

# **Panzer General: Allied Assault**

## **Errata 1.3 January 2010**

Please download the 1.3 Panzer General: Allied Assault board-game rules for more details posted on our website, [PanzerGeneralAlliedassault.com](http://PanzerGeneralAlliedassault.com).

### **Stacking Clarification:**

Never at any time may two unit cards be located on the same map tile.

### **Minefield Clarification:**

Units do not take a minefield check when they advance after combat.

### **Set-up for Solo Player Scenarios (Section 7.1)**

Choose the player's starting units from the Unit Deck, spending the initial prestige as indicated in the unit deck box in the scenario instructions. Place those units anywhere on the player's home row. You are limited in the number of units selected by the available home row spaces.

#### Metz Solo Scenario:

In the box, "German Starting Units:" the 105 Howitzer starts in tile 15A not 45A.

German units will always advance after combat if allowed.

#### Bulge Solo Scenario:

There should be 1 not 2 "Improved Defenses" action cards in the German Action Deck

The last sentence in the "Special Rules" should be amended to say, "The Non-Player German draws and plays two cards (not one as normal) from the German Action Deck in its turn". Non-Player German units will always advance after combat if allowed.

#### Herrken Forest Solo Scenario:

The river map tiles 11B and 13B should be switched with each other.

Towed Gun is on 8A not 8B

Do not put any Volkssturm cards in the German Unit Deck

### **Solo Player Rules (Section 7.1)**

Unless stated otherwise by the scenario only one action card from the Non-Player Action Deck is played at the beginning of its turn by the solo player, following the rules outlined in Section 7.1 under Non-Player Action Card Deck.

Any Prep fire cards played for the Non-Player side follow the same rules for as for Air Strikes.

## Set-up for Two Players Scenarios (Sections 5.1 and 7.2)

Be sure to separate out the cards for the required decks (German/US Unit decks and the shared Action Deck) by looking at the decks required in the scenario and then by pulling the cards that have those deck designators (letters or numbers) at the bottom of the unit and action cards.

Unless already indicated by the scenario, each player looks through the Unit Deck and selects 30 prestige worth of starting unit cards to place on his home row.

### Training Grounds Scenario:

Choose starting player randomly as you wish. The other player receives 10 additional prestige points.

### Carentan:

This is the correct map for Carentan.

10B	5B	18B	6A	25A	7A
26A	3B	1B	2A	27A	28A
4B	17A	21B	22B	8A	29A
23B	24B	12B	13B	14B (Bridge)	15B
30A	19B	20B	34A	11B (Bridge)	16B

### Ardennes:

The German goes first in this scenario.

### St. Marie-Du-Mont:

Add Special Victory Conditions: Control 4 of 5 Objective tiles by Turn 8. Game ends immediately upon capturing the fourth Objective Tile.

### Metz:

Special Scenario Victory Conditions should be amended to say, “Destroy all enemy units, OR Control all 4 Fortification map tiles, OR control 4 adjacent Home Row map tiles for an instant victory. If there is no winner by end of Turn 6 the player with the most Fortifications and Home Row map tiles wins. If tied use the normal tie breaking rules.”

### Bulge:

Special Scenario Victory Conditions should be amended to say, “Destroy all your opponent’s units by Turn 8. Failing that the player who has destroyed the greatest amount of units in prestige wins the game. If tied then the winner goes to the one who killed the greatest number of units. If still tied then follow normal tie breaker rules.”

### **Sample Game (Section 8):**

Pg.19, Step 4:

Change “+2 support from the Strosstruppen” to “+**3** support from the Strosstruppen”

Change “That is 7 total points of support fire; the German Fire marker is adjusted to 16 on the Combat Track.” to “That is **8** total points of support fire; the German Fire marker is adjusted to **17** on the Combat Track.”

Pg.19, Step 5:

“the German Fire marker is adjusted to 18 on the Combat Track” to “the German Fire marker is adjusted to **19** on the Combat Track”

Pg.20, Step 9:

Paragraph 1

“...the German Fire marker is adjusted to 21 on the Combat Track” to “...the German Fire marker is adjusted to **22** on the Combat Track”

Paragraph 3

“...the German Fire marker is adjusted to 23 on the Combat Track” to “...the German Fire marker is adjusted to **24** on the Combat Track”

Pg.20, Step 11:

“...Action Card deck to reveal a -1 Tactical Modifier;” to “...Action Card deck to reveal a **-2** Tactical Modifier;”