Errata
Close Action (as of 10-15-98)

1. MAPS:
a. Both maps are labelled "B"; this is obviously incorrect. Refer to page 3 of the Scenario Book and compare the depth bands to determine which mapsheet should be map "A". Mark this change accordingly on your maps.

b. One depth band is entirely missing from map A. Draw a line on map A through the following hexes: 1301 - 1402 - 1403 - 1503 - 1604 - 1605 - 1705 - 1706 - 1807 - 1808 - 1708 - 1709 - 1610 - 1510 - 1411 - 1311 - 1212 - 1112 - xx13.

c. Also change the depth band line which passes through hex A4639 to run as follows: 4639 - 4739 - 48(40). It should mate with the comparable depth band on map B.

2. Movement Table (Red Sheet) Make the following changes for WS=1:
a. F-S, 3 rigging sections remaining, MS: 2-4-3 instead of 2-5-4
b. C-F, 3 rigging sections remaining, MS: 3-6-5 instead of 3-5-4
c. C-VS, 3 rigging sections remaining, MS: 2-4-3 instead of 2-5-4

3. Marine Fire Range = 2 Optional Rule: Delete the existing rule and substitute the following rule: "Roll marine fire at range 2 exactly like at range 1. However, for each box hit by marine fire at range 2 roll another d6; if the subsequent DR = 1-3, the box is actually crossed off; otherwise it is a miss." also cross out the following line in the Marine Fire DRMs section on the Blue Sheet: "[OPTIONAL] Range=2."

4. Gunfire Results Table. Gunfire Modifiers: The DRM for firing at two targets is now -12 instead of -10.

5. Scenario 6: The wind direction should be 3, not 1.