

ATO Pocket Battle Games

Consolidated Addenda as of Feb. 22, 2010

General: All Games

Cards - Aces always equal a "1" for any purpose when drawn.

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.

Note: - 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 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."

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'!

No addenda to date.

#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).

