

For Bloody Honor

Addenda as of Mar. 2, 2013

The Rules:

7.1.5 (correction): "Baltic Treaty marker" should be "German Control marker". This is a double use for the marker to indicate entry is not allowed into the area.

9.3.3 (clarification): When using railway movement, the units may only move into areas **directly** connected by the railway line symbol **they are moving on.**"

10.2.5 (addition): "Owning player (or controlling White Faction) chooses how to allocate hits against him."

14.2.10c (correction): Replace "Polish Peace Marker" with "a German control marker"

14.7.3d (correction): Reference 10.8 should be 14.8.

14.10.2 (correction): It should state Armored Cars roll 2 dice for attack (the chart on the PAC is correct).

The Charts:

At Start Forces (corrections): Reds start with 27 PIPs. Yudenich starts with 4 PIPs.

The Map:

Turn Record Track (correction): The Baltic Treaty values shown for turns 1-6 should be in the turn 7-12 boxes respectively. Module 7.0 on this is correct.

Modifier Track (omission): The Modifiers Track (Module 11.0) was inadvertently omitted from some copies of the game. Players can use the 0 – 4 boxes of the VP Track as the Modifiers Track to indicate these (remember that Modifiers cannot go higher than 4) or print and cut out and use the actual Modifiers Track supplied below. Or write admin@atomagazine.com to request one from us.

