

- Page #4, Section 5.0

[5.0] THE CARDS

Cards are drawn, *one by one*, during a player's Card Phase from a Draw Pile. After their use, played cards are placed face-up in a Discard Pile. The **Draw Pile** is reshuffled when there is only one card left in it (that card is *not* drawn!), **together with the discard pile**; or when instructed to by the play of certain Events. You cannot examine the Discard Pile unless instructed to do so by an Event Card.

The Green-Circled cards are 10 in number (not 13).

Text of Card #12 GENERAL MUD:

If **Next** turn has variable weather, then flip its "Weather" marker to **Mud**.

Note that the text of the Card manifest, in the Scenario booklet, p.20, is correct.

- Page #6, Section 6.5

[6.5.2] Movement: Its Movement Allowance is reduced to a maximum of 3 MPs **and it cannot entrain (9.1)**.

- Page #6, Section 7.5

[7.5] Fortress Conversion

It is also during his friendly Flip Step that the Soviet player may convert (flip) his **one-step Regional** infantry units into a **two-step Fortified** infantry unit regardless of their supply status, at a cost of **one card** discard. The reverse can be done for free.

- Page #7, Section 7.9

[7.9.1] Axis Replacement Restrictions:

Except for the play of certain Event cards, the Axis player cannot **improve units**, or replace destroyed or surrendered units prior to Turn 5 (as per the Turn Track).

- Page #9, Section 19.2

- Any hex that is **not an Enemy-Controlled City or** in an EZOC and can trace an Overland Supply Path of

three hexes maximum (i.e., no more than two intervening hexes) to a friendly Supplied City or friendly map edge. You may *not* trace to a City hex that was just captured this player-turn or use an Alternate Supply Source.

- Page #9, Section 10.1

[10.1] Declaring All Battles

Before any battles are resolved, both players, as described below, must declare all targeted hexes.

Any hex containing forces of the Non-Phasing Player that is adjacent to one or more hexes containing forces of the Phasing Player across non-Prohibited hexsides **is a possible "Target Hex"**.

The attacking player puts a "Target" marker in each "Target Hex" **he wishes to attack. Target markers cannot be placed in a hex that already contains a Counterblow marker.**

- Page #10, **Delete** the following red sentence from rule 10.1.1:

The Phasing Player is under no obligation to conduct the voluntary attack after he has placed the Target marker—he may later choose to cancel the attack.

- Page #11, rule 10.6.1 (precision):

The "Objective hexside" defensive combat bonus applies ONLY for the unit in the Objective hex itself.

If more than one hex is attacked in the same Combat, the defender chooses one that will be used for the TEC effects

Page #13, Combat Example:

The attack on Volkhov is at **3:2** odds, a die roll of **3** results in a "CB". The German places a Counterblow marker on the **9th Army**—it will be resolved next turn.

Page #15, VP Scoring Schedule, First paragraph:

Players earn VPs for control of certain hexes and by causing enemy units to surrender. Additionally, VPs can be awarded by Events. See the **Map's VP Table** for VP specifics.

Page #16, Section 13.1, last bullet (Long Winter Turns):

All Non-Finnish Axis attacks against Russian units suffer **ONE column shift to the left in the USSR (two on turn 5)**.

Page #20, Delete the following Red text from rule 14.14.1:

[14.14.1] Set Up: Be sure to include cards #32–35 in the deck (**as per 3.1 in this rule book**).

Page #22, Delete the following Red text from the example of play:

The Axis player advances his units after combat as shown (with his armor taking its Advance Bonus to move an additional hex, as per _0.8.2) to isolate Kiev **and maintain his Supply Path to the western map edge (i.e., the Mountain hex in Rumania)**.

GMT « NO RETREAT! » Scenario Booklet Corrections:

Page #4

B. FALL BLAU
(Two units were omitted in the set-up.)

The 8th Italian Army starts in the Rail Movement Box.

The Soviet "Central" Front starts in the Destroyed Units Box.

Page #5

C. OPERATION SATURN

2. Place the round Game Turn marker in the '10' box of the Game Turn Track on its Soviet side, and the square Victory Points marker in the '**25**' box of the Victory Point Track...

Page #7

E. OPERATION BAGRATION

The Soviet 4th Tank Army next to Kiev is in fact the 6th Tank Army. (Note that the Moscow Regional Unit is not used in this scenario).

Page #7

F. NA BERLIN!

The Soviet 3rd Tank Army next to Warsaw in fact the 2nd Tank Army. (Note that Moscow Regional Unit is not used in this scenario).

Page #10 (see the table next page)

The free One Soviet Upgrade green bar should be only up to turn 12.

The Two free soviet Upgrade Green bar should be only up to turn 17.

Rule Precisions:

TURN OF ENTRY

- Some units have an asterisked (*) Turn of entry number: it indicates that they are Optional Units.
- Some units have an underlined turn of entry number: it means they are Cadre units and go to the Cadre Holding box when entering the game.

AFV SILOUETTES

The Panzer/Tank counters in the game are offered in two styles: NATO Icons or AFV silhouettes. Use only one set in the game that suits your preferences.

COUNTERBLOWS

You always place counterblow markers of the colour/ownership of the stack it is put on (look at the example of play on Page 13).

- Soviet (Red) Counterblows are *always* placed on Soviet units.

- Axis (Gray) counterblows are *always* placed on Axis units.

-On the combat table, “Phasing Player” for Counterblow placement on a “CB” result means the players whose turns it is, at all times. *Ex: During the Soviet player-turn you will ALWAYS put the Counterblow markers created from a combat result on the Soviet units involved in the combat, even if they are defending from a “CA” (Counterattack), never on the Axis units!*

TERRAIN COMBAT BONUSES

In a multi-hex battle the defender will chose a single defending hex to use for the combat terrain modifiers.

SOVIET IMPROVEMENTS

- Do not forget that as per rule 7.1 you can only improve by card discards:
- Regional Units to Fortresses: starting on Turn 3.
- All other Soviet units: starting on Turn 17 (before this they can only be flipped using free upgrades (7.2)).

Solitaire Module Victory Points

A. Price of Failure:

- 1 VP (only 1 per turn maximum) if you cannot fulfill any or all of the Opposing Side's Action Plans.

B. Stalin:

- 1 VP each Sudden Death victory checks.

C. Fuhrer Directive:

- 1 VP each Sudden Death victory checks.

On the Graphic below only the boxed areas should be green for the two lines indicated. The rest of the line should be red.

1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	
			Regional Infantry units can be upgraded to 2-step Fortified Infantry unit (7.5).																								
					One Free Soviet Upgrade (7.2)																						
										Armor Advance Bonus (10.8.2)																	
												Two Free Soviet Upgrades (7.2.1)															
																Soviet Units have Two Steps (7.3)											
																						Stacking (8.4.1)					