

# Into a Bear Trap

Addenda as of Sept. 1, 2024

## The Rules:

**2.1.1 (addition):** In hexes where more than one terrain type exists, units pay the highest applicable MP cost when crossing a hexside or moving from one hex to another (except when moving along a road). Defending units receive the most beneficial applicable terrain modifier in direct or indirect fire combat (provided a LoS exists to their location). Also see Sections 3.2 and 6.2.

**2.2.7 and 2.2.8 (corrections):** These two paragraphs are mis-numbered and should be 2.2.5 and 2.2.6 respectively.

**2.3 (correction):** The word "stunned" should be disrupted.

**6.4.1 (omission):** This rule number is missing. Take the last two sentences of 6.4 and label it **6.4.1 Calculating the Attack:**

**8.5.1 (correction):** 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 In-active leaders cannot), not activation.

**8.6 (addition):** Also see Section 10.4 for getting Replacements during Night turns.

**10.1.1 (clarification):** When deploying Chechen units the following priorities are to be kept in mind:

- 1.) Not in a Russian LoS (this is mandatory).
- 2.) If a unit cannot deploy due to Russian LoS it must be 5 or more hexes away from a Russian unit (i.e., not within 4 hexes). Alternatively, a Chechen unit can be deployed within 4 hexes of a Russian unit if it is not within a Russian LoS. Any Chechen unit that cannot abide by 1.) or 2.) above cannot be placed on the map. Keep in mind as well, the first turn Chechen deployment restriction of having to enter north of Karl Marx Street.

**10.2.2 (clarification):** The Chechen player rolls for reinforcements each time a Chechen Activation Marker is drawn until there are no units left (historical scenario). Note that the additional Activation Marker on turns 2 through 6 makes it easier (and quicker) for the Chechen player to get reinforcements. In the unlikely event there are still Chechen units to enter into play after turn 6 that player still rolls for their entry until there are no more.

**10.3.2 (clarification):** In the variant scenario the Chechen player stops rolling for new units when the Russian player takes control of a landmark building.

**10.4 (correction):** The number of replacements is determined by a DR10 (not DR6).

## The Game Charts:

**Close Assault DRMs (change):** The second Close Assault DRM condition is now split into two entries and should read:  
-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

**Close Assault DRMs (correction):** Close Assault DRMs for Disrupted, Pinned, Suppressed, and Inactive units should all be negative, not positive.

## 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.