

## Kiev to Rostov Errata

January 4, 2011

### 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.

8.7 (Clarification): If a Set Up Card says to withdraw a unit “at any strength,” you may withdraw the unit even if it’s in the Cadre Box or the Eliminated Box.

10.13c (Clarification): This means that a Soviet armored unit using strategic movement in the Friendly Movement Phase has a movement allowance of 75% of its printed allowance (half of its printed allowance times 1.5).

10.73b3 (Clarification): It costs a motorized unit 3 MPs to enter a swamp hex along a railroad.

10.75c2 (Clarification): Mud and Lingering Mud does not negate the effects of a minor road crossing a minor river.

11.42a (Correction): End the second sentence after the word “German.” Per 11.42h, Axis allied units cannot conduct overruns.

16.24 (Clarification): Change the second sentence to read: Units removed (eliminated) by an “e” result or from losing its last step for any reason (combat or retreat) due to being completely surrounded by enemy units or impassable terrain, are placed in the Eliminated Box.

22.23 (Clarification): If an HQ is removed from play due to an overrun, place it in the appropriate box (Cadre or Eliminated) of the Rebuilding Chart on its Non-Op side.

22.26 (Clarification): A Non-Op HQ on the Rebuilding Chart may attempt recover only when in the Active Box.

### PLAY BOOK

3.41 (Clarification): If a “Cannot Cancel” unit is surrounded when it must be withdrawn, the player must instead withdraw another non-surrounded unit of the same type and with at least the same number of steps as the surrounded unit.

4.31 (Correction): The three bridges at K1714, K3207, and K3306 (only) over the Desna are also included in this rule.

4.34a (Clarification): If a hex has more than one bridge entering it, a single repairing unit may only repair one bridge at a time.

7.21 (Clarification): Any city or major city hex the Axis controls at the beginning of a scenario also requires a garrison.

10.14a (Clarification): Do not use the Fuel Shortage rules in this scenario.

10.24c1 (Clarifications): The Soviet player does not need an R result to release the 5<sup>th</sup> Army units on GTs 33-35. When the 5<sup>th</sup> Army is released, the HQ is released from the 10.24c3 restrictions but all units must still abide by the Desna River and Seym River restrictions. When the 5<sup>th</sup> Army is released, the German 6<sup>th</sup> Army (the Map K Special Placement units on Axis Set Up Card Two Front) is also released.

10.24c4 (Correction): In the fourth sentence, remove the phrase “at any friendly shaded hex.”

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 J3632 and J3633 at the end of the scenario. Apply this change also to Soviet Set Up Card One Front.

10.4 Tutorial (Correction): Note 1 on the bottom of page 17 and both graphics indicate that the 619<sup>th</sup> Artillery Regiment is in 1310. That should be 1309, as per the paragraph on the top right column on page 16.

10.54a1 (Correction): The German 767<sup>th</sup> Artillery battalion that starts in K 1922 does not need to move across the map to exit. To exit that unit, follow BSR 8.71 and simply remove it from play.

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. This unit was replaced in the C3i #23 countersheet.

(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. This unit was replaced in the C3i #23 countersheet.

(Correction): The stacking value on the back of the German 50<sup>th</sup> Infantry Division should be 4 as with other such divisions.

### 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.

(Correction): Change the following hex numbers:

- KK 1204 to KK 1209 (three units).
- KK 3025 to KK 3028 (68<sup>th</sup> Inf. Div.).
- KK 3026 to KK 3029 (295<sup>th</sup> Inf. Div.).

(Correction): Change the railhead marker from J 1623 to J 1622.

(Correction): Add the following units of the German 60<sup>th</sup>

Motorized Division to these hexes:

- 160/60 recon in hex KK 2138.
- 120/60 motorized in hex KK 1736.
- 92/60 motorized (reduced side) in hex KK 1736.

(Correction and Clarification): The number of MSUs available at start should be 4 Max, not 2 Max. Of the four more that are available, one replaces a truck MSU with the first Mud turn and one replaces a truck MSU with the first Snow turn (both per Playbook 5.52). The other two are available with Special Reinforcement Pool Group Eight.

### 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 is row 6 sets up in J2628.

(Correction): When playing the Campaign Game, delete the 41 NKVD unit shown as a GT 50 reinforcement. (In the Campaign Game, this unit sets up in hex R1623, as shown on Soviet Set Up Card Three Front.)

### Soviet Set Up Card Two Back

(Clarification): Note that more Rail Cut and Strongpoint markers are required than are provided in the counter mix. Feel free to make more or to use some from other games in the series.

(Correction): Change the following hex numbers:

- J 4314 to J 4814 (164<sup>th</sup> Rifle).
- J 4515 to J 4815 (4<sup>th</sup> Rifle).

(Correction): Change the rail cut marker from J 1724 to J 1722 pointing to J 1723.

(Correction): For Scenario #5, add the seven units marked as the Crimea Garrison from Scenario #3 (Soviet Set Up Card One Front).

## 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 Schedules I & II

(Correction): Change the three references from “(Scenario 7 only)” to “(Scenario 6 only).”

### Victory Point Schedule III

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

### Victory Point Schedule IV

(Correction): The second row applies only to Scenarios 2 and 5. Add a third row for Scenario 7 that’s identical to the second row except remove the word “extra” from in front of “10 Stacking Points.”

### 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.

(Clarification): Apply the KtR Dnepr Bridge Destruction and Repair rules only to any scenario where the bridges over the Dnepr (and Desna, as above) are in play.

### 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 KtR:

- 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 KtR 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.

(Clarification): Some units in Kiev to Rostov have different strengths than the same units in earlier games in the system. Except for the ones listed above, use the earlier counters when playing the earlier games, and the Kiev to Rostov counters when playing Kiev to Rostov.

### 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.