

CNA

DAVE,

THIS LETTER SERVES A FEW PURPOSES: FIRST, IT IS A CHANGE-OF-ADDRESS:

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SECOND, IT IS A (SECOND) REQUEST FOR CNA ADDENDUM - MY FIRST COPY WAS XEROXED SO BADLY THAT THE RIGHT COLUMN OF P.1 LOST ABOUT 2 WORDS EACH LINE. I HOPE TLY #2 IMPROVES THIS (THE OTHER PAGES WERE OK THOUGH).

THIRD, IT IS A CORRECTION FOR THE CNA ~~ADDENDUM~~ ADDENDUM:

P.1 COL 12: 6. Under German Non-Divisional Artillery, the 362 Artillery Battery should have an ID Code of "x" (not "w" which is anti-tank equipment).

SHOULD READ: 6. Under German Non-Divisional Artillery, the 362 Artillery Battery should have an ID Code of "w" (not "x" which is anti-tank equipment)

NOTE THE W/X REVERSAL.

AND FINALLY SOME "POTENTIAL" ADDENDUM: TYPOS IN CHART 4.49 - SHOULD NOT

7.62cm Pak(R) <sup>\*\*\*</sup> READ: 15 - - 9 2 - 1/1 1 - AND

MARDER III(SP) READ: 25 - - 9 2 2 3/2 2 0 ??

⑧  
②  
oops!

ANOTHER CNA QUESTION: IN SECTION [15.8] - DETERMINING CASUALTIES, IT SEEMS THAT TRUCKS ARE OMITTED AS TRUCKS ARE (HEH-HEH) SOMEWHAT IMPORTANT TO THE GAME, THIS IS DISTURBING. DOES THIS SEEM REASONABLE:

- a. IF TOE POINTS DESTROYED HAVE TRANSPORT, THE TRANSPORT IS ALSO DESTROYED (OBUOUSLY...)
- b. IF TOE POINTS CAPTURED, SO ARE THEIR TRUCKS
- c. NOTING THAT MOST FORMATIONS HAVE A LARGE 'TAIL' OF FIRST LINE TRUCKS, AND CONSIDERING THAT SECOND/THIRD LINE TRUCKS COULD ALSO BE PRESENT, WOULD IT BE REASONABLE TO INCLUDE LOSSES OF THESE TRUCKS IN OVERRUN SITUATIONS  
⇒ CONSIDER ~~TRUCKS~~ TRUCKS WITH VULNERABILITY RATING OF ~~TRUCKS~~ <sup>4 (FOUR)</sup>, AND APPLY LOSSES AS PER CASE [15.846]  
⇒ IN CASE OF CAPTURE, APPLY [15.86] TO TRUCKS SEPARATELY  
(I.E. CAN'T USE TRUCKS FOR GUNS AND ~~TRUCKS~~ <sup>VICE VERSA</sup>)

ANOTHER POSSIBLE RULE: IF ALL "COMBAT" TOE POINTS ARE ELIMINATED (CAPTURED) IN A CLOSE ASSAULT, THE TRUCKS REMAINING AFTER THE ABOVE LOSS PROCEDURE ARE CONSIDERED CAPTURED.

THESE SERVE TO INCREASE THE 'PARTICIPATION' OF TRUCKS IN COMBAT. AS A FINAL QUESTION, IT IS STATED THAT ONLY 50 TRUCKS CAN USE THE ROAD BONUS (W/O VIOLATING STACKING). HOWEVER AS 2<sup>ND</sup>/3<sup>RD</sup> LINE TRUCKS CAN BE IMMENSE (200+ TRUCKS), THIS CONJURES-UP THE IMAGE OF A PLAYER MOVING SUCCESSIVE 50-TRUCK UNITS ALONG THE SAME ROAD. WOULD IT NOT BE ACCEPTABLE TO "WAIVE" THE TRUCK STACKING RESTRICTION, AND INVOKE THE LOGICAL DIVISION OF TRUCKS INTO GROUPS OF 50 WHEN NECESSARY (SAY, FOR LRDG)?

We should be starting in about 2 weeks

Joe Leo