

## **Objective:Schmidt Errata** as of January 31, 2022

The listing below is all of the known errata for Objective:Schmidt.

### **Objective:Schmidt CG Rules Errata**

Section 5.2, line 12 should state "... Bog as per 5.3,..."

Section 8.41 examples should refer to the 115 mm rockets on the 44 FB.

CG11, line 2: Delete the exception for Mortars.

pg. BFP 21: In the German RG chart, for groups V2 and V3, the notes should read "a,c,n". For V6 and V7, the notes should read "a,c,m" and "c,m", respectively. For O6 the note should read "k,m".

pg. BFP 21: The note for group V7 should be "German BFP Vehicle Note 6". The note for group G2 should be "German BFP Gun Note 7".

Section 13.3093, line 7, the rules reference should be to "P7.1". A better reference would be to B28.45.

Section 13.3214: In the third bullet, "per OS HBR 12" should be "per OS CG12".

Section 13.3217: Under RG Str.: "12.6221-.6224" should be "13.3221-.3224". Under SW/Gun(s) Received, line 2: There is an extra decimal point before the second 13.

HBR, pg. BFP2, item 22, Interrogation in the title is misspelled.

### **Objective:Schmidt Chapter H Errata**

German Ordnance Listing: The listing for the 50mm BM obr. 40(r) incorrectly notes a B11. The correct value is B12. The counter is correct.

German Ordnance Listing: The listing for the M2(a) mortar is missing the B11 breakdown. The counter is correct.

German Ordnance Listing: The listing for the M1(a) mortar incorrectly notes a bold M10. The correct manhandling value is M11. The counter is correct.

On the German Vehicle Listing table: Missing a sM4 for M4A3(a) and sM8 for M4A3(105)(a); Missing sP5 number for M10 GMC(a) and add corresponding US Note S. Also on M10 GMC(a) the special ammo needs to be moved one column to the left, and a dagger should be added to the (T76L) MA.

### **Objective:Schmidt Map Errata**

Hex T7 on the Sc map is incorrectly labeled as 'B7'.

Hex L19 on the Sc map is incorrectly labeled as 'B19'.

### **Objective:Schmidt Counter Errata**

Some German M1(a) have an incorrect WP# value. The counter should have a WP8. The Chapter H listing is correct.

### **Objective:Schmidt Scenario Errata**

OS-3 Mission: Total number of buildings in the US set up area is 43, not 50.

OS-4, German Balance: MISSION should be  $\geq 13$ .

OS-11, SBR 4: German offboard observers set up on level 6.

OS-12, SBR 3: German offboard observers set up on level 6.

OS-12, SBR 4: American offboard observers set up on level 8.

OS-13, Mission: German VC occur at  $\geq$  level 2.

OS-13, SBR 2: Germans can set up at  $\leq$  level 0.

OS-13, SBR 3: German offboard observers set up on level 7.

OS-16, SBR 3: German offboard observers set up on level 7.

OS-17, SBR 3: German offboard observers set up on level 7.

OS-17, SBR 4: American offboard observers set up on level 8.

O:S 17, RG table where the StuH42 section is listed, should be "Note 36".

### **Objective:Schmidt Q&A**

Q: Are hexes with map drawn PB assumed to have a trench in their hex as well as any connecting trench in an accessible hex when there is a tiny bit of trench art in the PB hex? So hex E11 does that PB have a trench in itself as well as the trench in E12? The artwork in E11 seems to suggest yes, but this could be just that art and aesthetics. While rule 7.0 does not make clear enough\* if such hexes (E11 with its little bit of art) are trenches too...E11 is bunker b/c of the E12 artwork...and so matches rule 7.0 in this regard. But 7.0 does not solve the issue whether the bunker is also formed by the little in hex snippet of trench.

A: There is no trench, per se, in the hex with the on-map pillbox. The intent was to leverage that part of the B30.7 Bunker definition which states, "and/or in a hex Accessible to a Trench counter's hex". The presence of the snippet of trench in the PB's hex is for artistic/aesthetic purposes only.

Q: In scenario OS-2, "The Wolf's Howl," the VC say the Germans need to control at least 36 stone buildings/rubble hexes of 57 possible in the American setup area. I've counted till my eyes glazed over, but I only see 56 stone building hexes in the American setup area.

A: We have a unique situation in that control covers stone buildings and rubble. But the rubble can be any kind of rubble. So if the wooden building in Z28 should happen to be rubble, it now qualifies for VC purposes. Hence the total of 57.

Q: In OS-17, is the Max limit for the purchase pools a per turn or per game limit?

A: Those are per game limits.