

# Pocket Battle Games from ATO

Consolidated Addenda as of Mar. 15th, 2024

## In General: All Games

**Cards** – A drawn Ace always equal a “1” for any purpose.

**Activation - Clarification:** At start, or when a joker is drawn and the deck is shuffled, it really makes no difference who draws the first card. Either side makes the next move based on the color of the card that is drawn.

Unless a specific game’s rules state otherwise (like Stand at Mortain below), a unit may only Activate once per a specific Card Draw (CD). The same unit may Activate more than once in a turn however, using different CDs over the course of the turn.

**Note:** Some expansion rules for *Stand at Mortain*, *Some Poles Apart*, and *Showtime Hanoi* were published in ATO issue #23.

## #1 Stand at Mortain

**Activation – Reiteration:** Previously Activated units may be selected to be Activated again. So if the CD was an 8, a player could activate the same unit four times, and move it one hex per Activation.

**Movement - Clarification:** Both sides may stack their own units together, up to two to a hex (plus the German Tiger unit may stack freely with other German units). US and German units may never be in the same hex.

**Movement - Clarification:** No Germans start on the map. On their first activation of Turn 1, they may enter a hex along the east edge of the map as their move. The same is true of US reinforcements along the west edge, starting on Turn 2.

**Combat - Clarification:** When using the Allied air unit to "impose a +1 Combat modifier on all German units in a hex, and all adjacent hexes, for the remainder of the turn," it means those hexes are "interdicted" by the attack. The penalty is imposed on any German units in those hexes when they make an attack (even if they weren't originally present when the air attack was made).

## #2 Some Poles Apart

**Movement - Clarification:** The battleship is limited to one sea space per Activation:

**Combat - Clarification:** 5th sentence should read; "Indicate up to two **ground** (missing word) units firing (max.) and a single target unit."

**Combat - Clarification:** The BB cannot combine fire with any other unit.

**Combat - Example:** German draws a black 8 allowing 4 Activations. He has two units in H and two units in I. He could attack a single Polish unit in K twice, using any combination of two units from his own in H or I, or just Activate one unit 4 times and attack each time (or any combo thereof). But no more than two ground units can join together and fire at a single target.

**Activation - Clarification:** When Activating either the OBA or the Air unit, the choice is "Activate either the OBA or the Air Unit, OR

some ground units" and NOT that "the OBA or Air Unit counts as one of the units Activated."

**Combat - Clarification:** Air and OBA strikes are not affected by an area’s terrain modifier. **Variant Rule:** Air and Artillery Strikes are not affected by an area’s terrain modifier only if there is a German unit adjacent to the targeted area; otherwise the area’s terrain modifier does apply.

**Activation - Clarification:** Only the German player can use a face card to restore a weakened unit to its strong side. The Polish player can only Activate all units in one area with a red face card, or pass.

## #3 Showtime Hanoi

**Activation - Example:** A player draws a 6 card in his color and thus has 3 APs. A single AC could move forward two squares (2 APs) AND fire once (1 AP) using that single card draw.

**Activation - Clarification:** If a player draws two of his side’s color cards in a row, his AC still cannot fire twice in a row. The game does not permit a carryover end move from the previous Action Phase to "count" towards the requirement an AC move at least 1 square or change level before attacking. The prerequisite stated in the first sentence of the Air Combat rules to first move before firing still applies. So your options are:

- move-fire
- climb-fire
- dive-fire

Note that in the last two cases above, your AC will not leave the square it is in, but is considered to have moved none the less, fulfilling the requirement to do so before firing.

## #4 Morgan’s A’Comin’!

**Raiding – Clarification:** A location can be raided more than once earning VPs each time (but it can be risky to stay in one place long enough to do so). The Governor can only flee once per game so the 3 VPs for that can only be claimed once as well. Subsequent raids against Columbus earn 1 VP only.

## #5 The Toast of the Town

**Combat - Correction:** The actual combat resolution procedure should be:

- 1.) Designate attacking and defending units and draw a card.
- 2.) Subtract (not add) attacking unit’s CF.
- 3.) Add (not subtract) defending unit’s CF.
- 4.) Use all applicable modifiers listed.

If the modified CD number is less than or equal to the attacking CF the target unit is flipped over to its reduced side (an already reduced unit is eliminated).

## #6 Thru 9: The Peiper Quad

*Clarification:* There are no bridges on the map for PBG #9 so just ignore the bridge demolition rules listed for that game.

Note that there is a single 40 piece block of counters (called "Just a Peiper Dream") that is used for all four games. Just select the ones you need for the specific PBG game you're playing.

Download the link rules to combine all four Peiper games a campaign game from the ATO website here and looking to the lower right.

<http://www.atomagazine.com/freegame.cfm>

## #10 La Garde Recule!

No addenda to date.

## #11 The Union Forever

No addenda to date.

## #12 Operation Cerberus

**6. Air Attacks - Clarification:** Note that use of the Bomber Ju-88 side of the marker always increases the current LAC by +1, even if it is already at 3. After resolving an air attack on British naval unit(s) flip the Bomber Ju-88 marker back over to its normal front side (the one that reads Luftwaffe Air Cover).

**6. AA Attacks - Correction:** Air units are damaged if the die roll is less than or equal to the AA value, not just less than.

**6. Air Attacks - Discrepancy:** There is a difference between the postcard rules and the deluxe game rules with regards to resolving Air Attacks. The postcard rule states that hits are achieved with a DR  $\leq$  to the attacking unit's CF and is correct. The deluxe rules state it must simply be  $<$  the attacking unit's CF, and that is wrong.

## #13 Thru 16: The Leipzig Quad

Note that there is a single 40 piece block of counters (called "A Bridge Too Few") that is used for all four of the base Pocket Battle Games. Just select the ones you need as listed in the set up for the specific PBG game you're playing.

**All Games, Combat Rules -- Clarification:** Units may not freely advance after combat. A player will need to use an ACT to move a unit into the hex if so desired.

Download the **A Bridge Too Few** link rules to combine all four Leipzig games into a campaign game from ATO's website here and look to the lower right.:

<http://www.atomagazine.com/freegame.cfm>

**A Bridge Too Few Addenda** (first printing)

**Rule 7.0, Case "c" - Correction:** Change to say "In any one combat, add +1 to any one unit's CF."

**Random Events: Rain - Correction:** In the third line "MF" should instead read "MV".

## #17 Surrender Unto Caesar!

**The Counters - Discrepancy:** On some copies of the mounted counter sheet, the reverse side of the Vercingetorix counter has an extraneous "+" sign on it and is missing his name. The counter on the postcard is correct. Use the counter supplied as is or use the image below from the postcard to supplement the mounted counter.



**Rules—Assault Marker Placement.** If the DR is  $\leq$  GRL the Assault Marker is placed (less than or equal to, not just equal to).

## #18 Behold a Pale Glider

No addenda to date.

## #19 Not Men But Devils

No addenda to date.

## #20 Imua!

No addenda to date.

## #21 Through #25 "Five for Fighting" Series

**All Games, First Printing, Combat Rules – Correction:** On the first printing of each of the five games, the CD modifiers for units attacking were all accidentally reversed. Use the following CD modifiers for infantry and armor and AT units that attack:

- Infantry attacking a target in a non-adjacent hex: -1 to CD
- Armor attacking a target in an adjacent hex: +1 to CD
- German AT units attacking an armor target at any range: +1 to CD

Download the **Tuesday the Führer Slept Late** link rules to combine all *Five for Fighting* games into a campaign game from ATO's website here:

<http://www.atomagazine.com/freegame.cfm>

and look to the lower right.

## #26 Goto Hell!

**COMBAT - Clarification:** Units may fire along the line between two hexes if only one of them is a hill or forest that would otherwise block the LOS.

**Expansion Rules, Japanese OBA – Correction.** The expansion rules for the game should say the Japanese OBA has an AT/AI value of 2 (not 3). Note that the expansion counter is printed correctly.

## #27 Barring the Gate

No addenda to date.

### **#28 Mad Dash: Operation Kita**

**First Printing, The Rules – Addition:** Surface combat is pretty rare in the game. If you need to, then during Step 6 of the Sequence of Play, Japanese BB, CA, CL and DD units may attack the RAN DD (but not subs) if both sides are in the same area. Each ship may attack once and does so individually by first selecting a target and rolling 1D6. If the DR is  $\leq$  to the attacking unit's CF the target unit is reduced; if it is already reduced it is eliminated. A DR  $>$  the attacking unit's CF is No Effect. Similarly, the RAN DD may attack any Japanese ships in the same area as it is during Step 7 using the same procedure.

### **#29 Grant me Night...or Blücher!**

No addenda to date.

### **#30 Mind the GUIK!**

No addenda to date.

### **#31 Guarding the Land**

No addenda to date.