

The first section of this document is the Errata, dealing with corrections or changes to the wording of rules. The second section of this document is the FAQs, providing clarification on how specific rules interact.

ARMIES OF USA - ERRATA

All instances of the Stationary Firing Platform rule

REPLACE the rule's wording with the following:

- Stationary Firing Platform: The vehicle may not fire if given an *Advance* order.

PAGE 24. Fire and Manoeuvre

CHANGE the second paragraph as follows:

To reflect this combination of doctrine, armament, and plentiful ammunition, for every three men who fire a rifle/carbine when a unit shoots, you may add one additional dice to the total of shots fired (these shots are assumed to come from any of the men armed as such). [...]

PAGE 25. By Air, Land, and Sea

CHANGE the first line of the Airborne section as follows:

- Units must be taken as Regular or Veteran.

PAGE 25. By Air, Land, and Sea

CHANGE the first line of the Marines section as follows:

- If taken as Veteran, units may be upgraded to Stubborn for +1 pt per model.

PAGE 27. HQ Options

CHANGE the last bullet point as follows:

- Any unit may be given horses for +3pts per model.

PAGE 36. Pathfinders Squad, Special Rules.

CHANGE the second bullet point as follows:

- LZ Signals: If at least one unit of Pathfinders is not in reserve (i.e. is deployed or in first wave), then any friendly Airborne unit in reserve may re-roll failed order tests to come onto the table from reserve. This includes US Paratrooper Squads, Pathfinders Squads, Glider Squads and Glider Machine Gun Squads, any unit upgraded to Airborne, and Airborne Armoured Jeeps.

PAGE 40. USMC Raiders

CHANGE the second option as follows:

- The NCO and up to 3 men may replace their rifle with a submachine gun for +3pts each

PAGE 41. Merrill's Marauders

CHANGE the second option as follows:

- The NCO and up to 3 men may replace their rifle with a submachine gun for +3pts each

PAGE 41. USMC War Dog Team

CHANGE the second option as follows:

- Any handler may replace their rifle with a submachine gun for +3pts each

PAGE 45. Sniper Team

CHANGE the Weapons line as follows:

- Rifles and pistols

CHANGE the first Option as follows:

- Any model may replace their pistol with a submachine gun for +5pts each

PAGE 52. Twin 20mm AA Gun Mk 4

CHANGE the points values as follows:

46pts (Inexperienced), 65pts (Regular), 85pts (Veteran)

PAGE 68. M6 GMC

CHANGE the Weapons line as follows:

1 light anti-tank gun covering either the front arc or the rear arc

Also ADD the following option:

- May have a pintle-mounted HMG with a 360-degree arc of fire for +25pts

PAGE 78. Reconnaissance Jeep

ADD the following Option:

- May upgrade the MMG to an HMG for +10pts

PAGE 83. Jeep

ADD the following Option:

- May be given the Amphibious rule for free

ARMIES OF USA - FAQs

In missions with Preparatory Bombardment, when does the Rangers Lead the Way! special rule occur, as both RLW and Preparatory Bombardment happen after set up but it isn't specified which happens first.

Rangers Lead the Way! is resolved before the Preparatory Bombardment.

If a unit of Rangers is in first wave, do they get to use their special rule?

Yes, they do. Deploy Infiltrators first, then execute the Rangers Lead the Way! rule (roll a die if both players have Rangers to decide who makes all of these extra movements first).