

## Assault Errata

2/15/85

### Scenarios

In Soviet scenario 1, add AT6 and AT7 to the units required in all 6 force levels. Add 8, HQ9, and C9 to force level 5. Add HQ8 and HQ9 to the command units in force level 5. (This is as shown on the scenario chart.)

### Scenario Charts

In U.S. scenario 1, force level 5, 1AT-3 should appear at the start and only 7 dummies should appear at start.

In Soviet Scenario 3, force level 4, 8 dummies should appear on turn 8.

## Boots & Saddles Errata

2/15/85

### Rule 7: Movement

**G. Cover:** Helicopters do not automatically enter cover when fired upon (nor may they voluntarily do so).

### Rule 8: Transport

Units in combat formation do not pay operations points to dismount; they do pay operations points to mount.

This cost is always paid for the transported unit, not the transporting unit.

### Scenarios

In scenario 1, the Soviet player should roll for 3 HQs. In force level 12, add the 15th Battalion to units required and add its HQ to command units. (This is as shown on the scenario chart.)

### Scenario Charts

The number of dummies received is incorrect in several instances. Here are the changes:

	<i>Force Level</i>					
	7	8	9	10	11	12
U.S. Scenario 1		1/8	4/8	3/11		
U.S. Scenario 2	12/7	6/7	7/7	3/7	5/7	5/7
			7/9			
Soviet Scenario 2	9/5	18/5	13/5			
		0/10	0/10			
Soviet Scenario 3	1/6	1/6	1/6	2/6	10/6	4/6
						3/8

In addition, all dummies given as starting on-board in U.S. scenario 2 should instead enter turn 1.

### Soviet Direct Fire Data Chart

The SCAP round of the BTR-70/BRDM-2 should have an asterisk (\*).