reload Step
- Disruption Removal Step
- Off-Board Artillery Strikes
- Actions by Active Units or Stacks

### 7.6 Action STEP, Page 43:

#### CORRECTIONS

The bullet point for Opportunity Fire should read:

- Opportunity Fire by inactive enemy units, which is triggered by movement. Opportunity Fire is always Direct Fire. It is never Indirect Fire.
- Paragraph 5 in the left-hand column: should be replaced with:

The units comprising a Formation, singularly or as stacks, are activated one by one during the Action Step, and each performs only one action. Unless otherwise noted, the unit or stack becomes Ops Complete when it completes its action.

**IMPORTANT:** Ops Complete units may not perform Actions, or any other function, (such as Spotting) until the marker is removed. Ops Complete units defend normally.

### 9.7.3 Hovering, Page 48:

#### CLARIFICATION

Replace the first sentence of this section with:

If a Helicopter changes to Hover mode at the start of its activation, it remains stationary in its hex for the remainder of the activation.

### 9.8.3 Unloading into an Assault, Page 50:

#### CLARIFICATION

Replace paragraph 2 with:

The Passenger's act of unloading into an adjacent hex will trigger Opportunity Fire; it should be placed there now. However, in this specific case, it is considered to be in its Transport unit's hex for purposes of resolving that Opportunity Fire. If the unit is not Disrupted or eliminated by any Opportunity Fire, it immediately executes its Assault attack.

### 10.2.2 Blocking and Obscuring Terrain, Page 55:

#### ADDITION/CLARIFICATION

Add to the end of the section:

As an Exception to all other cases in 10.2.2 and 10.2.3:

If the LOS is directly down a hex spine, and there are two blocking hexsides along the LOS, BUT the higher unit is at a same obstacle height as one or both of the blocking terrain hexsides, then the LOS is treated as if the higher unit is at the same level as the lower unit in this specific case, and so therefore covered by LOS FIGURE O6 above.

**Note:** This exception is ONLY for purposes of LOS determination. For all other game purposes, the unit's heights are as indicated on the map. So either it has a LOS or it does not when the LOS is down a hex spine, that is all this is meant to cover.

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## CLARIFICATION AND CORRECTIONS

### 10.2.3 Blocking Terrain obstacle Height & Blind Spots, Page 56:

#### CORRECTION & CLARIFICATION

Replace the paragraph under LOS Example O8B with these:

If either of the two units is in a hex one level higher than the obstacle between them, a blind spot is formed along the line of sight.

Count the number of hexes between the higher unit and the obstacle; this is the number of hexes in a straight line behind obstacle which cannot be seen.

**Example:** A unit on a hill is trying to draw a line of sight to a unit beyond a wood below. It is five hexes away from the wood; if its target is on any of the five hexes in a straight line behind the wood, they cannot see each other.

### 10.4 Combat, Page 59, top of first column:

#### CORRECTION

The first paragraph on the page should read:

For each attack, the target rolls a number of defensive dice equal to its armor value (if it is a Heavy or Light armored target) plus Defensive Bonus dice according to the terrain it occupies. Armored targets are further subject to a Maximum Defensive Bonus, see 10.6.14. Concealment and weather conditions can provide Defensive Bonuses, each such bonus adding one additional save die in either case. Note that in some cases a unit may have no dice at all to roll (notably troops in Clear terrain; See 10.6 Direct Fire Restrictions and Modifiers).

### 10.6.2 HQ or Leader Command Bonus, Page 61

#### Addition to the Important Box:

During one activation, the Command Bonus may only be added to either the firing unit's FP (AP or HE), or the FP (AP or HE) of a support weapon deployed to that unit: not both.

### 10.6.10 Volley Fire, Page 61:

#### CLARIFICATION AND ADDITION

The Yellow Note should be replaced with the following note, text section, and Design Note:

**IMPORTANT:** This does not apply to Opportunity Fire, or during the Fire segment of a Move & Fire Action. Also: This modifier bonus is optional, at the discretion of the Attacker.

The use of Volley Fire is restricted to Heavy Armor units only, using Black or Orange AP or HE FP. (Thus Volley Fire may not be used by ARM Support weapons deployed to either Heavy Armor unit in the stack.) When a unit uses Volley Fire and adds the modifier from the other unit in the stack, both units are marked Ops Complete after the attack is executed.

*Design Note: Soviet tank units practiced this gunnery tactic.*

### 10.7 Combat Results & Post-combat Missile Ammo Check, Page 62:

#### CORRECTION

The title of the section should be:

#### 10.7 Combat Results

(Post-combat Missile Ammo Checks are covered in 10.10, and not by a subsection of 10.7.)

### 10.7.2 Results versus HQs and Leaders, Page 63:

#### ADDITION

If an HQ or Leader is with a unit in a stack, and only that unit is eliminated, it is stacked with the remaining unit, so long as the HQ was not suppressed, or the Leader survived its Reduction Check.

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## CLARIFICATION AND CORRECTIONS

### 10.7.3 Results versus Transports and Passengers, Page 63:

#### CORRECTION

The bullet point for a ground Transport unit that is eliminated should read:

- If a ground Transport unit is eliminated, roll 1d6.

On a result of 1 - 3, the Passengers are reduced and disrupted; roll to see if attached HQs or Leaders are reduced or wounded.

- On a result of 4 - 6, the Passengers are eliminated; see 10.7.2 for HQs and Leaders.

### 10.9 Rubble, Clearing Rubble & Fires, Page 65:

#### ADDITION

Add to the section:

Cultivated hexes on summer maps may catch fire under the same circumstances. Roll 1d6: 1 to 4, no effect; 5 or 6, place a Fire marker, and immediately roll for effects as above, as if a 5 had been rolled.

### 10.9.1 Clearing Rubble Hexes, Page 65; and 16.3.2 Clearing Rubble Hexes, Pages 81-82

#### CORRECTIONS

The Clearing Roll penalty described is +3, not -3.

### 10.11 Opportunity Fire, Page 67:

#### CORRECTION

The Design Note should now be a yellow Note, with the force of the rules:

**Note:** The stack is still a stack. So, for Opportunity Fire, remember: it is Direct Fire, and the rules for Direct Fire against a stack apply (as in 10.7.1). And also: Opportunity Fire is always Direct Fire. It is never Indirect Fire.

### 13.2 Resolving an Assault, Page 71:

#### CLARIFICATION

The Note should read:

**Note:** In an Assault, there are no saved hits, there are only hits. Hits are not reduced by armor values, terrain or concealment. The exception is Improved Positions, which negates the first hit against the defender in an assault.

### 14.6 Strike Types, Page 75:

#### ADDITION

Add these to the section:

Off-Board High Explosive, DPICM, and MLRS Strikes are specifically assigned a pair of numbers in the Order of Battle section of a scenario: the number of dice rolled, and the number needed to hit on each die rolled.

The paired-number combination, and the number of Strikes of each type are each marked on the Artillery Track at the start of the scenario or when otherwise indicated in the Order of Battle, or module or scenario rules.

In contrast: On-Board High Explosive, DPICM or MLRS Strikes are assigned the HE FP dice and To-Hit number of the unit firing.

Off-Board High Explosive, DPICM, and MLRS Strikes all use a similar resolution sequence, described in the next section, 14.7.2 Strike Procedure. When firing an MLRS or DPICM Strike, follow their procedure until it indicates you proceed to 14.7.2. When following the procedure in 14.7.2 only, "High Explosive Strikes" also refers to DPICM or MLRS Strikes, as appropriate to the strike being resolved.

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## CLARIFICATION AND CORRECTIONS

### 16.1 Improved Positions, Page 80:

#### ADDITION

Add this Note to the section:

**Note:** Improved Positions and Assault - during an Assault, Improved Positions will negate the first hit against the defenders (one hit total).

### 17.6 Purchase your units, Page 93:

#### ADDITION

In the right-hand column, immediately after the first Important Note, insert this text and the accompanying World At War 85 non-unit point values table:

Finally, purchase Designated Formations, Off-Board Artillery Strikes, Electronic Warfare advantage, Improved Positions and Placed Minefields according to their points value on the following table. We recommend purchasing no more than one Designated Formation per side unless circumstances dictate and you have the additional cards from an expansion.

**Note:** Off-Board Artillery is expressed as a pair of numbers: the number of dice rolled, and the number needed to hit. See 14.0: Indirect Fire. .

**Example:** 3-4 means roll 3 dice for each target in the hex, and use a To Hit Value of 4 (4 or better to hit with each die).

These Values can be seen on the Artillery Track Player Aids.

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

ARTY STRIKE:	Artillery Delivered	150
ADM	Mines	

Places Minefield:  
Random markers

ARTY STRIKE:		200
CHEMICAL		

ARTY STRIKE:	3-4 or 2-3	3-4 = 30
DPICM*		2-3 = 50

ARTY STRIKE:	Med 3-4; Heavy 3-3	3-4 = 40
HE*		3-3 = 60

ARTY STRIKE:	Multiple Rocket	150
MLRS*	Launch System 3-3	

ARTY STRIKE:		30
SMOKE		
SCREEN		

DESIGNATED		300
FORMATION		

EW	ADVANTAGE of +1	200
	(NATO) or -1 (PACT)	

IMPROVED		100
POSITIONS		

MINEFIELD		100
PLACED		

### 18.6 VICTORY CONDITIONS, Page 97:

#### ADDITION

Add to the section:

In all scenarios, when an HQ leaves the map with a friendly unit, it is returned to its deployment box, and may be deployed again when its formation is next activated.

### DESIGN & DEVELOPMENT NOTES, Page 104:

#### CORRECTION

**December 2018, not 2028...**

# WORLD AT WAR 85

## CLARIFICATION AND CORRECTIONS

### Starter Kit in the Core Rules

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#### STARTER KIT SCENARIO:

#### CLARIFICATIONS

**The Starter Kit scenario is based on Scenario 2 from Storming the Gap:**

In the Soviet Support Setup, there should be a vertical line between the instructions for the Designated Formation card in the center and the Off-Board Artillery support markers on the right.

The Designated Formation card is available according to the scenario and 15.0 in the Core Rulebook.

Off-Board Artillery is marked on the Soviet Artillery Track, and is available as usual during any Soviet Formation impulse.

# WORLD AT WAR 85

## CLARIFICATION AND CORRECTIONS

# Storming the Gap Module and Scenario Rules

### 1.3 High Rate of Fire HE, Page 7:

#### ADDITIONS

The first paragraph should read:

In Storming the Gap, certain Infantry and Cavalry Fighting Vehicles, and some helicopters have HE Firepower that is powerful enough to attack Heavy Armor Targets at shorter ranges. These units may use their HE FP to attack Heavy Armor Targets at Printed Range or less. See Core Rules 10.1 AP and HE Firepower – Which to use?

#### ADDITION

Add the following units as capable of High Rate of Fire HE:

- US AH-1 Cobra
- Soviet MI-24 HIND-E
- East German MI-24 HIND-D

### Scenario 2, Page 17:

#### CLARIFICATIONS

In the Soviet Support Setup, there should be a vertical line between the instructions for the Designated Formation card in the center and the Off-Board Artillery support markers on the right.

The Designated Formation card is available according to the scenario and 15.0 in the Core Rulebook.

Off-Board Artillery is marked on the Soviet Artillery Track, and is available as usual during any Soviet Formation impulse..

### Scenario 3, Page 23:

#### CORRECTION

Scenario Rule 1 should read:

1. US Initiative: The US Player has initiative with any one formation.

### Scenario 7, Page 41:

#### CORRECTIONS

- The West German set up hex 3-01 should read:

3N-1

- The Soviet entrance instructions should read:

Enter Turn 1 or later on the east edge of the map, and south of hex 3-W9

### Scenario 10, Page 54

#### CORRECTIONS

For the blue formation (4/152nd PzGren) the setup instructions should read west not east:

SET UP after the Soviet formations. All units must be WEST of and not including hex row L, and SOUTH of and not including hex row 8.

### Scenario 12:

#### CORRECTIONS

#### Pages 63-64:

Set up instructions for all four NATO formations should read:

SET UP before the game begins on any hex on map 1.

#### Page 64:

- Under West German Scratch Force the Marder-1A1 counter is correctly shown, but it is labeled Marder-1.



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## CLARIFICATION AND CORRECTIONS

- Under West German Support Setup **remove the entire second bullet point**, which is: “SET UP BEFORE THE GAME BEGINS IN ANY HEX WEST OF HEX ROW 1-X13, INCLUSIVE”

### Page 67:

- The Instructions for Objective C should read:

Place **OBJ C** marker in 1-T5. Includes all contiguous hexes of the town.

- The Instructions for Objective D should read:

Place **OBJ D** marker in 1-P11. Includes all contiguous hexes of the town.

---

### Scenario 15

### Page 78:

#### CLARIFICATION

Replace Scenario Rule 5 with this simpler text:

**PACT Command isolation:** Only East German Formations may use the East German Off-Board Artillery Strikes.

### Page 79:

#### CLARIFICATION

**For the 1/4 4 MSD:** This is the remainder of the 1/4 4 MSD's units entering as reinforcements, and which activate when the 1/4 4 MSD Formation card is drawn.

---

### Scenario 16, Page 85:

#### CLARIFICATION

Replace the Victory Conditions with this text:

The East Germans win a Tactical Victory if they exit 7 ground units off the west edge of Map 1 **and** fewer than 10 of their ground units **have been eliminated by the time** the 7th unit exits. However, if they exit 7 ground units off the west edge of Map 1 **and 10 or more** of their ground units have been eliminated, **and if** they

also eliminate 7 or more West German ground by the end of the game, they win a lesser Marginal Victory. Any other result is a West German Victory.

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### Scenario 17, Page 89:

#### CORRECTION

The instructions under the Soviet Designated formation should read:

**ADD this Designated Formation card to the Formation deck at the start of Turn 4.**

---

### Scenario 17, Page 92:

#### CORRECTION

Scenario Rule 6:

The formation should be the **3/45th GT**, rather than the 1/95 GT.

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### Scenario 17, Page 93:

#### CORRECTION

For the East German RED formation:

**Remove the attached SA-7 SW counter.**

---

### Scenario 18, Page 95:

#### CORRECTIONS

- For the US A/5-8/8th ID:  
The card is correct but the **text above the flag** should also say **A/5-8/1 8th ID**
- The Set Up instructions for the US A/5-8/1 8th ID should read:

SET UP before the game begins within 4 hexes of **Objective B** except for the Minefield-Placed markers. For the latter, see SCENARIO RULES below.

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## CLARIFICATION AND CORRECTIONS

### Scenario 18, Page 99:

#### CORRECTIONS

In Scenario Rule 1, the Core Rule reference for Hidden Minefields should be [16.2.1](#)

Scenario Rule 4 was inadvertently inside the NOTE following Scenario Rule 1. It has been moved to its [correct position](#) in the Scenario rules.

Objective A - last sentence should read:

The objective includes [all three](#) contiguous hexes of the City.

Objective B - last sentence should read:

The objective includes [all three](#) contiguous hexes of the City.

- Replace the SU-25 CAS Entry instructions with:

[AT THE START OF TURN 3 ADD THE CARD TO THE FORMATION DECK, THEN PLACE THE COUNTER IN THE SW/HQ READY TO DEPLOY HOLDING BOX](#)

- The entry instructions for the 336th SHR should read:

[ENTER TURN 8 OR LATER FROM THE EAST EDGE OF THE MAP](#)

### Page 121

Objective D should indicate the OBJ D marker instead of the OBJ C marker

Objective E should indicate the OBJ E marker instead of the OBJ D marker

#### ADDITION

### Page 117

For the Orange formation in the middle of the page (3/117th GMR) add this sentence [BEFORE](#) the setup instructions:

[Set up second, after US forces.](#)

### East German National Unit Tables:

#### CORRECTION

The MI-24 HIND-D's [Enhanced Move & Fire](#) should be ["Y."](#)

### US National Unit Table, Page 4:

#### ADDITION

The Blue Armored Cavalry Troop formation is missing. It consists of [2xUS M-1 Abrams](#) and [2xUS M-3 Bradley CFV](#) units, for [210 points](#).

### PAC02 Sequence of Play:

#### CORRECTIONS

The Actions in the Available Unit or Stack Actions have incorrect numeric rules references. The correct references are:

- Movement [\(9.0\)](#)

### Scenario 19, Page 103:

#### CORRECTION

Under Soviet Support:

[The picture of the Designated Formation Card should be that of the SU-25 CAS.](#)

### Scenario 21:

#### CORRECTIONS

### Page 117

Replace the US A-10 Warthog CAS Entry instructions with:

[PLACE THE CARD IN THE FORMATION DECK, AND PLACE THE COUNTER INTO THE HQS & SWS READY TO BE DEPLOYED BOX ON PAC07 HOLDING BOXES.](#)

### Page 118

- The Purple Soviet Spetznaz formation should only get 1 Formation card, not two as indicated in the graphic.
- There should be a Soviet flag next to the Soviet SU-25 CAS counter picture, rather than a US Flag.

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## CLARIFICATION AND CORRECTIONS

- Direct Fire **(10.0)**
- Move & Fire **(11.0)**
- On-Board Indirect Fire **(12.0)**
- Assault **(13.0)**

### PAC03 Terrain Effects Chart:

#### CORRECTION

On pages 1 of 3 and 2 of 3:

All four instances of OBSTRUCTS in the LOS Effect Column should read **OBSCURES**.

#### CLARIFICATION

On page 1 of 3:

The +1d6 Defensive Bonus for being attacked from Downhill applies at any range, and where the defender is one or more levels of unit height above the attacker.

**IMPORTANT:** This does NOT apply to Indirect Fire.

#### CORRECTION

On pages 1 of 3 and 2 of 3:

All MP Costs for NOE or Flying Helicopters should be **1**, except Fire which remains as **P**.

#### CORRECTION

On page 3 of 3, Fortifications:

The rule reference for Improved Positions should be 16.1 instead of 15.1.

#### CORRECTION

On page 2 of 3:

The Assault Modifiers column entry for both Rubble and Cleared should be a **bullet (“•”)** instead of **Y**.

### PAC08 Player Aid, LOS Examples, Page 1:

#### CORRECTIONS

- The B0-105 in hex I4 of Example G on the map section should have a Nap of Earth marker on it.
- Example B on PAC08 LOS Player Aid should read:

B = Clear. Both units are at Unit height Level 2 (Hill or Hill-Woods). LOS is not blocked by any Blocking hex higher than either the attacker or defender's hex.

### PAC09 Player Aid, Every Die Roll in the Series

#### ADDITION

Add this entry to the Player Aid:

#### MISSILE AMMO CHECK (10.10):

Roll 2d6. If > M/T, place a Missile Reloading marker on the unit.

### PAC10 Player Aid, Direct Fire Modifiers

#### HQ or Leader Command Bonus, Addition to the Important Box:

During one activation, the Command Bonus may only be added to either the firing unit's FP (AP or HE), or the FP (AP or HE) of a support weapon deployed to that unit: not both.

#### Component List

#### CORRECTION

There are only eleven 8.5" x 11" and twelve 11" x 17" Player Aid cards.

#### DATA CARD

#### CORRECTIONS

#### STG 023 (SOV ASU-85)

The Unit Type should read **Assault Gun (Air-droppable) (AG-A)**.

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## CLARIFICATION AND CORRECTIONS

### STG 057 (US M-3 Bradley CFV)

The Unit Type should read [Cavalry Fighting Vehicle](#).

# WORLD AT WAR 85

## CLARIFICATION AND CORRECTIONS

# Defense of Frankfurt Module and Scenario Rules

### Scenario 01, Page 9

#### CORRECTION

Remove the Fliegerfaust-1 from the Blue West German 1/51st PZGREN formation Order of Battle.

### Scenario 01, Page 19

#### CORRECTION

Scenario Rule 2 should read:

2. The three West German formations starting the scenario on Map 41 may NOT activate on Turn 1.

### Scenario 2

#### CORRECTIONS

- **Page 27**

The label above F-111 CAS counter says "A-10 CAS", but should read "F-111 MLRS CAS".

- **Pages 30-31**

Our apologies, but please note there are not enough Improved Positions markers in the counter-mix at present for this scenario. Please use any agreeable marker to make up the shortfall.

- **Page 31**

The first Soviet formation listed shows a Designated Formation card. This should be a Scratch Force Card with Morale/Training 6; Command Range 4 when unreduced; and Command Range 3 when reduced.

- **Page 34**

The 4/172nd GDS ARTY HQ counter should be shown as an HQ-FO counter.

Also, the color band for the HQ-FO and D-30 unit counters should be BROWN instead of DARK BROWN. NOTE: The physical counters are correct.

- **Page 34**

#### CORRECTION

The listed Scenario Rule 1 should be renumbered as Scenario Rule 2.

#### ADDITION

Add the new Scenario Rule 1 as:

1. Set up first the Soviet, then the NATO units beginning the game on map.

#### DATA CARD

#### CORRECTIONS

#### DOF 004 (SOV FO-HQ)

The Special Function should read [Artillery Formations: DOF Manual 4.3](#)

#### DOF 009 (SOV Tunguska)

- The Unit Designation should read [Self-propelled Anti-aircraft Gun/Missile \(SPAAG/M\)](#)
- The Special Function should include [Anti-aircraft MISSILE: 10.6.1, 10.10](#)

#### DOF 0015 (US OH-58 Helo)

Remove [Anti-Tank Guided Missile: 10.6.3](#) should be removed from the Special Function listing

#### DOF 018 (US FO-HQ)

The Special Function should read [Artillery Formations: DOF Manual 4.3](#)

# WORLD AT WAR 85

## CLARIFICATION AND CORRECTIONS

### Storm and Steel Module and Scenario Rules

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#### Scenario 1, Page 8

##### CORRECTION

The Scenario Rules should read:

The Czech 2/12 TR has the initiative.

---

#### Scenario 2, Page 10

##### CORRECTION

The Marder-1 and Infantry units in the Order of Battle for the West German 3/242 PZG formation should have white color bands instead of orange.

---

#### Scenario 2, Page 13

##### CORRECTION

The Czech 11th HR should only have one formation card, not 2.

---

#### Scenario 2, Page 14

##### ADDITION

Add Scenario Rule 3 as:

3. The Czech 11th Helicopter Regiment suffered from insufficient fuel reserves. The Czech 11th HR uses only one Formation card.

---

#### Scenario 3, Page 19

##### CORRECTION

Replace the Scenario Rules with:

1. The Czech 11th HR has the initiative.
2. The Czech 11th Helicopter Regiment suffered from insufficient fuel reserves. The Czech 11th HR uses only one Formation card.

---

#### Scenario 4, Page 25

##### CORRECTION

The overall map should be rotated 180 degrees, such that Map 3 is at the top and Map 46 is at the bottom. The top of the map will be 3-A1 through 3-W1; but rotate Map 46 so that the bottom of the map is 46-A1 through 46-W1.

##### CORRECTION

Objective A should be hex reference 46-T1 (Czech Exit hex).

---

#### Scenario 6

##### CORRECTION

Page 30:

In the Setup instructions for each of the bottom two formations, each reference to Map 46 should be Map 45.

Page 31:

##### CORRECTION

The Light Blue 1/243 PZ formation should only have **one formation card**, not two as indicated.

Page 32:

##### CORRECTION

In the West German Support section "Artillery DPICM" should read "**Artillery DPICM 2-3.**"

Page 35:

##### CORRECTION

For Objective B, change both hex references of 1-V5 to 1-V4.

Also Page 35:

##### CORRECTION

The Objective labels should be A, B, C, D and E instead of A, B, B, B, B.

# WORLD AT WAR 85

## CLARIFICATION AND CORRECTIONS

### Counter - Czech MI-4 Hound

#### CORRECTION

The Flying side should have a green circle instead of a white one underneath the MP. It is a Transport Helicopter

### Czech National Unit Table:

- **MI24 HIND-D**

#### ADDITION

Enhanced Move and Fire should be 'Y'

- **MI-4AV**

#### ADDITION

Enhanced Move and Fire should be 'Y'

### DATA CARD

#### CORRECTIONS

#### SAS 002 (CZ BVP-1)

Unit Type should read [Ground Transport \(GTr\)](#)

#### SAS 003 (CZ HQ)

Special Function should read [Command Bonus](#)

#### SAS 004 (CZ Infantry (ENG))

- Unit Designation should read [Combat Engineers \(CE\)](#)
- The Special Function should include [Engineering Capability: 16.3.1, 16.3.2](#)

#### SAS 005 (CZ Infantry (Para))

- The Title of the card should read [INFANTRY \(PARA\)](#)
- Unit Designation should read [Parachute Infantry](#)

#### SAS 006 (CZ Infantry)

Unit Designation should read [Infantry](#)

#### SAS 014 (CZ OT-64A)

Unit Designation should read [Amphibious Ground Transport \(AGTr\)](#)

#### SAS 023 (CZ Truck)

Unit Designation should read [Transport \(TR\)](#)

#### SAS 025 (WGER HQ)

Special Function should read [Command Bonus](#)

#### SAS 026 (WGER Infantry (ENG))

- Unit Designation should read [Combat Engineers \(CE\)](#)
- The Special Function should include [Engineering Capability: 16.3.1, 16.3.2](#)

#### SAS 028 (WGER M-110)

Unit Designation should read [Self-Propelled Artillery \(SPA\)](#)

#### SAS 029 (WGER UH-1 HUEY)

Unit Designation should read [Transport Helicopter \(TRH\)](#)

# WORLD AT WAR 85

## CLARIFICATION AND CORRECTIONS

### Drive on Giessen Campaign System

#### 2.0 Overview, Page 4

##### CORRECTION

Replace paragraph 4 with these:

During the Operational Turn, both players may move their formations on the Operational Map. Units are moved point-to-point to any adjacent location. This is done secretly, without the other player seeing. Formations that have not moved may improve their defensive positions instead, or regroup. Most formations can move one space per turn; formations in road formation may move two. Helicopter formations may move four spaces, but must return to the location they started from (their Forward Operating Base) at the end of the turn.

#### 3.0 Victory, Page 5

##### CLARIFICATION

Replace this section with:

The victor will be determined by the number of NATO objective locations (blue locations the Campaign map) that the Soviets capture over the course of the three campaign days.

The Soviets win if they control two of the three blue objectives and can trace a line of communication of friendly controlled locations back to a friendly red starting location.

#### 6.0 Sequence of Play, Page 7

##### CORRECTION

Replace paragraph 1 with:

The sequence of play for an Operational turns will be as follows. Step 1 is conducted simultaneously by both players. Steps 2-7 are conducted in order. Finally, Steps 8-9 are conducted simultaneously by each side.

#### 7.0 Operational Movement Map, Page 9

##### CORRECTION

Replace paragraph 2 with these:

Once each HQ has moved, check to see whether moves into an enemy-held location result in a change of control, or a battle.

If a formation in Road March has entered a space and there is no enemy, it may move onto its second location.

#### 8.0 Battle Set Up, Page 11

##### CORRECTION

Paragraph 4b of this section should read:

b. Attacker is surprised – The defender may freely set up on map without restriction and may also set up one formation hidden. To set up hidden, record the starting location of each unit in the formation, using the same Map-Hex notation as found in Scenarios. Hidden units may only set up in a hex offering a terrain defensive bonus.

#### 10.2 Replacements, Page 13

##### CORRECTION

Paragraph 1 of this section should read:

At the end of each battle, players determine the replacements they receive as below; they are not received until the following night turn. This represents units regrouping and making repairs. Players record the replacements.

#### 12.0 Night Turns, Page 14

##### CORRECTIONS

- Paragraph 2a should read:

Both players allocate the replacements they determined after their last battle.

- Remove paragraph 2c. Paragraph 2d becomes 2c, and 2e becomes 2d.