

Into a Bear Trap

Addenda as of May 15, 2024

The Rules:

2.1.1 (addition): In hexes where more than one terrain type exists, units pay the highest applicable MP cost when crossing a hexside or moving from one hex to another (except when moving along a road). Defending units receive the most beneficial applicable terrain modifier in direct or indirect fire combat (provided a LoS exists to their location). Also see Sections 3.2 and 6.2.

2.2.7 and 2.2.8 (corrections): These two paragraphs are mis-numbered and should be 2.2.5 and 2.2.6 respectively.

2.3 (correction): The word "stunned" should be disrupted.

6.4.1 (omission): This rule number is missing. Take the last sentence of 6.4 and label it **6.4.1 Procedure**:

8.5.1 (correction): Delete the wording, "cannot have moved" in the next-to-last line on page R8. The ONLY thing that affects a leader's ability to spot is status (Disrupted and Inactive leaders cannot), not activation.

10.1.1 (clarification): When deploying Chechen units the following priorities are to be kept in mind:

- 1.) Not in a Russian LoS (this is mandatory).
- 2.) If a unit cannot deploy due to Russian LoS it must be 5 or more hexes away from a Russian unit (i.e., not within 4 hexes).

Any Chechen unit that cannot abide by 1 or 2 above cannot be placed on the map.

- 3.) Alternatively, a Chechen unit can be deployed within 4 hexes of a Russian unit if it is not within a Russian LoS. Keep in mind as well, the first turn Chechen deployment restriction of having to enter north of Karl Marx Street.

10.2.2 (clarification): The Chechen player rolls for reinforcements each time a Chechen Activation Marker is drawn until there are no units left (historical scenario). Note that the additional Activation Marker on turns 2 through 6 makes it easier (and quicker) for the Chechen player to get reinforcements. In the unlikely event there are still Chechen units to enter into play after turn 6 that player still rolls for their entry until there are no more (but not with the additional AM).

10.3.2 (clarification): In the variant scenario the Chechen player stops rolling for new units when the Russian player takes control of a landmark building.

10.4 (correction): The number of replacements is determined by a DR10 (not DR6).

The Game Charts:

The Close Assault DRMs for Disrupted, Pinned, Suppressed, and Inactive units should all be negative, not positive.

The second Close Assault DRM should be:

-1 for each attacking Russian unit in excess of the number of Chechen defenders

+1 for each defending Russian unit in excess of the number of Chechen attackers

Demonstration Article:

The movement of the Chechen RPG unit in 1815 should read 1215.

Following along the example of play, on page 14, center column, 25th line from top, the Russian on-map indirect fire scores a hit, and the DR6 "damage" roll is a 2. This should read a DR of 4.

There is a typo on p.14, last paragraph, first column. One line says Sniper, but later does return to referring to the Kharoyo leader.