PLEASE NOTE THAT RULES V 1.1 (108-2) MAY ALREADY HAVE SOME OF THESE RULES UPDATED.

1. UNIT DESIGNATIONS:
German:
-6J/DEN on counter (Stell II Corps); 6J/104PJ in rule-book set-up
-100/104PJ on counter (Munzel Corps); 100 in rule-book set-up
-5 JAG/104PJ on counter (Munzel Corps); 5 JAG in rule-book set-up
Soviet:
-33G/9GT on counter (2 Gd Tk Army); 33GR/9GT in rule-book set-up
-34G/9GT on counter (2 Gd Tk Army); 34GR/9GT in rule-book set-up

2. 15.1 GERMAN SET-UP:
Air units – At Start and Available 1/JG and Rudel; At Start and Grounded 2JG & 3 JG

3. 15.2 SOVIET SET-UP:
219/1M should set up in hex 08.06, and not 08.05 as it states in the rule-book.

4. 6.0 STACKING:
Add after the final sentence: 'Units may never exceed stacking limits at any time.

5. 6.1 STACKING PROCEDURE:
Enforce stacking limits <u>throughout</u> each phase and also at the instant a unit finishes its movement, retreat or advance after combat. Exception: (*See 5.4.1*)

6. 8.1 COMBAT RESULTS
The Combat Results Table (CRT) gives results that either affect the attacker (A), the defender (D) or both (A# / D#). The Defender carries out his result first (Exception: *See 8.1.1*). The possible results are:
A = The result affects the Attacker
D = The result affects the Defender
 # = Number of steps lost
R# = Number of hexes to retreat
Ro1 = Retreat OR one step loss
A# / D# = The result affects both Attacker and   Defender
P = Pinned
Execute the result immediately upon determining it. After executing it, move on to any other combats.

7. 14.1 VICTORY POINTS:
Change in bold: At the start of the game the German player controls all Victory Point hexes. (*See 14.3.1*). Whenever a Soviet combat unit (not HQs) enters a Victory Point Hex, the Soviet player collects the VP marker with its correct side up (according to the marker's historic date). At the end of the game the Soviet player totals his number of Victory Points, **adding any VPs from 19.1.3 (Defend the Reich) and from this total deducting VPs because of 12.6 and 16.1. He then finally deducts any German Victory Points (*only available from the Optional Rules 16.2 & 16.4*) to get the final score.** Compare this amount with what is specified in the Victory Conditions (*See 14.3*).

8. 19.1.3 EVENT "DEFEND THE REICH":
Include following at the beginning:
When this event occurs, all units of the 10th SS, 4th SS, 28th SS, Fuhrer Begleit, Fuhrer Grenadier and 233rd Divisions and the 39th Pz HQ (and its Draw Chit) must move off the map via Stettin before the end of next turn's End of Turn phase.
Immediately remove the 39th Pz Draw Chit from the cup. No units under the 39th PZ Corps, FB (3rd SS) and FG (Corps Munzel) Divisions can attack any more. The Command Range of the Munzel HQ is now reduced from '8' to '6'. (Replace the counter with its weaker version.)
Each time the German player draws a chit from the cup in the subsequent Command Phase, regardless of Corps, he may perform a regular movement (includes rail movement but not strategic

movement) with the units from 39th Pz, the FB (3rd SS) and the FG Divisions (Corps Munzel) **following all Command Range rules** (See 3.3.3). The German player has 2 turns to withdraw all divisions (this turn when the event occurred and the next one). When units reach hex 07.16, they are picked up and removed from the map. If the German player fails to do this, at the End of Turn phase on the turn after the event was drawn, any units remaining on the board are lifted off and removed from play. The Soviet player gains 1 Victory Point per unit.

Player Aids

➢ Errata to Soviet Player Aid Card

On Turn 7, 19 unit (arriving at hex D) is shown with values 3-2-8. The counter (which is correct) has values 4-3-8.

4.2.2 ZOC HEXES
The ZOC of a regular combat unit extends into all those hexes adjacent to it except into terrain that is prohibited during regular movement.

9.0 RETREATS
As a result of some combat results, the owning player may be required to retreat his own units – the distance is given in hexes, not Movement Points.

9.1 RETREAT PROCEDURE
Units may not retreat across or into terrain that is prohibited to them.

9.1.1 RETREATING STACKS
Retreating units can stay together or retreat using separate paths, at the owning player's discretion. If a unit exceeds the stacking limit at any time, it must take a step loss and retreat one additional hex, and so on.

9.2 RETREAT HANDLING
The last retreat path hex chosen must be further away from the unit's original hex (e.g. the second hex retreated is two hexes away from the combat hex), ending up no further away from the nearest friendly supply source, and if possible, closer. If two hexes are equidistant, the owning player chooses.

9.2.1 RETREATING DIRECTION
The unit must retreat locally to the rear towards the nearest friendly supply source, using a path mentioned in 9.2, avoiding EZOCs and over-stacking.

> *Designer's Note: The **retreat** path is towards the nearest Supply source. The Rule does not say using the shortest path towards a supply source.*

If two are equidistant, the owning player chooses. In addition, see 11.2.

9.2.2 CONDITIONS
As units retreat towards the nearest supply source, the unit must endeavour to avoid retreating into an EZOC or over-stacking. Each hex entered by the retreating stack in an EZOC or found to be over-stacked, loses one step in total, not per unit. This loss is in addition to the combat result itself. Friendly units do not negate EZOCs for this purpose.

9.2.3 TERRAIN PERMITTING
Except where prohibitive terrain prevents retreat, terrain has no effect on retreat length. (See 9.4)

9.3 HQS AND RETREATS
9.3.1 HQ STACKED DURING RETREATS
An HQ stacked with combat units at the start of a combat must retreat with them if they are forced to retreat as a result of this combat.

9.3.2 OVERRUNNING HQs DURING RETREATS
A retreating combat unit can overrun a lone enemy HQ by simply entering the hex.

9.4 TERRAIN AND BEING SURROUNDED
Units that cannot retreat due to terrain restrictions or being surrounded by enemy units must instead lose one step per hex the stack cannot retreat. It remains in its current hex and if surviving, also becomes Isolated. Apply the criteria of 8.6.1 to determine which unit(s) is affected.