

A couple of questions on the Main Attack Instructions.

1. For the Soviet side is the artillery available from the beginning or does it become available turn 6?

There should be a line separating the Instructions for the Soviet Turn 6 from the CAS/Artillery information. Soviet Artillery is available from the beginning of the game including Pre-game artillery (if desired).

2. For the US the two batteries of 2-41FA (B & C) are they available 25 hexes off board from the beginning of the game and can enter the game board turn 25 or later? Or are they not available until turn 25?

The U. S. 2-41FA (-) is available to fire on Turn 1. It may NOT enter MAP E until Turn 25. The COLT FIST teams for 2-41FA are already deployed on map during the U. S. Set-up.

3. I am assuming the M129(the data card and rules say M128) GEMMS has one load of mines that can be deployed before the game starts. Are there reloads available?

There is only 1 load of available for the GEMMS for use in the pre-game 4 hour engineer preparation time; however, the GEMMS should start the game with a full load. Basically, you get two loads, one for pre-game, one for in-game.