

Kesselschlacht

Addenda as of Aug. 31, 2004

The Counters:

The Counters (Correction): Oops! Cornered tigers can be tough, but in truth the 503rd Tiger Bn. has a misprint on the back. It should be 1-1-2 like its sister unit, the 509th (Note: A corrected counter was provided in issue #4 of ATO).

The Map and Charts:

The Turn Record on the map is correct as regards the determination of the weather. Disregard the instances in the note and weather table that contradict it.

The black Axis supply hexes on the map are used for the ARF Corps HQs to trace supply to similar to 10.2.1.

Delete the word "greater" after 9 on the AACRT. Differences of 10 or more generate an odds-column shift of 2.

The Rules:

7.0 (Clarification): Garrison units can build defensive positions. They are restricted to digging within the one hex range they can trace a POS, however, until they are reassigned to a Corps HQ. In that case the garrison unit can then follow the regular rules.

9.1 (Clarification) The Soviet HQ Activation and Soviet combat unit eligibility to move relationship could have been clearer: To summarize, Soviet combat units eligible to move are:

- 1.) Those combat units within corps or armies whose parent HQ unit has been successfully activated.
- 2.) Those combat units within corps or armies whose parent HQ unit could not activate because of the 6 MP range restriction. In this case, those wayward combat units may move, but only back towards their parent HQ.
- 3.) Combat units under the command of HQs that are eligible to activate but fail must just sit there.

10.5 (Clarification): The text on the Sequence of Play summary sheet is somewhat misleading for Axis Movement Phases J and L. The rules in Section 10.5 are correct. Axis motorized units must expend FP to move, even 1 or 2 MPs. If the FP are actually available at their Corps HQ and they can trace a POS back to their Corps HQ (No "crawling" west for free if fuel is really available). Only if there are no FPs available, or if the Axis motorized units are really OoS may they invoke the free move of 2 MPs.

10.5.4 (Clarification): German motorized units that are OOS or whose HQ is out of FPs can still move during the German Motorized Movement Phase but only up to 2 MPs. But remember, if there are FPs available at your HQ, and you can trace a valid POS to the HQ, you must burn the FPs in order to move.

13.1.2 (Addition): Presently, 1st Pz. Army HQ does nothing but consume valuable fuel resources, still worth an extra 2 or

4 VPs as a motorized HQ for victory determination purposes at the end of the game. To make it's role more meaningful, if 1st Pz. Army HQ is eliminated in combat, it remains out of play for 1 turn and then is replaced atop any friendly Corps HQ (if eliminated in Phase I. of Turn 3, it returns at the start of Turn 5). No Axis air missions of any sort can be flown on behalf of 1st Panzer Army units while the 1st Panzer Army HQ is absent from the map (no supply runs or drops, no bombing or support missions). Air superiority missions can still be flown.

17.0.1 (Correction): The three towns named in Case 17.0.1, sub-cases 2 and 3 should be Stanislaw (0416), Berezhany (0806) and Munastrika (1214). Why these? Note these are the last serious towns that are both west of the Strypa River and on the various key rail lines.

18.0 Set-Up (Clarification): Soviet units are not allowed to set-up behind the Axis frontline as defined by the Axis set-ups. For example, in Scenario 18.2 the Soviets may not set up in hex 5122 even though it is within 1 hex of the specified start hex of 5222 because they are not allowed to set up "behind" the Axis unit in 5221 (this is true anywhere else along the front).

18.1 The following cities begin the scenario under Soviet control, and the VP tallied to the Soviet player:
Proskurov (4206)
Chenovtsy (2531)

18.2 (Correction): There are two infantry divisions missing from the 1st Guards Army set-up. Place these two infantry divisions on the 1st Guards Army HQ. The over-stack with the artillery division is OK for this initial set-up.

New Optional Rules:

19.4 Variable Soviet Activations. Each turn the Soviet player rolls a die to determine if additional formations to those allowed per 9.1.1 and 9.1.2 can activate. Add one to the DR if the Soviet player has won Air Initiative this turn, subtract one from the DR if the German player has won Air Initiative.

DR = 1 or less. No additional formations can be activated.
DR = 2-4. One additional Soviet Corp can attempt activation.
DR = 5. Two additional Soviet Corps can attempt activation.
DR = 6+. Either two additional Soviet Corps or one Army can attempt activation.

19.4.1 Defending Formations: Soviet units that are attacked by Axis units will give the superior Soviet HQ a free activation attempt in the upcoming turn. This activation attempt does NOT count against the activation limits in cases 9.1.2 and 9.1.3.

19.4.2 STAVKA Directs! Once the Zhukov Directive has been put into effect (Rule 8.0) the Soviet player rolls a die at

the beginning of the Soviet HQ Activation Phase to determine if STAVKA also becomes involved in directing the campaign. Add 1 to the DR if the Soviet player is trailing in the VP tally. Subtract 1 from the DR if the German player has lost more combat units than the Soviet player (if both apply the DRs offset).

DR of 6 or more one Soviet Army automatically activates (no activation DR is needed).

DR of 4 or 5 one Soviet Corp automatically activates (no activation DR is needed).

DR or 3 or less, no effect.

Note: The Corps or Army that is activated per STAVKA does count against the total number of formations the Soviet player can activate for the turn. Use the Zhukov Marker to indicate the affected Soviet formation.

19.5 German TQR Rating Reduction. German TQR ratings are reduced in a combat phase by one level whenever the following apply:

On turns the Soviet Player has won the Air Initiative and there is a Soviet F or FB in the same area as the defending unit.

On all Heavy Snow turns.

On Mud turns roll a die before calculating combat. With an even DR the TQR rating for any German unit involved in the combat is reduced by one level. An odd DR means the TQR rating is unaffected.

When lowering a TQR A becomes B, B to C, C remains unchanged. A unit's TQR rating can never be reduced below C, nor lowered more than one level regardless of the number of conditions that may be in effect. The lowering of a unit's TQR is in effect during the entire combat phase, i.e., for retreat (Section 13.2) and Advance after Combat (Case 13.4.2).

19.6 Soviet TQR Enhancement. This rule may only be used if the Optional Rule STAVKA Directs! is in play (19.4.2). For any formation that is activated per STAVKA all of its subordinate units have their TQRs increased by one level; C becomes B, B becomes A. A level units are unaffected. The raising of a unit's TQR per STAVA is in effect during the entire combat phase and turn, i.e., for retreat (Section 13.2) and Advance After Combat (Case 13.4.2).

Note: Optional rules 19.4, 19.5 and 19.6 are pro-Soviet.

Kesselschlacht: Air unit placement

Here's a solitaire Soviet air unit placement scheme to help you out. First roll one die to determine in which Air Sectors the majority of Soviet air activity is taking place this turn.

DR	Sectors Contested
1	13, 14, 15, 18, 22, 23, 24
2	7, 11, 12, 14, 18, 19, 21
3	2, 6, 7, 9, 10, 12, 13, 22
4	3, 5, 9, 11, 16, 19, 20
5	3, 4, 6, 8, 9, 13, 15, 19
6	2, 3, 4, 10, 13, 14, 18, 20

Then roll two dice for each Air Sector to determine what shows up there. Keep rolling and placing until you exhaust the available Soviet air unit counter-mix (or take as many as possible from what is available).

DR	Air Units Received
2	4FB, 1F
3	5B, 1F
4	1FB, 1F
5	Pick another adjacent Air Sector with the most Axis units in it, then re-roll.
6	1B, 1F
7	1B, 2FB, 1F
8	1B, 1FB, 1F
9	2B, 2F
10	3B, 2FB
11	5B, 2F
12	3B, 4FB, 6F

Naturally, deploy all Axis air units first before rolling.

Alternative Soviet Air Unit Solitaire Deployment: Do not roll for Air Sector determination in Part I above. Instead, during the Air Initiative Phase the player determines those Soviet HQs that will roll for activation (don't roll for activation yet, do this normally in Step G).

Note: Don't forget to include any formations eligible for activation per 19.4.1. For each of these HQ's roll for the number of air units that are allocated to them per Step II above. The air units will be deployed on the Air Sector the HQ is located if it is a Corp. If the HQ is an Army HQ the air units may also be deployed to an air sector to the west of the one the HQ is located. The order of air unit allocation is as follows:

- 1) STAVKA Directs! formation (Case 19.4.2)
- 2) Army HQ
- 3) Corp HQs

Note: There may be occasions that Soviet air units are not deployed for the turn due to poor DR results. This is war! Deal with it!