

Strike of the Heron

Addenda as of Jun. 15th, 2025

The Rules:

2.1.1 The Turn Track (typo): The mention of "day and night" turns should be "AM and PM" turns.

7.0 Air Units (typo): The references to Sections 6.3 and 6.4 should be Sections 7.4 and 7.5, respectively.

10.1.2 Rivers and Gorges (change): Combine second and third sentences to read: All units may cross the Don River or a Gorge by using a bridge or paying the MP cost of the hex being entered and +2 MPs for crossing the Don River or Gorge hexside.

13.5.1 German A/B TQR Unit Routs (typo): The words "a DRT result" should be "a RTD result"

The Scenarios:

17.1.6 Scenario 1 Setup (clarification): The 648 AT Bde. belongs with the 62nd Army, not the 4th Tank Army. The starting hex location is correct.

17.1.9, and 17.3.8 (omission): Hex numbers were inadvertently left off some hills. Use the parenthetical hex numbers as per Section 16.1: Hill 139 (1611), Hill 124 (1607), Hill 145 (1807).

17.2.6 Scenario 2 Setup (correction): Change the setup of the 2nd Tank Corps to read "within 1 hex of 1906 (Orlovka)."

The PAC:

Terrain Effects Chart Movement Boxes (change):

Minor River Hexside	+1
Gorge/Don River Hexside	+2

The Combat Effects boxes remain unchanged.

Unit Status Disruption (DPT) Effects Summary: Change "within 4 hexes" to "within 6 MPs". Note this is the same MP number as noted in Section 14.2.

Unit Status Routed (RTD) Effects Summary: Change "within 2 hexes" to "within 3 MPs". Note this is the same MP number as noted in Section 14.3.