

# Into a Bear Trap

Addenda as of April 23, 2007

## **Game Rules:**

**2.3** The word "Stunned" should be Disrupted.

**8.5.1** Delete the wording, "cannot have moved" in the next-to-last line on page R8. The ONLY thing that affects a leader's ability to spot is status (Disrupted and Inactive leaders can not), not activation.

**10.4** The number of reinforcements is determined by a DR10 (not DR6).

## **Demonstration Article:**

The movement of the Chechen RPG unit in 1815 should read 1215.

Following along the example of play, on page 14, center column, 25th line from top, the Russian on-map indirect fire scores a hit, and the DR6 "damage" roll is a 2. This should read a DR of 4.

There is a typo on p.14, last paragraph, first column. One line says Sniper, but later does return to referring to the Kharoyo leader.

## **Game Charts:**

The Close Assault DR modifiers for Disrupted, Pinned, Suppressed, and Inactive units should be negative, not positive.

The second Close Assault DRM should be:

-1 for each attacking Russian unit in excess of the number of Chechen defenders

+1 for each defending Russian unit in excess of the number of Chechen attackers