

Feel free to make more or to use some from other games in the series.

RULES

8.1 (Correction): On the Reinforcement Arrival Chart on page 11 of the rules, the lines for the Soviet Motorized Movement Phase are incorrect. The first line of that section should be moved up one line to include the last line listed for the Soviet Replacements Phase. The bottom line of that section should be moved up two lines, with the bottom two lines transferred to the Soviet Movement Phase. In total, the Soviet Motorized Movement Phase includes three lines.

PLAY BOOK

10.33c (Correction): Set the Mandated Attacks Not Yet Made marker at four (4). Apply this change also to Soviet Set Up Card One Front.

10.35b (Correction): The Soviet player also automatically wins if the Axis player does not hold hexes J3632 and J3633 at the end of the scenario. Apply this change also to Soviet Set Up Card One Front.

11.2 Overrun Example of Play (Correction): The graphic for this example is not complete. If you have AGN, use the terrain from that example and the units from this example, switching the reference to a flak battalion to a motorized infantry regiment.

UNITS

(Correction): The back of the SS Wiking Recon unit should be blank.

(Correction): The back of the German GD unit should have the same unit symbol, size, and designation as on the front, a stacking value of 2, and ratings of 2-2-7 (red box, yellow MA), the same as on that unit in AGC.

SCENARIO SET UPS

Axis Set Up Card Two Front

(Clarification): The six MSUs that arrive on GT 36 enter along the north edge of the map along with other units from AGC.

Axis Set Up Card Two Back

(Correction): Change the hex number for the 46 Infantry Division from 3642 to 3631.

Map R, Scenario 6 Axis Set Up

(Correction): The four units of the 13 Panzer Division set up in hex 3329.

Soviet Set Up Card Two Front

(Correction): The 393 Rifle Div. that starts in hex KK 3521 should start at full strength. Remove it as a reinforcement on GT 52.

(Correction): The 9 Army artillery unit in row 6 sets up in J2628.

Soviet Set Up Card Two Back

(Clarification): Note that more Rail Cut and Strongpoint markers are required than are provided in the counter mix.

CHARTS & TABLES

Terrain Effects Chart

(Correction): For Major River Hexsides, add to the Dry, Mud, Frost effects: (ZOCs do not extend across).

Unit Type Symbols

(Correction): Motorized Anti-Aircraft and Motorized Anti-Tank are also considered "Artillery" for Artillery Loss [16.25].

Victory Point Schedule III

(Clarification): The +1 for disbanding a Soviet HQ is applicable to all the games in the series.

Turn Record Track

(Correction): Move the start of Scenario 4 ("E") to turn 50 and the end of that scenario ("H") to turn 53. The separate GT track on the scenario-specific map is correct.

RETROFIT ISSUES

Rules

(Clarification): Apply the Fuel Shortage rule to AGC and AGN.

Units

(Correction): The German towed anti-tank battalions that were shown as motorized anti-tank units in earlier games in the series are now considered to have an orange movement allowance for all games in the series.

(Correction): Change the values of the following AGS German units to conform to their new values in K2R:

- 75 Infantry Division: 7-8-5 to 8-8-5
- 624 Heavy Artillery Battalion: movement side 0-1-2 to 0-1-3, firing side 2-1-0 to 3-1-0
- 767 Artillery Regiment: 2-1-3 to 2-1-4
- 4 Gebirgs Division: 5-6-6 to 6-7-6
- 1 Gebirgs Division: 5-7-6 to 6-7-6
- HG AA Regiment: 2-4-6 to 3-4-6
- 22 Infantry Division: 8-9-5 to three 3-3-5 regiments and one 2-2-8 motorcycle battalion. Start all three units in the same hex when playing AGS.

(Correction): On the list of AGS Replacement units on K2R Soviet Set Up Card Three, the unit AGS listed in the first exchange was already a 3-2-5 in AGS. Thus the difference between the two units is only a designation change.

Unit Type Symbols

(Clarification): The addition of both motorized and non-motorized Anti-Aircraft and Anti-Tank to the types considered for Artillery Loss is a change applicable to all the games in the Barbarossa series.

Axis Air Unit Status

(Correction): Add to the Damaged Box: +1 for all Rumanian air units.