

CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

#30 (Combat Command)

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

SCENARIOS

Scenario # 5 - U.S./German Armored Action

Orders of Battle

German Reinforcements:

At the beginning of the German Player's third Player-Turn, he receives three Pz V (AP), eight Infantry (RF), two 81mm mortars (HE), and two trucks on the southern edge of the Game-Map.

Scenario # 6: Delaying Action

Special Rules:

This Scenario takes place in the Ardennes, a rough, heavily wooded area in Western Europe. Treat all hexes and hexsides except road hexes (primary and secondary) and hexes adjacent to road hexes as woods.

CLARIFICATION OF OBSERVER UNITS

To employ indirect fire the target must always be sighted by an actual Observer Unit. This is to distinguish Observer Units from the role of spotting Enemy units in covering terrain which may be performed by any Friendly unit (including an Observer Unit) which is in the same hex as the target units).

COUNTER-MIX DISCREPANCY

The U.S. M-26 "Pershing" Tank Platoon is an extra counter. It is not designated in any of the six scenarios.