

2022 Annual Addenda

Addenda as of Dec. 1st, 2024

The Rules:

6.3.1 Logistics Dice Roll 2D6 (clarification): There is no limit to how far back up the Impulse track can go when it turns Night. (Otherwise, the Soviets would get little done.)

8.1.2 B) Regroup (clarification): Units may redeploy into or out of a Zone (as per Section 3.1).

9.3.4 Volga River (clarification): Crossing the Volga is considered to be movement.

9.3.5 Ravines (change): The text should say, read "Armor units may not move over a Ravine boundary (Case 3.1.4) lacking a crossing symbol."

10.2 Artillery Support (clarifications): The 1st paragraph states: "Each player has a limited number of Artillery Support markers **per turn**."

- This means each German division (either composed of one or four units) receives one Artillery support marker.
- The Soviet player receives two for the 62 Army (turn 1), two for the 64 Army (turn 6) and two for the 66 Army (turn 6).

Note that any Artillery Support marker received may still only be used once per Impulse.

10.2.1 Artillery Support Placement (reiteration): Independent units may receive Artillery Support from any source.
Note: This was a change from the LSG edition of the game.

15.2.1 (change): Amend all uses of the word "unbridged" to become "lacking a crossing symbol."

16.3 (Zone) Combat (clarification): Note that an unlimited number of units may attack and defend in any Zone.

22.1.1 Setup (clarification): The regiment and division numbers listed in the text are internally consistent but reversed as written as on counters.
For example entry "13G/24" is in fact the "24/13G" unit. The division ID is "13G".