



BIAZZA RIDGE Errata

26/01/2022

Scenario BR4 "Hill 41"

The last sentence of SSR 2 must not be taken into consideration. Replace "functioning MA off the northeast edge" with "functioning MA off the northwest edge" in the Victory Conditions.

Scenario BR6 "Farello"

Replace "NN20 and/or" with "A20 or" in SSR 5

Scenario BR9 "Drillo HG Reconquest"

Replace "B1" with "B0" in Victory Conditions
In SSR2, Gully is under bridge in hex N20, not N21.

Rule 2.1

Replace

"... The cost in MPs/MFs for moving through a 1 ½ level Crest Line is the sum of the cost for moving through a full level plus the cost for moving through a Hillock. ..."

with

"... The cost in MPs/MFs for moving up through a 1 ½ level Crest Line is COT plus the sum of the cost added to the COT for moving through a full level plus those for moving through a Hillock (EX.: for Infantry is 2xCOT and for fully tracked vehicle is 5MP+COT). ..."

In example of rule 2.1. HILLOCKS, replace with the following:

"Squad A has a LOS to all enemy squads except squad G (F6.43), squad H (one level Crest Line Blind hex; B10.23), and to squad J (Partial Reed Bed in O16; 2.5)

...

Squad D has a LOS to all enemy squads except squad J (Reed Bed in O16; 2.4). Squad K is viewable since it is not in a location a full level lower than the base level of the Partial Reed Bed in O6, but only half level (A6.43). Squad H is in LOS, because, despite the one level Crest Line in L16, squad D is in a Location two full levels higher than the Crest Line, so no blind hex is generated.

...

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