

FESTUNG EUROPA ERRATA

With *Fortress Europe* on the way, it's time to gather all of the corrections that have come up for the old *Festung Europa*. Most of these relate to the characteristics of vehicles, although a few concern missing options for various organisations. We have not changed the points values unless they were an error in the original book. They will often differ from the points in *Fortress Europe*, and this is to be expected as the game has evolved since *Festung Europa* was written.

GERMAN

Pages 27, 30, 31: The Company HQ of a Gepanzerte Panzergrenadierkompanie, a Gepanzerte Panzerpionierkompanie, or an Aufklärungskompanie equipped with half-tracks may use the Mounted Assault special rule.

Page 40: The points values for the Panzerfaust and Panzerknacker upgrades are per team.

Page 50: The Königstiger does not have protected Ammo, but is Unreliable.

Page 52: The range for the 10.5cm LG40 recoilless gun is 16"/40cm.

BRITISH

Page 79: Guards Armoured Squadrons, Guards Armoured Recce Squadrons and Motor Companies also benefit from the Unflappable special rule and play the additional +25 points per platoon.

Page 83: Stuart III, V, and VI Jalopy tanks have Top armour 0 and Wide tracks.

Page 83: Wasp Carriers do not have a Hull MG.

Page 84: Staghound I armoured cars have a Hull MG.

Page 85: British Flame-thrower teams have the normal characteristics for Flame-thrower teams given on page 88 of the rulebook.

US

Page 96: 0 to 3 Truck Sections are a Support option for a Rifle Company.

Page 102: A Cavalry Recon Troop may only have a single Assault Gun Platoon.

Page 110: M4, M4A1, and M4A3 Sherman tanks have Front armour 6. M4A1 (76mm) Sherman tanks and M4 105mm) Sherman tanks have Front armour 7.

Page 110: M8 Scott HMC assault guns cannot fire Smoke bombardments.

SOVIET

Pages 117: Upgrading T-34 tanks to have Cupolas costs +10 points for the entire company.

Page 119: A Tank-rider Company may replace the Rifle/MG teams with SMG teams in one Tank-rider Platoon at no cost.

Page 122: A Motostrelkovy Company may replace the Rifle/MG teams with SMG teams in one Motostrelkovy Platoon at no cost.

Page 126: Ignore the words 'HQ Section with' in the points for the Light Armoured Car Platoon. The points values are for the stated number of vehicles.

Page 126: You may replace an SMG team (rather than a Rifle/MG team) with a Flame-thrower team at the start of the game before deployment if you have upgraded your Rifle/MG teams to SMG teams.

Pages 143, 144: The points for air support in a Guards Battalion are as follows:

Aircraft	Priority	Limited
Il-2 Shturmovik	225 points	165 points
Il-2M Typ 3M Shturmovik	240 points	190 points
P-39 Kobra	135 points	110 points

Page 145: The 45mm obr 1938 gun on a T-70 tank has ROF 1.