6.1.2
In the second bullet of rule 6.1.2 add the following to the end of the sentence: "treat such an occurrence as if a Time! trigger had been rolled."

6.3
Replace Rule 6.3 with the following text:
A game of Combat Commander will generally end in one of four ways:
1) A player is forced to place one of his eliminated units in the space of the Casualty Track occupied by his Surrender marker;
2) A player’s last unit on the map is eliminated;
3) A player’s last unit on the map Moves or Advances off the map;
4) A Sudden Death Roll [6.2.2] is made that is less than the number in the space currently occupied by the Time marker.

6.3.1
Modify the first sentence to start: “If the first or second situation above occurs,…”

6.3.2
Modify the first sentence to start: If the third or fourth situation above occurs and the first two situations do not apply,…”

9.2
Amend rule 9.2 to read as follows:
When a scenario ends in a tie – “0” VPs after Sudden Death or both players Surrendering simultaneously, for example – the player holding the Initiative card wins the game.
(The holder of the Initiative wins any game ending in a tie).

O16.4.2
Insert the following sentence at the end of rule O16.4.2:
If, due to a die trigger during a Melee Roll, one or both sides have no units remaining in the hex, the Melee ends with no further effect.
Note that this effectively expands upon the last sentence of O16.4.1.

O20.3.2
Clarify the first sentence of rule O20.3.2 to read:
If the LOS from any firing piece (except Ordnance: [10.3.1]) and the target hex is hindered…

Other Clarifications
E42 Event General Rules
A Melee situation created as the direct result of an Event is executed at the end of— but still within— that Event (so no further die triggers would be possible during that Melee).

Counter Mix Limits
Reinforcements and such (any pieces entering play via Events) come from the unused counter mix. Any piece on the Track Display is already “in play” (along with everything on the map).
Maps
Rule 7.2 refers to the maps as having “dark gray” borders. This should obviously be “brownish” borders though this has zero impact on the actual play of the game.

Maps – Crest Lines
For every Crest hex (two different levels of terrain), the center dot of the hex is ALWAYS at the higher elevation. All Crest Lines were highlighted but the highlight layer was inadvertently omitted during the printing process.

Troop Quality
Every nationality has Elite, Line and Green Teams. Every scenario will assign a player a Troop Quality of Elite, Line or Green. Whenever any Squad breaks down into a Team via the Light Wounds Action [A36], the Deploy Event [E52], or overstacking [8.2] the Team you grab from the counter mix must match your Troop Quality. A replacement Team has nothing to do with the name of the Squad, which is just a representative and evocative title that has exactly zero impact on the play of the game.

COMBAT COMMANDER: MEDITERRANEAN

Official Errata
British Heavy HMG
One of the two British Heavy MGs should say "Elim: 9-10" on the back instead of "Elim: 3-10". The other one is printed correctly.

Molotov Cocktail Markers
Treat the 0 on the back of these markers as a 10.

Map 13
Hex D4 is a stream hex; the gully is supposed to end exactly at the E4/D4 hex side.

Map 18
Map 18 is missing the hex center dots.

Official CC:M Clarifications
T88.3.1
Any hex at the higher end of a Cliff is a Crest Hex. Treat the Hill line running along the higher end of the Cliff as the actual Crest Line.

RS.7 & the German Support Table
The "or" on the Huntziger/Bolter and Benzing/Grein rows means that either one OR the other leader is ever made available for purchase with a single roll, never both.

Objective Chits
The (5/8") Objective Chits in CC:M completely replace the (1/2") Objective Chits in CC:E.

Smoke/Fire Markers
Mix the Smoke/Fire Markers in CC:M together with the Smoke/Fire Markers in CC:E.

COMBAT COMMANDER: PACIFIC

Official Errata
Playbook – Line of Sight (LOS) Example
Figure 1 inadvertently shows two palm tree depictions along the J2-K3 hexside in final production, which invalidates paragraph D of the example.

Playbook – Fire Attack Example
The base FP of the HMG in paragraph E should be “9” (not 8), but this correction does not invalidate the other calculations or result of this part of the example.

Cards A-3, C-31 & C-32
The Event name on these cards should be “Stealth” not “Low Crawl”. The game effect of these Events is as written.

Scenario D
Special Rule 1 should specify that each player draws “six” random hexes (not nine).

COMBAT COMMANDER
BP #2 - STALINGRAD

Official Errata
ST7.1
Insert new first bullet: “Units in a melee hex can’t be activated to fire.”

COMBAT COMMANDER
BP #3 - NORMANDY

Official Errata
Scenario 47B
In Special Rule 5, substitute “After both sides have set up” for “After Axis setup but before Allied setup”.

COMBAT COMMANDER
BP #4 – NEW GUINEA

Official Errata
Scenario M2
Japanese Platoon 3 starts with only 1xLMG.

Scenario M7
Change the Open Objective Chits to G, H, & R.

Other Official Published Materials

Scenario 103 (C3I No. 19)
Ignore superscript 4 next to the Objective Chits section. There is no Scenario Note 4.