



EVENT "FREEZE" ON PAC

"Freeze" (6/Turn 3) and "Cold Weather" (1/Turn 4) were merged into "Cold Weather" and became the same event but were sadly missed being changed on the PAC.

4.5.5 OUT OF COMMAND

Rule should say:

An Out of Command unit cannot attack but defends itself normally. Out of Command units continue to exert a ZOC as usual.

11.1.3 ISOLATION CHECK SEGMENT

Rule should say:

Units that are still OOS are changed and marked as follows:

- A Combat unit Isolated remains Isolated.
- A Combat unit marked OOS becomes Isolated.

11.1.4 OUT OF SUPPLY STATUS SEGMENT

Rule should say:

Check the supply status (11.2) of all remaining units, (i.e., all those that began the Supply Phase in supply) and add OOS markers accordingly. A HQ that is no longer in supply (11.2.5) is marked OOS and must relocate (12.7).

11.3.4 ISOLATED EFFECTS

Rule should say:

Isolated combat units have their attack factor reduced to zero, their defence strength halved, and may not move during the Movement Segment. Isolated combat units also suffer attrition (11.3.6).

11.3.5 ISOLATED UNIT MOVEMENT

Rule should say:

During the supply phase, following the supply status check, all Isolated units may, if possible, move one hex if doing so will bring them closer to a hex where they would be in supply. Isolated unit movement is voluntary. Isolated units may never move into or through EZOC.