



SS-III Neither Fear Nor Hope.

OB changes: These are to accommodate for the changes in the NFNH SRs.

NFNH 1:

HSR 2 should read: The Polish Phone and German Radio both represent 80mm Battalion Mortar OBA (No Smoke). The Polish OBA has Plentiful Ammo and one Pre-Registered hex and the German OBA Normal Ammo. For both sides; any Red Battery Access Chit drawn prior to the placement of that side's first SR is NA, the OBA sequence is immediately ended and the Red Chit is returned to the Draw Pile.

HSR 3 should read: All Crags represent concrete A-T obstacles, are a +1 TEM, +1 Hindrance, Concealment terrain, and C5.11 applies to Ordnance as if firing in woods. Guns may not set up emplaced in a concrete AT Obstacle hex. Vehicles may not enter, Infantry/Cavalry enter at 1 MF. The only fortification allowed is Wire.

Polish OB errata: The Lt MTRs should be the 46mm Granatnik wz. 36 instead of the one depicted.

Polish set up instructions should read: Set up concealed on any level one or greater hex(es) on board 9. Two squad equivalents (and any SW/SMC stacked with them) may setup using HIP. There must be one MMG IN each of the three Pillboxes at start. While there is only one hill on board 9, there are three hill peaks. One Pillbox should be placed on each hill peak area at level 2 or higher.

Polish reinforcement errata: We apologize for the misspelling of Cavalry.

Polish OB changes: Delete the 1-2-7 Crews and add two 2-2-8 Crew to the initial force. Exchange the 1-2-7 Crew in the reinforcements for a 2-4-8 HS. There should be 7 Full Squad sized Horse counters and one HS sized Horse counter in the reinforcements.

German OB changes: Delete the 1-2-7 Crews and add four 2-2-8 Crews.

NFNH 2:

Polish OB errata: The Lt MTRs should be the 46mm Granatnik wz. 36 instead of the one depicted.

HSR 1 should read: All NFNH SRs are in play.

New HSR 2: Overlay X16 represents a "Fort." This Fort is a Fortified Building but only external building hexsides are Fortified. Any IFT shot which crosses an exterior Fortified

Building hexside or OBA attack vs any unit inside the Fort receives a +5 TEM. The non-Fortified interior Locations receive a +3 TEM. The Fort may only be entered across the BB4/BB3 hexside. The Fort's base level is at level 1.

Polish set up instructions should read: Set up on any whole hex of board 24/41, outside of the Fort [EXC: Fort Garrison (see below)].

Polish SRs should read: Boresighting is allowed. 3 Polish Squad equivalents (and all SW/SMC stacked with them) may setup using HIP. The Fort Garrison may never leave the Fort for any reason. Polish Infantry inside the Fort may rout within the Fort while ignoring all enemy units outside the Fort and may end the RtPh adjacent to an enemy unit which is outside the Fort [EXC: may not end in hex 41BB3 if there is unbroken, armed enemy units in 41BB4]. Heat of Battle results of Berserk or Surrender, results in Battle hardening instead. Polish Elite and 1st Line MMC have Assault Fire capability. Polish units outside the Fort may not enter the Fort and disregards it for Rout purposes.

German entry instructions should read: Enter Turn 1 anywhere along the North and/or West edges of the playing area.

German SRs correction: German 80mm OBA has normal ammunition (HE and smoke) and is Battalion Mortar.

Polish OB changes: Delete the 1-2-7 Crews and add two 2-2-8 Crews to the Polish OB that is not part of the Fort Garrison.

German OB changes: Exchange the 1-2-7 Crews for two 2-2-8 Crews.

NFNH 3:

Delete from HSR 1: Hills do NOT exist (no need for it as it is stated in HSR 2).

HSR 2 should read: Place bridge counters in hexes 40Q2-Q3. This is a two-lane, stone bridge. No hills exists, treat as level 0. All other terrain features atop the hills exists normally.

Dutch SR should read: The Dutch player may set up 1 squad equivalent (and any SW/SMC that stacks with it) using HIP. The Dutch INF Gun suffers Low Ammo after the first Fire Phase it is fired and thereafter.

German SR should read: Convoys may only disband after being fired upon or any part of

the Convoy is within 4 hexes of the 40Q2-Q3 bridge.

Polish OB changes: Delete the 1-2-7 Crew.

NFNH 4:

Tactical Objective should read: The Germans win immediately by having => 30 VP of Good Order/mobile (with functioning MA) friendly units on the south side of the bridge at any time or by extinguishing all Flame counters on the bridge (HSR 2). The Germans automatically loses if a Blaze exists on the Bridge.

HSR 2 should read: Each hex of the Bridge (40Q2-Q3) is marked with a Flame counter. No spreading fire DR is made for the bridge until Turn 6. Beginning in the first AFPh of Turn 6 and every AFPh thereafter the French player makes Spreading Fire DRs for the bridge as if it were a stone building. Flames cannot be extinguished by other than deliberate extinguishing attempts as per B24.72. The bridge is a dirt road that connects to the roads in 40Q1-Q4.

Add HSR 3: The two Small Rafts may be Towed like one Gun with a Manhandling# of 2 [EXC: No Crew (C10.111) is needed to (un)hook them].

Add to Scenario Variables: Kindling is NA.

German reinforcement errata: The two Rafts should be 1-Squad Rafts.

French set up instructions should read: set up anywhere south of the river and/or within 8 hexes of 40Q2 on the north side of the river.

French OB changes: Exchange the two 1-2-7 Crews for one 2-2-8 Crew to initial OB.

Exchange the 1-2-7 Crew for a 2-2-8 Crew in the reinforcements.

German OB Changes: Exchange the five 1-2-7 Crews for three 2-2-8 Crews.

NFNH 5:

Tactical Obejective should read: To win, the Germans must amass = > 60 VP. VP are earned by inflicting CVP upon the British normally and by exiting units off the north edge. For every 2 CVP inflicted on the Germans by the British, add 1 to the German required total.

HSR 2 should read: British Mark VIBs must set up Dug-in (D9.54). Carrier A personnel consist of 248 HSs and Carrier B personnel consist of 228 Crews. Carrier personnel may setup outside their vehicles along with any removable armament of its Carrier. If such personnel sets up outside of their vehicle, they must set up within 3 hexes of its parent vehicle. Up to 3 British squad equivalents may

set up using HIP along with any SMC/SW stacked with them.

HSR 3 should read: British Radios consist of a **single** 75mm Battalion Mortar OBA module with Normal Ammo (HE only) and a Pre-Registered hex (See British OBA note). The German Radio represents one module of 100mm OBA with Plentiful Ammo (HE only).

British OBA note should read: British Mortar OBA may be called in by either Radio, but only one Radio may have a SR/FFE onboard at any single time.

British OB changes: Exchange the two 1-2-7 Crews for two 2-2-8 Crews.

German OB changes: Exchange the six 1-2-7 Crews for four 2-2-8 Crews.

NFNH 6:

HSR 3 should read: All German units [EXC: broken, Berserk] are under a CX counter until the end of it's MPh/APh when it have entered a whole hex of board 45. CX is thereafter used normally. German units are always Lax.

NFNH 7:

Tactical Obectives should read: To win, the Germans must control ≥ 3 of the five buildings with a hex coordinate of ≤ 4 on board 13 and earn ≥ 30 CVP. Rubbled buildings is still considered buildings for victory purposes.

Russian OB errata: It should be six "?" counters and not two. The small screening force on board 5 should have one and NOT two 8-0 Leaders.

HSR 1 Clarification: The Elevated roads is still treated as Normal Elevated rules for movement purposes.

Russian OB changes: Exchange the three 1-2-7 Crews for two 2-2-8 Crews.

German OB changes: Exchange the four 1-2-7 Crews for two 2-2-8 Crews.

NFNH 8:

No Q&A/Errata.

NFNH 9:

German OB errata: Chit 3 should be three Pz IIID and not seven Pz IIID.

HSR 2 correction: The German OBA is Battalion Mortar.

HSR 3 should read: All German units are equipped with Winter Camouflage. German reinforcement groups enter by drawing one chit per turn at the start of the friendly RPh, starting on turn 3, and must enter the same turn along the west edge [EXC: OBA and Air Support].

HSR 5 should read: All Good Order Russian Infantry [EXC: Commissars] must HW every Russian MPh, regardless of distance or LOS. During German turns, Russian Infantry suffer FFNAM [EXC: units in CC/Melee] and FFMO [EXC: units in CC, Melee, and/or Concealment terrain] during all German fire. Russians fire in all phases as if Advance Fire. Every HW moves simultaneously with every other HW, keeping track of each HW's own MF expenditure. After Game Turn 1, adjacent HW merge together. This HSR is NA to Russian Infantry which either start their MPh on board 17 and have attacked in the CCPH or start their MPh on board 5 or 10 and are unable to form or participate in a HW.

HSR 6 correction: Change "Prisoner" to "Unarmed".

German OB changes: Exchange the two 1-2-7 Crews in initial OB for two 2-2-8 Crews.

Delete the 1-2-7 Crews from Reinforcement Chit Group 4 and 6.

Russian OB changes: Delete the 1-2-7 Crews from Wave 4 and 5.

NFNH 10:

Tactical Objective should read: To win the Germans must Control a continuous road from east to west with no Good Order Russian MMC/Vehicles (with functioning MA) on/adjacent to the road.

Russian Balance Errata: It should be "Add a 3-2-8 Assault Engineer HS and a FT".

HSR 2 should read: Prior to set up, each player alternatively places six Rubble counters (Russian places first) of the appropriate type in any hex, rolling for Falling Rubble if appropriate.

HSR 5 should read: German Group 2 is under Ammo Shortage until any German Squad from another Group enters hex 23Y7 (Bypass is NA for this purpose).

HSR 6 should read: German Group 1 AFVs suffer from the following rule:
Before an on-map German vehicle attempts to expend its first MP during its MPh, and whenever it attempts to change its VCA in any other phase, it must first (even before any applicable Stall DR) make an Out-Of-Gas DR [EXC: a Stopped vehicle (un)loading, firing armament/sD/sN, or attempting to place smoke grenades]; if the Final DR is => 12 the vehicle is out of fuel and thus immobilized; mark it with an "Out-Of-Gas" counter. If in Motion, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle's MPh and it has not yet expended any MP, its PRC may immediately Abandon-it/unload (9.6 is NA in this case) if in the Present Player Turn

it/they have not engaged in (un)loading, firing armament/sD/sN and/or an attempt to place smoke grenades. If the German player forgets to make an Out-Of-Gas DR, the Russian player can thereafter call for it to be made immediately at any time during that vehicle's MPh as that vehicle expends MPs.

Russian OB changes: Delete the 1-2-7 Crews from Russian OB.

NFNH 11:

Tactical Objective should read: The Russians win immediately upon gaining => 80 VP. VP are awarded for Russian units exited off the west board edge of board 33 and for CVP inflicted on German units.

Q&A Regarding HSR 2: The Tanks must all be placed on the map at the same time.

HSR 3 should read: Russian 3-2-8 HSs are Assault Engineers. All SMC counters may be left off-board if stacked with a MMC. The MMC ID may be secretly recorded as a side record until the SMC's Leadership benefits are used in any manner whereupon the SMC must then be placed with the appropriate MMC. The unknown SMC will still suffer any fire results; KIA, K, Morale Check, Pin results of the owning MMC and is thereby also placed on the map. All 1 PP SWs may be kept off-board until used or unpossessed, when it then must be placed on the map. Prior to game play all undisclosed SW must be assigned to a SMC/MMC unit with its ID secretly recorded on a side record.

NFNH 12:

No Q&A/Errata.

NFNH 13:

Tactical Objective should read: The Americans win upon earning => 25 VP and eliminating both Roadblocks. VPs is gained by inflicting casualties on the Germans as well as for exiting American units off the east edge.

German OB errata: Delete one of the depicted MMGs in the OB.

German OB errata: The Trail-break counters should be exchanged for Breach counters.

HSR 3 should read: The Breach counters in the German OB are set up on Bocage hexsides. They may set up using HIP and is treated as Fortifications for Concealment loss purposes. One German squad equivalent (and any SW/SMC stacked with them) may set up HIP.

German OB changes: Exchange the three 1-2-7 Crews for one 2-2-8 Crew.

American OB changes: Exchange the four 1-2-6 Crews for two 2-2-7 Crews.

NFNH 14:

Sequence errata: Germans sets up and moves first, Russians move second.

German set up instructions should read:

Set up on board 40/43 east of the Canal.

German OB errata: Delete the two 6-5-8 Squads from the on-board OB.

German entry instructions: Enter Turn 1 on any map edge on board 19 with all Infantry as Riders.

Russian entry instructions: Enter as per HSR 4 on the south/east/west edge of board 19 on/between hexes 19A6-A10-GG10-GG6.

HSR 3 should read: Boresighting is NA.

German units suffer Ammo Shortage and are Elite. Before an on-map German vehicle attempts to expend its first MP during its MP, and whenever it attempts to change its VCA in any other phase, it must first (even before any applicable Stall DR) make an Out-Of-Gas DR [EXC: a Stopped vehicle (un)loading, firing armament/sD/sN, or attempting to place smoke grenades]; if the Final DR is => 12 the vehicle is out of fuel and thus immobilized; mark it with an "Out-Of-Gas" counter. If in Motion, the vehicle immediately Stops without expending any MP. If it is the start of the vehicle's MP and it has not yet expended any MP, its PRC may immediately Abandon-it/unload (9.6 is NA in this case) if in the Present Player Turn it/they have not engaged in (un)loading, firing armament/sD/sN and/or an attempt to place smoke grenades. If the German player forgets to make an Out-Of-Gas DR, the Russian player can thereafter call for it to be made immediately at any time during that vehicles MP as that vehicle expends MPs. German Infantry may freely Deploy at set up. AFVs with ALs repair their MA on a dr of 2 or less. One 10-2 AL must enter the game in a Pz IVJ. One 10-2 AL must enter the game in a Pz VG. The Pz VG with the 10-2 AL is subject to the following rules:

It must move along a road until it enters a whole hex of board 43. In each road hex on board 19, this vehicle must make DR, on a DR of 10-12 this Pz VG is placed on a Shellhole counter, is Immobilized, and is considered Hull Down to all fire for the duration of the scenario.

Clarification to HSR 4: The Waves need not be predesignated before the game, the Russian player may enter as many or as few as he pleases as long as he can adhere to the minimum of 9 AFVs per turn.