

# Ghost Division

## Errata and clarifications

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*Additions since last version shown like this.*

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<b>Rule</b>	<b>Errata and clarifications</b>
<b>2.4 Unit types</b>	<p>Replace the bottom right label "Engineer" with "Heavy Weapons."</p> <p>In the Armored list, replace "Armored car/armored cavalry" with "Armored recon."</p>
<b>4.0 How to set up the game</b>  <b>Paragraph number 2</b>	<p>Delete existing text. Replace with:</p> <p>"Place all units of the 7<sup>th</sup> Panzer Division, except (a) the KG units; and (b) the optional 15<sup>th</sup> Panzergrenadier Battalion; and (c) the two optional upgunned Panzer IIIs, in the Assembly Area. Place the KG units in the Recruit Pool."</p>
<b>4.0 How to set up the game</b>  <b>Paragraph number 5</b>	<p>There are four units which (incorrectly) have "Allied Air" on their reverse side.</p> <p>Add the Belgian air unit to the other Belgian units.</p> <p>Add the British air unit to the other British units.</p> <p>Add one Allied Fighter unit (with ratings of 3/1) to the French Mech units.</p> <p>Add Allied Fighter unit (with ratings of 3/1) to the French Non-Mech units.</p>
<b>6.0 Game Map</b>	<p>In the first sentence, replace "18" with "54."</p> <p>Add after the first sentence:</p> <p>"Belgium is column 3-4/5 and east (to the right). France is column 3-4/4 and west (to the left)."</p>
<b>9.0 Operations points</b>	<p>You receive 5 OP immediately you have a Bridgehead across either of the two rivers. (One award for each river.)</p>

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<b>10.0 Recruiting German units</b>	<b>The Recruiting Costs Table:</b>  Replace "Medium Bomber" with "Level Bomber."  A Heavy Weapons unit costs 1 OP.
<b>10.0 Recruiting German units</b>	Delete the first sentence. Replace with:  "You receive all units of the German 7 <sup>th</sup> Panzer Division, except (a) the KG units; and (b) the one optional 15 <sup>th</sup> Panzergrenadier Battalion; and (c) the two optional upgunned Panzer IIIs, without paying costs."
<b>10.2 Purchasing during game turns</b>	Delete the third sentence and replace with:  "However, units recruited during game turns cost one extra OP for each unit (owing to the competition from other commanders to get these units)."
<b>12.0 OKW events</b>	Clarifications  The <b>Breakdowns</b> event does apply to units in the Assembly Area.  The <b>Initiative</b> event has no effect on a unit's ability to do Ground or Exploitation Movement. The event is a bonus move.
<b>13.1 Air Recon</b> And <b>13.2 Ground Recon</b>	Change the first sentence to read:  "During the Air Recon Segment of the Air Operations Phase, place Air Recon units (only) in any Grids of your choice."  Clarification: on a Recon Table result of "5-6" you reveal everything in the relevant Grid.
<b>13.3 Ground movement</b>  <b>Paragraph number 2) Fog of War</b>	Clarification: a German unit stopped by an obstacle may use Exploitation Movement once the obstacle has been removed.

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<b>Rule</b>	<b>Errata and clarifications</b>
<b>14.0 Headquarters</b>	Add at the beginning:  "Units of different formations (for example, the 7 <sup>th</sup> Panzer and the 15 <sup>th</sup> Motorized) may be grouped under and benefit from the same Headquarters or Kampfgruppe. (See 14.6.)"
<b>14.3 Exploitation movement</b>	Change the end of the sentence to read:  "...any or all Armored units in its Grid."
<b>14.6 Kampfgruppen (KG)</b>  <b>Paragraph number 1</b>	Delete and replace with:  "They are initially placed in the Recruit Pool."
<b>15.2 Battalions</b>	Add at the end:  "Note that each Logistics unit counts as a battalion for stacking purposes."
<b>17.2 Dummy</b>  <b>Paragraph number 2</b>	Change the third sentence to read:  "However, if German ground units later enter its Grid, or vice versa, or an Interdiction attack is made, then immediately follow the procedure in step (1) of this rule."
<b>20.7 Fire Results Table (FRT)</b>  <b>Paragraph number 1) Hits</b>	Delete the second sentence and replace with:  "For each Hit, reduce each of the unit's fire strengths (Artillery, Anti-Tank, and Close Assault) by one, to a minimum of zero."  Add at the end:  "See also 20.8."
<b>21.1 Withdrawal</b>	Add at the end:  "After a withdrawal, remove all hits from involved Allied units and return them to the appropriate Bin."

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<b>22.1 Exploitation movement</b>	<p><i>Clarification: if you expend OPs for an HQ to use Exploitation Movement, the units moving with it do not need to be Armored. See 14.1.</i></p> <p><del>Delete the third sentence and replace with: "You can expend two Ops for a HQ to move, in which case all of the Armored units in that Grid may also move along with it (up to their movement factor)."</del></p>
<b>24.3 Air Unit Recovery</b>	Replace "Stukas" with "Dive Bombers" in the Luftwaffe Maintenance Table.
<b>25.0 Allied Events</b>	Clarification: if <b>Allied Minor Counterattack</b> or <b>Allied Reinforcement/Counterattack</b> is rolled, you reveal all Allied Formations on the map and make any movement directed by the event.
<b>27.0 Airpower</b>	In the list, replace "Medium Bombers" with "Level Bombers."
<b>28.2 Interdiction</b>  <b>German Interdiction paragraph number 4 and Allied Interdiction paragraph number 4</b>	Add at the end:  "Use each Fighter's Bombardment value on the Artillery column of the Fire Results Table (FRT). Use the Bombardment value on the appropriately named column of the FRT for Dive Bombers and Level Bombers, respectively."
<b>28.2 Interdiction</b>  <b>German Interdiction</b>	Add new paragraph number 6:  "Return any remaining Allied units in the Formation to their Bin."
<b>28.3 Close Air Support (CAS)</b>	Add at the end of paragraph number 4:  "Use the unit's Bombardment Value on the Fighter CAS table, below."
<b>30.1 Removing bridges</b>	Add at the end of the first sentence:  "Do this the instant the conditions apply."