

TDV Errata January 14, 2014 Latest addition in **Bold**.

Map:

The borders between the MDs aren't all that clear (you have to squint) so for the record, the BMD ends at 3319 and 3419, the WMD ends at Brest-Litovsk, and the KMD ends at 3640.

The Oranienbaum is hex W4603.

Counters

The Soviet 27th 2-4 non-replaceable Rifle Division correctly has the W set-up code on the front; ignore the Cherkassy set-up listed on what should be a blank back.

Some Military District units have an XX on what should be their blank back; this is meaningless.

The two Soviet units listed on the back as starting in Kalvaga start in Kaluga.

The unit listed as starting at Kovel on the back should read Kowel to match the spelling on the map.

Four Soviet Airborne Corps are missing their starting locations: the 1st ABC starts at Kiev, the 2nd at Kharkov, the 4th at Minsk, and the 5th at Polotsk.

The Soviet 9th Guard Army enters on Turn 43, not Turn 44.

The Soviet "Katchev" tank brigade should read "Katukov" instead. (This has no effect on play.)

The Soviet 18<sup>th</sup> Air Force has a range of 12, not 2.

The German "51" division starting with Army Group Center should be "31". (This has no effect on play.)

The German "101" 1-2-4 Infantry Division entering on Turn 2 should have its Historical ID changed to "93." This has no effect on play.

The 19<sup>th</sup> Panzer Division IS a "3-8" on its reduced side as shown (a case of splitting the difference on whether to make it a 5-4-8 or 4-3-8).

All the Italian units are marked as Divisions. They are all, in fact, Corps.

The Romanian 1<sup>st</sup> Panzer Corps is actually a Division.

The Romanian 11 Corps is actually the Romanian 1 Corps. (This has no effect on play).

The German Siege Artillery unit enters on Turn 12, not Turn 40 as marked on the counter.

There is an extra unused Activation Counter, the Soviet Combat:Stavka. It may be used in the optional rule added below.

#### Player Aid Cards

Air Bombardment (clarification): The Air Bombardment table is also used for Artillery Bombardment. The listed weather Air modifiers do not apply to Artillery Bombardments.

Terrain Effects Chart note (e) should begin with “Fair/Mixed/Mud Weather only” in place of “Fair/Mixed.”

#### Rules

2.1 (Add) For all purposes the Ports in the Gulf of Finland are defined as Talinn, the Oranienbaum, and Leningrad.

2.2 Markers (Clarification): In addition to marking destroyed Forts, use the Fort Destroyed Markers to mark destroyed Fortified Zones as needed.

2.2 Historical ID (addition) FE stands for Far East.

3.1 (Correction) There are 47 VP hexes, not 48.

5.3 (Clarification) A stack of two armies and two corps or three corps and one army is a legal stack.

6.5 (Add) A unit making an Emergency Withdrawal may end the withdrawal adjacent to enemy depots, airbases/air units, and HQs (only).

7.4 (Clarification) German Infantry steps refer to units with the infantry symbol and a movement allowance of 5 or less only. German units with a movement allowance of 6 are either Jaeger (Light) Divisions or Mountain Divisions, and are treated separately for Replacement purposes.

7.5 (Clarification) Jaeger and Mountain divisions may not be used for Special German Corps Replacement. Isolated units may perform Special German Corps Replacement-in which case they remain Isolated.

7.9 (Add) The returning German air unit/base may be placed in any town/city hex where it could legally base.

7.9 (Clarification) The SS Toten Panzer Division enters (Returns) on Turn 21 as marked on the counter.

8.6 Clarification: The second paragraph of 8.6 allowing Air Supply markers to be placed on OOS German mech units in Mixed/Fair weather takes precedence over 17.1.2 which states that Isolated German mech units on Turn 1-4 are treated as OOS. In other words, the six German air supply "-2 mp" markers may not be placed on Isolated mech units on turns 1-4, despite the fact they otherwise are treated as OOS.

8.6 Change: The fifth sentence in that paragraph should read "Starting Turn 12" rather than "After Turn 12."

10.5.3 (Add) Combat:Stavka is used only under Optional Rule 10.5.12.

10.5.12 Combat:Stavka (Optional): This is an extra Activation Chit included with the game. It was removed during late playtesting because it was thought to give the Soviets too much offensive capability in late 1942. For those who want to help the Soviet Player, or simply want to see the Soviets have more offensive power, replace the Combat:Zhukov Chit from September to December 1942 (Turns 15-18) with Combat:Stavka. It works in exactly the same fashion (see 10.5.3) except units must be in range of Stavka rather than Zhukov.

13.2 Change Exception to read: Soviet units in Leningrad (hex 4702) may trace a LOC across the hexside between hexes 4802 and 1102. Soviet units in The Oranienbaum may trace a LOC across the hexside between 4603 and 4702 (through Leningrad) and then across the hexside between hexes 4802 and 1102.

13.8 (Clarification) The third sentence should Read "Units already marked as IS that cannot trace a LOS or LOC during the Attrition Phase and are adjacent to an In Supply enemy unit are eliminated."

14.1 (Clarification) HQs and Leaders ARE considered Mech units for Weather effects.

**17.1.2 (Clarification) The Barbarossa scenario starts with the German Combat Chit.**

17.3.1 Axis Units out of Play: Change Romanian Panzer corps to Romanian Panzer division.

17.4.1 Axis Units out of Play: Change 1<sup>st</sup> sentence to read "...Hungarian Schnell Corps, Romanian Mountain and Cavalry Corps and Panzer division."

17.4.1 Axis Units Withdrawn (Other Fronts Box): SS H and SS F divisions should read "SS HS and SS FR divisions."

Example of Play: Figure 9: Actually the units that start in 3023 are 1 MP short of being able to reach 3421 and 3522, but for the purpose of this example pretend that they can.

Example of Play : Figure 10: The attack on Kaunus should be 12 factors vs. 3, since Kaunus is treated as a Town on Turn 1 which adds +\_1 to the defenders strength.

Finally, while I trust TDV players to find Moscow, Leningrad, Kiev without problems, I realize that some set up towns/cities may be harder to locate, so the following list should help (all West Map unless otherwise noted):

Tallin: 3804 Narva: 4304 Kowel: 3529 Polotsk: 4416 Nevel: 4614 Korosten: 4330 Balta: 4539 Cherkassy: East map 1134 Krasnodar: East map 3147 Simferopol: East map 1849 Kaluga: East map 2019 Orel: East map 2123 Gomel: East map 1026 Velikie Luki: East map 1013.