G.I.: ANVIL OF VICTORY
Official Errata

The following changes in content will be made to the second edition of G.I. Additional cosmetic changes will be made, but are not listed here. Do not order second-edition G.J. components until informed of their availability by the General

Counter Errata

1. US 12.7 AA is missing the 360-degree symbol.
2. The M4A3 survival listing should be S6, not S7.
3. The M4A3E2 counter A is missing a red 4 turret armor modifier.
4. The M36BI counter F should have a MF of 14, not I5.
5. The LVT(A)4 should be shown as an OT vehicle.
6. DUKW counters C and D should have red stars, not black.
7. Delete the A4/5 listing of the British M4AI(76)w.
8. Delete the A5/6 listing of the British M10.

Scenario Errata

1. **34.** Change "target" to "target hex" every time it appears in the Clarifications. Add "(RE: 133.52)" between "obstruction" and "although" in Special Rule 34.1.
2. **35.** Incorrect versions of certain counters are shown. Replace the French 2-3-7 crew and all French MGs with the proper corresponding counters for their nationality. The Stuart I tank counter should be the version with a 4 BMG factor.
3. **37.** Insert "or" between "row" and "adjacent" in the US setup instructions. Change board 4 to 6.
4. **38.** The M4A3(75)w counter should have an MF of 15, not 14. Add to the victory conditions: "Control is gained by being the last sole occupant of the ground level at the end of the last player turn in which the building was occupied if there are no opposing units on higher levels of the building. If an enemy occupies a higher level of the building, the US player must also be the last sole occupant of that level."
5. **41.** Change the US HS in 205 to a 2-3-7 crew and the 44a bazooka in 1503 to a 42b version.
6. **42.** Insert "ground level" between "each" and "building" in the victory conditions.
7. **43.** Insert "ground level" between "each and "building" in the victory conditions. The two US HSs should be crews.

Chart Errata

1. Delete the triangle symbol from the 144.7 chart and add "AFV is not fully tracked . . . -1."
2. Change caption for note E on the Vehicle Movement Costs Chart to "bog DR necessary (144.82)."

3. Add an asterisk after "10+" in the Non-Road column of the Ground Pressure Bog DR Numbers Chart.
4. Delete the word "same" from 169.2 chart.
5. Add "Gun changed CA ... +1" to 167.2 chart.
6. Insert "CT" between "CE" and "AFV" in Table 20.3.

Rulebook Errata

- **141.** Transpose First Line Squad and Elite Squad captions.
- **141.6.** Delete "unless . . . phase." Substitute "when not stacked with an unbroken US leader. SSR designated Combat Engineers which turn green may not use special engineer weapons (141.2) without penalty."
- **142.2.** Add ", but it may not move out of a bunker/entrenchment and into a bunker/entrenchment in the same APh. It would have to remain outside those special terrain features in the adjacent hex."
- **142.3.** Change "131.4" to 11121.4."
- **142.311.** Add "(EXC: wounded leaders; 122.1)" after "unit."
- **142.312**. Add "(EXC: wounded leaders; 122.1)."
- **142.5.** Insert "After reaching the closest suitable cover" between "hex" and "Broken." Insert "hex" between "building" and "towards."
- **142.7.** Add "The hazardous movement DRM is not cumulative with the Movement DF DRM nor the Movement in the open DRM, nor is it dependent on being performed in open terrain." Add "moving on a rooftop (174.25)" to the list of hazardous movements.
- **143.11**. Substitute "MG" for "SW."
- **143.43**. Add "An MG trying to kill an AFV is assumed to have hit the weakest armor that the vehicular target facing presents."
- **143.7.** Add "Note: Overruns which end their turn in the target hex check for Random SW Destruction of non-portable/abandoned ordnance even if the overrun did not result in a KIA unless that ordnance occupied a trench/ entrenchment."
- **143.9,1.** Add "or during CC."
- **143.9.4.** Insert "using its printed (not berserk) morale level" between NMC and "At."
- **144.3.** Delete "32.6" Insert "(Re: 51.3)" between "TEM" and "is."
- **144.4.** Change Case B to agree with the To Hit table on the ORDC.
- **144.414**. Add "Mk V, Mk 11 AA, Mk VI" to the British column.
- **144.43.** Add "(EXC: Overruns)" between "hex" and "Turreted."
- **144.46**. Substitute "A and B" for "A-C."
- **144.6.** Delete "or sunken . . . hexside."
- **144.61**. Delete "or sunken road."
- **144.7.** Add "Cowering does not affect Immobilization attempts."
- **144.76.** Insert "or has succeeded in immobilizing or destroying an overrunning AFV in its hex (72.5-6)" between "Immobilization" and "may."
- **144.8.** Insert "(or changing their VCA in)" between "entering" and "woods." Insert

"directly from another woods or building hex" between "entered" and "in."
- **144.82**. Change last line to read "marsh hex is a bog hex. "
- **144.92.** Add (EXC: any halftrack, or bren carrier not already carrying ordnance)."
- **144.932**. Add "and ESB."
- **144.942**. Change "(144.92)" to 11 (144.94)."
- **145.11.** Add "Similarly, because Terrain does not affect the placement of Indirect Fire, it is resolved on the IFT with full TEM."
- **145.2**. Delete the sixth sentence and substitute "An HD target behind a wall cannot claim that TEM in the To Hit calculation." Change the following EX to read "A PzKwIVH fires during its DFPh at an enemy squad seven hexes away within its TCA. The basic TH number is a 7. If the enemy squad is in a woods, shellhole, or graveyard hex, there is a +1 DRM to the To Hit DR for Case R. If the enemy squad is in a stone building, there is a +3 DRM to the To Hit DR for Case R. If the enemy squad is moving several hexes and through a woods hex, there is a +1 DRM to the To Hit DR for Case R, and a -1 DRM to the To Hit DR for case J."
- **145.3.** Insert "a trench/entrenchment DRM or" between "to" and "a."
- **145.4.** Add "Ordnance with its own inherent To Hit table (SCW's never use either the Advanced To Hit Table or structure size DRMs. " Delete "or Stream/Gully Bridge" from the chart.
- **145.41**. Replace the fourth sentence with "All the occupants of the vertical building hex are affected unless they occupy a level of the building hex which is out of the LOS of the firer (EXC: rubble)."
- **145.5.** Add to the end of the first sentence at a range of seven hexes or more." Add "Ordnance cannot place smoke in its own hex."
- **145.61.** Change "2 prior to modification" to "2 either prior to or after modification."
- **146.1.** Delete "during its PFPh." Change "TH number" to TX number."
- **146.21**. Insert "(not in woods or rubble)" between "hedge" and "against." Insert "or HEAT rounds" between "SCWs" and "only."
- **146.34**. Change "four" to "two."
- **146.36**. Delete "adding ... SCWs."
- **148.14.** Change "148.23" to "148.2l."
- **148.21.** Change "85L" to "88L" and drop it to the third row. "Vehicular Only" refers only to the German 75. The British 77L has D5 capability in 1945.
- **148.41.** Insert "If the Cannister depletion number has been exceeded, the attack must be repeated with HE or IFE but using the same DR as a To Hit DR." between "Table" and "Cannister."
- **148.45** Substitute "the depletion number" for "12."
- **148.51.** Insert "prior to all other Prep Fire" between "PFPh" and "Placement."
- **148.524**. Substitute "1" for "0."
- **14 8.6.** Substitute "at the outset of" for "in."
- **148.65.** Replace every "MC+I" with "NMC."
- **149.11.** Change 170.63 to 170.61.

- **149.42**. Change "ten" to "nine.,,
- **150.3.** Delete "/DFPh."
- **150.5.** Change "DFPh" to "MPh."
- **150.6.** Change "units" to "squads."
- **151.5.** Add "Crest status provides no additional TEM to indirect fire."
- **153.11.** Insert ", partisans" between "SS" and "or.".
- **153.23.** Change "further ... range" to "are a number of hexes greater than or equal to their **current morale."**
- **153.232.** Add "Green/inexperienced infantry need not check for use of PBF (141.62)." EX: Change "Q3 to 03." Delete "its inherent range and."
- **156.11** EX. Delete the black arrow.
- **156.12**. Insert "the brown contour lines of" between "through" and "another." EX: Change 1113J8 to "13J4."
- **156.23**. Change "fully-tracked" to "tracked" twice.
- **156.4.** Insert "Elevated Road" between .a(n)" and "bridge."
- **157.4.** Add "Moving directly from a stream hex to a marsh hex during the MPh is possible at a cost of 3 MFs only if the hexside crossed contains Open Ground. If the hexside clearly shows marsh on both sides along its entire length, movement into that hex would only be possible during the APh. R3-R4, X6-W7, and X7-W7 are the only such restrictive hexsides on board B."
- **157.43.** Add "unless berserk" between "foot" and "An."
- **157.61.** Delete "does not act ... but does."
- **157.614**. Insert "ground level" between "on a" and "bridge." Add "(in direct contrast to units on a level 1 bridge; 156.4)" after "versa."
- **158.24.** Insert "from/between "withdrawing" and "into." Insert "into a" between "or" and "booby."
- **158.3.** Change "-3" to "+1 [capture attempt] = 4."
- **158.41.** Change "do so automatically by" to ..attempt to do so by first." Delete last sentence. Add "The attacker must add 1 to his CC DR if he intends to capture the vehicle. Note that an SMC has an inherent CC value of 1 when attacking a vehicle in CC and trying to roll less than or equal to its FP. Infantry may not attempt to capture a manned AFV."
- **158.42.** Insert "CT" between "CE" and "AFVs.11
- **158.43.** Add "Regardless of the outcome, infantry attacking a vehicle in CC must remain in melee in that hex if opposing non-passenger infantry occupy the same hex."
- **161.66** Insert "unbroken" between "armed" and "infantry." Change "in LOS of an enemy" to "entering/exiting in LOS of an unbroken enemy."
- **162.22.** Delete "44.1."
- **164.2.** Add "Normal smoke DRMs apply. A separate acquisition DR is required for each SW in the hex which the unit wishes to acquire."
- **164.44.** Add "A scrounging DR cannot be attempted more than once per turn per side."

- **167.11**. Add "+1 Gun changed CA."
- **167.21**. Add "and RCLs" to EXC.
- **169.12**. Change "adding" to "subtracting."
- **169.2.** Delete "same" from chart.
- **169.5**. Insert "or EFPh" between "MPh" and "provided."
- **169.54.** Delete "in an adjacent hex."
- **170.6.** Insert "may enter even a stone rubble hex and" between "hex" and "qualifies.
- **170.1.** Change "ground level" to "single story..,
- **171.26**. Delete "level hit (145.42)."
- **172.3** EX. Insert "at the firer's option" between "hex" and "For.
- **174.24.** Add "Units at treetop level are not eligible for Infantry Height Advantage, but units on a rooftop are."
- **175.24.** Change "(167.4)" to "(167.2)."
- **175.32**. Add "other than the crew and any directing leader which fired it" between "fires" and "is."