

Against the Odds Issue #33

Combined Addenda as of Oct. 10, 2013

Meatgrinder

The Rules:

5.3.1 (addition): Please add to the last sentence "or the Division's entry hexes".

6.1.4 (clarification): The phasing player will choose which formations he will activate before any movement is done. He then rolls for the Adjacency Attack Conditions for each activated formation (Section 10.2). Then the non-phasing player rolls the Adjacency Attack Conditions for each of his formations.

6.1.9 (addition): The ARVN 5C/18 and AA units can always activate with any ARVN HQ that activates if they are within command range of it.

6.3, last sentence (correction): The reference should be to Section 8.4, not 10.6

8.1.12 (addition): Units may never end their movement on an opposing player's entry hex.

8.2.2 Exception (clarification): In other words, this means that a unit in an enemy ZOC hex, which does not move this turn, negates the enemy ZOC for movement purposes.

10.2.1, second line (correction): "an active" should be "each".

10.2.2 NVA, Result 4-6 (correction): The Phasing Player result paragraph should be indented like the paragraphs above (it is part of the 4-6 result).

13.5.1 (correction): "AFV" should be "armor". "non-AFV" should be "non-armor".

13.5.2 (correction): "non-AFV" should be "non-armor".

17.0, second last bullet (addition): add to end of sentence "plus the 4 Helicopter units".

18.0 Reinforcements (clarification): Reinforcements enter during the movement portion of their entry turn.

18.0 Turn 7 (clarification): The ARVN has only one 105mm artillery chit from this turn onwards.

The Counters:

(Correction): The ARVN T-6 air unit silhouettes should have been T-28s. Replacement counters are inside all copies of ATO #36 or you can print out the image below:

Front



Reverse



Bloody Hunlikely!

The Rules:

5.0, last paragraph, 3rd line (correction): The divisor value should be 100 instead of 10.