

EL ALAMEIN

As a result of post-publication playtesting and questions or comments received from SPI customers, the following errata have been assembled to clarify play of this simulation:

RULES

[5.21] (*clarification*) Units may never enter a hex containing any Enemy unit.

[6.0] (*clarification*) No units start any Scenario in Road Mode

[6.13] (*clarification*) Only Mechanized units which have not engaged in Combat during the Friendly Combat Phase may enter Road Mode during the Mechanized Movement Phase.

[6.16] (*clarification*) Units may not enter Road Mode in Ridge hexes

[6.18] (*clarification*) *Road Mode Facing*. Units in Road Mode are the only ones with a Facing. The Facing is indicated by the position of the Road Mode marker. When the Player places a unit in Road Mode he must face the arrow head clearly toward on hexside. Thereafter the unit may only enter the hex that the arrow is pointing at. The arrow may be rotated 60° in either direction immediately after entering a hex. The Zone of Control of a unit in Road Mode consists of solely the hexes the head and tail of the arrow point toward.

[9.25] (*clarification*) A Friendly unit must participate in an attack if it is adjacent to an Enemy unit which is being attacked. All Enemy units which are adjacent to attacking Friendly units must be attacked, except if they are on minefields

[10.0] (*clarification*) The Combat Results Table is on its own sheet with the Terrain Effects Chart.

[10.2] (*change*) Retreat priority "4" should read "to or through ridge hexes or depression hexes."

[10.24] (*clarification*) If a unit is retreated onto a unit that is subsequently attacked in that same Combat Phase, the first unit does not add its strength to the defense, but it does suffer the same Combat Result (if any).

[11.0] (*clarification*) Minefields function in all ways as terrain, not as units (exception, they may be eliminated)

[11.23] (*clarification*) The Combat Strength for defense of a Friendly combat unit on an Enemy minefield is not affected by the minefield.

[12.0] (*clarification*) Engineer units function in all ways as Combat units except in Combat and Stacking.

[12.13] (*addition*) Engineer units do not count for the Stacking limit, but they do count for Stacking Movement penalties.

[13.1] (*clarification*) The Attack Supply Range is also the Movement Supply range

[13.34] (*clarification*) A Supply unit is only a Supply source if it meets the chaining requirement. As a unit, however, it can be in any of the various Supply States for its own Movement Allowance purposes.

[13.36] (*change* - *replace the last sentence with:*) In such a case, the only Supply Source is the Friendly map edge.

[15.32] (*addition*) An Active Road Section is an invariable Supply Source from which all Supply units must "chain" in order to be functional as a Supply Source.

[16.0] (*clarification*) The Western Map Edge borders on hexes 0101-0107 inclusive, only. The Southern Map Edge extends from 0107-4934 inclusive

[16.01] (*addition*) The Friendly Map Edges do not count for the chaining mentioned in 13.0.

[17.21] (*addition*) Only Supplied or Partially Supplied units east of 3400 count for Axis Victory Points.

[18.12] (*addition*) Only the units which start the game in boxes are affected by the restrictions listed in this section. Note that Allied units in the boxes are always in Supply