

### **S&T237 NO PRISONERS**

Total counters: 1

Counter replaces the German 146 Regiment in the Austro-German Eastern Theater. Original counter was misprinted as a 2-6.

### **S&T282 WAR OF THE PACIFIC: CHILE v. BOLIVIA & PERU**

Total Counters: 9

Chilean Cochrane Ship Unit: Replaces original counters with incorrect unit name (Coothane).

Chilean Infantry: Replaces any two original infantry battalions. Replacement counters show reinforcement code.

Peruvian Cavalry: Replaces original counters incorrectly printed with infantry symbols on back.

Peruvian Artillery: Replaces original counters incorrectly printed with wrong flag.

### **S&T290 ANGOLA**

Total Counters: 22

#### ***Variant Rules***

**USA Faction Marker:** (One counter) See Super Power Involvement (below).

**SADF SSB Armored Battalion:** (One counter) Historically, the armored unit that is part of the Operation Hooper reinforcement group was a battalion, but I showed it as a brigade as it also includes various other reinforcements, including more G-5 artillery. For players who think this is too strong, substitute the SSB battalion for the brigade.

**SADF TF W (Whiskey) Airmobile Battalion:** (One counter) This unit can be used only with the optional No Sanctions rule. The SADF receives more helicopters and creates another air assault formation. It uses standard airmobile rules. This can be added to one SADF reinforcement group.

**SADF TF Y (Yankee) Recon Battalion Group:** (One counter) This assumes the South Africans committed more of their regulars to the Angolan theater of operations. In this case, it is an armored recon battalion task force and can be added to one SADF reinforcement group.

**Zaire 41 Cdo (Commando) and Base:** (Two counters) This assumes Zaire's President Mobutu decided to commit elements of his army to provide direct support to the FNLA. The Zaire 41 Cdo (Commando) Brigade and Base are part of the FNLA/FLEC Faction, controlled by the Anti-Communist player. They initially deploy in Zaire. If eliminated and refit, place anywhere in Zaire. They have a Refit DRM of zero.

**OAU:** (Two counters) The Organization of African Unity puts together a brigade to support the Angolan government, as well as a training base. These units can be used only if the Anti-Communist player plays the Total Onslaught special operation, or if US or Zairian forces intervene. The OAU units are treated as FAPLA for all game purposes. However, they may also deploy on any eastern map edge hexes in Zambia (south of Zaire and north of Southwest Africa, within usual placement restrictions). They are received and refit per the FAPLA faction.

#### **Super Power Involvement:**

This assumes that the Soviet Union and USA became more directly involved in the fighting. Players can add these forces by mutual agreement on any turn.

#### **US Units (Brown):** (11 counters)

Two VF carrier fighter-bomber units

Two VA carrier attack aircraft units

One Wild Weasel (WW) carrier based aircraft unit

One B-52 (SAC) air unit.

One Helicopter unit.

One SOC A unit

One MEB Mechanized Brigade

One TF/82 Airmobile Brigade

One Base unit

One Air Supply Marker

**Note:** Each carrier air unit is a mix of different aircraft, with the unit icon representing the predominant mission. US air units are all based off the map, but otherwise conduct missions normally.

The Anti-Communist player controls the US units, which are a separate contingent. Use the US Faction marker with them. The Anti-Communist player can add the *US Faction* marker to the Command Pool on any turn in which does not play a Special Operation marker. This is not restricted by, nor affects 28.7. All US reinforcements are received on the Impulse in which the US marker is first picked. US air units stack three per hex and use a +2 DRM for Refit. US ground and air units cannot stack in the same hex as other friendly units (for various C2 reasons).

**Soviet:** (Two counters) The Soviet QRU/SB special forces unit and LRA air unit are added to the East Bloc contingent. The Communist player controls these units. They arrive as reinforcements per the Additional Forces Optional rule.

**Important:** The US B-52 and Soviet LRA are not affected by enemy air defense ground units.

**Victory Points:** Eliminated US units count as 6 VP.

### S&T294 WORLD WAR I

Total Counters: 14

**French (light blue):** Two counters. Replaces the Tenth and A-L Army counters with incorrect strength on back.

**Russian (dark green):** One counter. Caucasus Mountain Army, replaces First Cauc Mountain Corps with incorrect unit name and unit size.

**Allied Russian Nationalist (red):** One counter. Replaces Infantry army with correct Reserve Army symbol and corrects strength on back of counter.

**Bulgarian (orange):** One counter. Replaces original counter that had wrong unit type and incorrect strength on back.

**German (green):** Four counters. Original counters had incorrect unit size.

**Allied Supply Depots (red):** Five counters. Replaces original counters that had Allied roundels on front.

### S&T300 DESERT FOX DELUXE

Total Counters: 8

8 Pz & 8 Pz L: Replacement counters for original counters, correcting tank icons.

80 LaSpzia Division: Replacement counter for original counter, correcting unit from horse to foot movement type.

7 Lt. Arm: Replacement counter for original counter, corrects combat factor on back of counter.

26 Aus BG: Replacement counter for original counter, corrects combat factors on front and back of counter.

Hecker: Replacement counter for original counter, adds Engineer special capability.

12Bomb: Replacement counter for original counter, adds Naval Strike special capability.

1 House: Additional counter arrives with 10th Armored Division on game turn 19 from MET Syria.