

## **Poland Defiant Errata and clarifications – 12/23/2020**

2.64 The reference to 2.2.9 is an error. Should be 6.2.2

6.24 The word Example should be deleted as there is no example

6.5 (clarification) You may not rail into a hex with an enemy HQ. You must stop adjacent to such unit as it is a unit with no ZOC per 5.2.1. The rules list no restrictions about using rail movement into enemy territory. This is correct and deliberate. If you do not want a Polish armored train to drive into a German supply center, you might want to block it with a unit or ZOC or air interdiction.

9.0 (addition) Combat is resolved by rolling a single six-sided die and reading the corresponding result on the appropriate odds column on the combat results table

9.33 The final line should be deleted. Units round down to a minimum of  $\frac{1}{2}$  a sp as per 2.1.2

10.32 (addition) Isolation does not halve the movement allowance of units moving by rail movement as it is unlimited unless blocked.

12.1.1 A HQ attacked by air while alone in a hex defends with a strength of one.