

## **ITR Errata**

**ITR1:** Artillery counter for the Chinese should be a P obr 02/30 with a non-circled M7 (Chinese H, note 11).

**Add to ITR 2.0:** Any building with a Factory Interior Wall (O5.3) on more than one hexside is also a Factory.

**ITR3:** Buildings 51U3 and 51O2 are Factories.

**ITR4:** Replace ISU-152s with SU-152s.

**ITR6:** Replace Russian 9-0 leader with a 9-1 leader.

**ITR7:** Hungarian setup: Set up on board 1 in hexes numbered  $\leq 4$  and/or board BFP A.

## **ITR Q & A**

**Q:** Is building U2 on board BFP B considered a factory?

**A:** Yes. Refer to errata above for ITR 2.0.

**Q:** Are Factory rules for non-BFP A/B boards automatically in effect?

**A:** No. Buildings on other boards are Factories only by special rule.

**Q:** BFP A hex S9 and hexes P1 & T1 on overlay BFP RC1 contain combined building and roads. The roads are not "narrow streets" as defined in B31 and don't seem to be covered by ITR HBR 10.

**A:** Hexes BFP A S9, and BFP RC1 P1 and T1 are covered by ITR HBR 10. LOS to a unit on the road is always traced to the hexside vertex and movement is at the narrow road movement rate. For hex T1, for example, vehicles move directly from hexside RC1 T0-T1 to hex RC1 S1 or RC1 U1 (and vice versa)."

**Q.** ITR 6 - Are the 5-4-8 and 4-4-7 MMC considered SS with an increased broken side

Morale?

**A.** Yes, they are treated as per A25.11.

**Q.** Per BFP terrain rules, all train stations are considered factories and conform to O5. In RB, all factories have rooftops, but rooftops are not granted in O5, but in the RB Special Rules (#3). So, in the BFP terrain rules, do the train stations have rooftops?

**A.** Rooftops are in effect only by SBR.