

# *The Pocket at Falaise*

Addenda as of June 1, 2023

## The Rules:

**2.2 Counters, Combat Units** (clarification): Armor/Panzer, Mech Infantry and Armored Recon units only can initiate Mechanized Assault.

**6.2 Op Fire** (clarification): If a unit moves into a ZOC projected by an enemy unit that Op-fires, and the resulting roll is a Halt or Disruption, the moving unit still completes its move into the new hex first, and then has result applied. If a unit attempts to exit a ZOC projected by an enemy unit that Op-fires, and the resulting roll is a Halt or Disruption, the moving unit does NOT enter its new hex but remains in place.

**7.2.1, Note** (correction): "Trun" bridge reference should be "St Lambert (Noted on Map)" bridge.

**10.3 Retreats** (clarification) Owing player performs retreats. Retreats must be towards friendly LOC if possible.

**11.1 German Attachment** (clarification): The attachment limit is up to three units per Corps Activation, no more than three times per turn, and a cap on three possible attachments per turn (no repeat attachments).

**11.2 German 58<sup>th</sup> Panzer Corps** (correction): First paragraph, last sentence - The locations should be "**east and north**" instead of "**east and south**".

**11.4 German 86<sup>th</sup> Corps Zone and the German Withdrawal Line, 7<sup>th</sup> line** (correction) "Allied" should be "British" (only).

**11.6 Canadian 4<sup>th</sup> Armored Division Commander** (correction): Second line - The indicated TER color should be "Light Blue" instead of "Red".

**11.9.1 b** (correction): Delete the sentence beginning with "Treat German units..." and the bracketed example that follows.

**11.9.2** (Clarification): The second condition reference "allied" means different nationality.

**11.9.1b and 11.9.2** (Clarification): There are 5 "Allied" nationalities in the Game: British, Canadian, French, Polish and the USA.

## The Player's Aid Charts:

**Activation and Assault Charts** (correction): There should be a "≤" before the 1 on the charts.

**Terrain Effects Chart** (correction): The bottom sentence references should be to the "western St. Lambert" bridge instead of the "Trun" bridge.

**Set-Up Aid (correction)**: The detailed set up aid from 2011 and downloadable from the games webpage on the ATO site has a typo. The 3rd Canadian Infantry Division should set up between hexes 1623 and 1723, not 1733.

## The Counters:

The two numerical values on the artillery markers are Normal (top) and Extended (bottom) range.