

# ***Pocket Battle Games from TPS***

Consolidated Addenda as of Nov. 1, 2022

## ***In General: All Games***

**Cards** – Treat aces as a “1” for any purpose when drawn.

**Activation - Clarification:** At start, or when a Joker is drawn and the deck is shuffled, it really makes no difference who draws the first card. Either side makes the next move based on the color of the card that is drawn.

Unless a specific game's rules state otherwise, a unit may only Activate once per a specific Card Draw (CD). The same unit may Activate more than once in a turn however, using different CDs over the course of the turn.

## ***#1 Rattenkrieg***

No addenda to date.

## ***#2 Nothing So Well Lost***

No addenda to date.

## ***#3 Fateful Days***

(first printing)

Under Play, the 6th line, the bold text should read that a unit can only activate once per CD (not turn).

## ***#4 Operation Pedestal***

No addenda to date.

## ***#5 A Hard Pounding Fight***

(first printing)

The modifier for Infantry firing at non-adjacent units should be -2 (not +) and the Ross Artillery firing at an adjacent French unit +1 (not -1).

The French artillery marker enters play with the second wave (turn 2, not turn 3).

(first and second printings)

A unit in any of the 3 hexes in the La Haye Sainte complex receives a -1 CD terrain modifier when fired upon.