

# OFFICIAL BEDA FOMM GAME ERRATA

August 19, 2010

## Rules

- (addition) **9.4 Italian Off-Map Trail Movement**  
The northwest map edge causes a connected trail network to be cut off and unavailable to the Italian Player. In order to move units between trail networks (usually needed when one route is blocked), the Italian Player may treat the area just north of hex 0201 and 0401 as connected trail hexes. Please treat both these off-map areas (effectively, hexes 0200 and 0400 if they existed) as normal trail hexes ( $\frac{1}{2}$  MP to enter each "hex"); units may end their movement in them and stacking restrictions apply.
- (clarification) **10.54 Attack Barrage**  
Barrage column modifiers due to the defensive armor bonus which fall below the lowest column on the Barrage Attack Table result in no effect.  
*Example: Three artillery factors are firing on a hex containing an enemy armored car unit (-2 column shift modifier). Since this falls below the lowest "2" Attack column, there is no effect.*
- (correction) **11.24 Antitank Fire and MOVED Markers**  
*Strike the entire passage after the first sentence, including the note reference.*  
The "MOVED/No AT Fire" markers are not necessary for play. Since a Phasing player's non-armor units possessing an AT value are not allowed to enter enemy ZOCs during movement, it is not possible for such units to end their movement adjacent to enemy armor to conduct Antitank fire during their Player turn. Hence, rule 11.25 and the corresponding game markers will not factor into play at all.
- (correction) **16.31 Lifting Italian Opening Move Restrictions**  
*Change first sentence to read: All of these rules are in effect until the end of the Player-Turn of first contact [drop reference to the *Italian* Player-Turn]. It is possible the British player will initiate first contact on the first Game Turn (in which case the Italian units may not fire at all during the British Player-turn, but the restriction is lifted starting with the Italian Player-Turn of Game Turn Two).*
- (addition) **16.33 Lifting Italian Opening Move Restrictions**  
A British artillery unit firing during the Barrage Phase triggers first contact.  
*Note: Even if a British unit does not move adjacent to an Italian unit on the first game turn, should the British artillery fire during the ensuing Barrage Phase (interdiction or attack barrage), first contact is automatically established.*
- (addition) **17.0 BRITISH RESTRICTIONS**  
**17.1 Combeorce Command Restriction**  
*Combeorce* was under orders to form a roadblock to trap the remnants of the Italian 10th Army. Therefore, the 9 units of *Combeorce* may not move north of the hex-diagonal running NE from hex 0812 to hex 3101 until the arrival of the 4th Armoured Brigade on Game Turn 6. Players may wish to position a blank marker on opposite ends of this line as a reminder of this boundary restriction. These markers are removed at the beginning of Game Turn 6 when this restriction no longer applies.

- (addition) **17.2 Blocking Italian Entry**  
At no time may a British unit move north of the xx03 hex row. In essence, British units must always remain at least two hexes distant from any Italian entry hexes.  
*Note: This gives arriving Italian units the necessary map "real estate" to respond to any British force blocking attempts at their point of entry. It was found too easy for the Brits to take advantage of the map edge by sending a few units to block all Italian entry hexes which has unintended consequences on game play. Historically, this still allows the Brits to exercise freedom in moving further north than they ever attempted during the actual battle.*
- (correction) **Order of Arrival Table** (back page of rules)  
*Moech* arrives on Turn 8 with 7 units, not 8. The Order of Arrival on the map's Turn Record Track lists this number correctly.

### Map

- (correction) The British at-start symbol should be located in hex 2731 per rules case 14.2, rather than hex 2931. The 9 units of *British Combe force* are initially deployed on or adjacent to hex 2731. The brown "Start" box located next to the Turn Record Track should also specify hex 2731, not 2931.

### Counters

- (cosmetic) The Italian **61/Bab** Tank Group (2 units) have the correct unit values [1]-1-6. However, the vehicle type icon should be the *Carro L3/35 tankette* rather than the *M13/40*.
- (correction) The Italian **Bab** Artillery company has the correct unit values 1-27-8 on the front, but the back "Fired" side reads 2-[1]-8. It should instead read 1-[2]-8.
- (correction) The 18 Italian **transport units** have an incorrect value on their front side. The front side should read 0-(1)-6 as shown here. Note the combat strength should be parenthesized; meaning they can never attack but defend normally.

