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Special thanks to Augusto Cruz for his tireless commitment!

Errata and Corrigenda formatted like this

Errata and Corrigenda of the previous Errata are formatted in this way.

Clarifications formatted like this

## Rules

### Units

- ◆ The 38th, 87th, and 300th formations of the 2nd Guards Army, and the 91st, 126th, 302nd formations of the 51st Army, are Rifle Divisions.
- ◆ Gr. Popescu is a Romanian Formation.
- ◆ Unit types:
  - Infantry Units have an infantry, or cavalry, NATO symbol.
  - Motorized Infantry Units have a motorized infantry, mechanized infantry, or recon, NATO symbol.
  - Tank units have a tank silhouette.
  - HQ units have an HQ symbol.

### OKH/STAVKA

- ◆ Card C57 Naval Rifle Brigade, and C62 Guard CAN be placed together in the STAVKA box. See their entries for more information.
- ◆ It is not possible to play a card from the STAVKA box and another from the hand for their combined effect.
- ◆ Cards played from the STAVKA are not restricted to be played during the Action Phase. They can be played during the Admin phase as long as it is within their play window.
- ◆ Before checking the Combat Card limit at the end of the turn, if not played the owner can retrieve the card in the box to their hand.

### Schlachtengluck Marker

- ◆ If a player uses the marker to exchange a card, the new card must share the same type: Activation card or Combat Card. The player can look at the cards in the deck and choose the one to keep. The card that was used in the exchange returns to the draw deck (do not discard the card). The draw deck is then reshuffled. This ability can only be used once per turn per player. Both players can use the ability in the same turn, one immediately after the other.
- ◆ If players use the marker to re-roll a die roll, they must keep the new result.

### Replacements

- ◆ There are only 5 cards that offer Replacements: C10, C11, C20, C39, C68.
- ◆ Replacements can be deployed in EZOCs, but cannot overrun a lone HQ.
- ◆ If a Stug Combat Unit is brought back into play after being eliminated it must attach to the same formation it was attached to at the start of the game. As a reminder when a StuG Combat Unit is eliminated, place the counter on the set up display near the formation it is attached to.
- ◆ If an Axis Combat Unit is brought into play that has had their formation HQ eliminated by an HQ Overrun, the unit enters the map stacked with their HQ in the same manner as a Turn Reinforcement.

### Reinforcements

- ◆ See Setup Display errata.
- ◆ Units enter one at a time in any order, and will travel an unlimited number of hexes by following an unbroken path of roads, without entering any EZOC hex or hexes occupied by Enemy Units, and finish respecting stacking limits.
- ◆ In the case that there is not enough space to allow all units to enter the map (e.g. by EZOC blocks), as many units as possible must enter. The remaining units will attempt to enter in the following turns, until they are able to enter.
- ◆ Reinforcements drawn from any of the 3 cups enter the map following the rules of Replacement for eliminated units:

- Stacked with or adjacent to a Friendly Unit in Supply;
  - Not in an EZOC;
  - Respecting stacking limits,
  - Cannot overrun a lone HQ.
- ◆ Reinforcements drawn from the cup are not eligible for Replacements.
  - ◆ Players are allowed to check the composition of each cup at any moment (except when they are blindly drawing a counter).

### Fog of War

- ◆ Activation and Combat Cards in the draw piles are kept secret from both players.
- ◆ Discard piles and removed cards are public information.
- ◆ The cups are public information, except when performing a random draw.
- ◆ The meeting zone markers are secret only to the Soviet Player, not to the Axis Player.
- ◆ Cards in the OKH/STAVKA boxes are secret only to the opposing player.

### Stacking

- ◆ The stacking limit is enforced at the following instances:
  - At the end (but not during) of each Turn Reinforcement Unit entry,
  - The moment Ad Hoc Reinforcements units or Replacement Units are added to the map.
  - At the end (but not during) each unit: Movement, Retreat, or Advance After Combat.

### Supply

- ◆ A unit is Out of Supply (OoS) if it has an OoS marker, otherwise it is in Supply.
- ◆ A unit receives an OoS marker when all the following conditions apply:
  - The unit is performing an OoS check, which occurs after being activated, but before starting its Movement;
  - The unit does not already have an OoS marker;
  - The unit cannot trace a Supply Line. A Supply Line is a series of connected hexes of any length starting from the unit and ending in a friendly Supply map edge. A Supply Line cannot cross river hex sides unless there is a bridge, cannot pass through Enemy Units, and cannot pass through EZOC hexes unless those hexes contain at least one Friendly Unit (including HQs). Check each hex individually.
- ◆ A unit removes its OoS marker when all the following conditions apply:
  - The unit has an OoS marker;
  - The unit can trace a Supply Line (see definition above);
  - The unit is not Active.This means a unit that fails the OoS check at the start of its Activation will remain OoS during the whole Activation Segment (Movement and Combat). After the Combat Phase ends, unit Activation also ends which means units can regain Supply the moment they can trace a Supply Line. This can be immediately after the Combat Phase, or at any moment later in the game (including during the opponent's Activation Segment).
- ◆ OoS Combat units have their Combat Strength and MPs halved, and are not eligible for the Tank Combat Bonus or the Combined Arms Combat Bonus (includes both attacking and defending). OoS HQ's have their MPs halved, but their command range remains unchanged.

### Rounding

There is no need to round numbers to the nearest integer. When moving the unit must have enough MPs to move (e.g. unit has 1,5MPs and spends 1MP to move, leaving 0,5MPs remaining). When in Combat, calculate the Combat Ratio without rounding (e.g. 3/0,5 = 6:1 ratio).

### Set-up

- ◆ Do not draw cards during setup.

- ◆ Do not perform the High Command during set-up.
- ◆ Place the 4 card limit markers on their 5 side on the board, each in their respective box.

### Admin Phase

- ◆ Do not skip in turn 1.
- ◆ After the Reinforcements step and before the Donnerschlag call perform the following in order:
  - High Command (Turns 1, 4 and 8);
  - Draw Activation and Combat Cards up to hand limit. In turns 4 add in the Late war cards as described in the rules. See also the special rules for turn 8;
  - Optionally use the Schlachtenglück marker to exchange cards;
  - Optionally place a card in the STAVKA/OKH box (if it is empty).
- ◆ If it is turn 4 and Donnerschlag! has not been declared, it must be declared.

### Action Phase

- ◆ After all Activation Segments have been executed, perform the following steps in order:
  - Advance the Donnerschlag marker one space forward. This also applies during the turn Donnerschlag is declared.
  - If the Donnerschlag marker is in space 4 or 5 check Victory Conditions.
  - If the OKH/STAVKA card was not played, the corresponding player has the option to leave it there or take it to its hand.
  - Players with 2 or more Combat Cards in hand must discard until they have 0 or 1 Combat Cards in their hand (cards left in the OKH/STAVKA box are not part of the hand).
  - If applicable, flip or remove Snowdrift Markers (C53), or Yak-9 markers (C74).
  - Advance the turn marker one space forward and start over the sequence of play.

### Activation

- ◆ The Romanian VI Corps HQ and Romanian VII Corps HQ activate together. In addition each HQ can activate units of the other formation. A unit under command range of both HQ's can only be activated once (in the same Activation Segment).
- ◆ Ordering the Schwerpunkt marker is only allowed if the marker is in play. The Schwerpunkt marker comes into play via the General Event of card C33.
- ◆ Ordering a Soviet HQ is only allowed if it is in play and not over-run. They come into play via the General Event of cards C55 and C56.
- ◆ Soviet Activation Cards refer to 4 color codes: Blue, Red, Yellow, and Green. On the counters blue is actually purple (e.g. 60/4M).

### Action Phase Timings: Activation, Supply Check, Movement, and Combat

- ◆ There isn't a simultaneous Supply Phase for all activated units before the Movement Phase.
- ◆ Units are activated one by one. An activated unit will make an Out of Supply (OoS) check, then move. Only after it completes its Movement does the next unit activate, perform its OoS check, followed by its Movement (once a new unit activates you cannot move the previously activated units). In this way, the order in which you choose to activate and move your units may change the OoS check of subsequent activations.
- ◆ Players must activate all units the Activation Card or HQ/Schwerpunkt Marker allows them.
- ◆ Only after all units have been activated (and possibly moved), does the Combat Phase starts.
- ◆ If a player is without Activation Cards, the opponent will continue to execute Activation Segments until it runs out of Activation Cards. All Activation Cards must be used for Activation Segments.

### Road Movement Bonus

- ◆ If a unit spends all its MPs moving through hexes by following an unbroken path of roads, the unit can spend 1 extra MP. An unbroken path of roads is defined as tracing a continuous line on top of any road(s). This path is not broken by minor villages, train stations, towns, cities, bridges, or changing the road type. Cities connect all roads that enter the hex.
- ◆ The extra MP must be spent to extend the unbroken path of roads to another hex.
- ◆ OoS Units are eligible for this bonus.

### HQ Overrun

- ◆ Axis HQs are eliminated if no unit of their formation remains on the map. Otherwise relocate them according to the following priority list (if there are multiple options on the same priority level, the Axis player chooses among them):
  - To a hex with a friendly Combat Unit on a road, not stacked with an HQ, within command range.
  - To any hex with a road without Enemy Units and within its command range, avoiding EZOCs if possible.
  - To any hex free of Enemy Units within its command range, avoiding EZOCs if possible.
  - To the closest hex free of Enemy Units, first preferring hexes closer to the Axis Supply map edge and second avoiding EZOCs if possible.
- ◆ Soviet HQs become inoperable (cannot be ordered). Mark the HQ with the corresponding HQ Overrun marker as a reminder. When a Soviet Unit re-enters the hex of the overrun HQ, the overrun marker is removed, and the HQ is again in operation (can be ordered).

### Combat

CRT	0:1	1:1	1,5:1	2:1	3:1	4:1	5:1	6:1	7:1
≤ 1	1AR	1AR	1A	AR	--	--	DR	DR	1DR
2	1AR	1A	AR	--	--	DR	DR	1DR	1DR
3	1AR	AR	--	--	DR	DR	1DR	1DR	2DR
4	1AR	--	--	DR	DR	1DR	1DR	2DR	2DR
5	1AR	--	DR	DR	1DR	1DR	2DR	2DR	3DR
≥ 6	1AR	DR	DR	1DR	1DR	2DR	2DR	3DR	3DR

- ◆ New CRT: The colored cells in the CRT represent Errata. Compared with the previous CRT, Green cells are a better result for the attacker, while red cells are the opposite. The 0:1 column was added to streamline the rules regarding ratios below 1:1. It is now possible to shift out or into the 0:1 column (note that it is not possible to perform combat without at least one attacking unit. The 0:1 is reached by rounding and never by having zero attacking units).
- ◆ Each column shift to the right on the 7:1 ratio will not increase the ratio but will cancel a future column shift to the left in the same Combat. Each column shift to the left on the 0:1 column will not decrease the ratio but will cancel a shift to the right in the same Combat.
- ◆ The -1 DRM from attacking across a river hex side without a bridge only applies if all units are attacking across a river hex side without a bridge. The -1 DRM is applied once per Combat (not per unit attacking, nor per hex with attacking units).
- ◆ If a hex has more than one type of terrain (e.g. hexes 0810, 1411, 3613) the defender chooses the benefits of one type only.
- ◆ Only one tank shift per Combat, regardless of the number of Tank Units participating. Only one combined arms shift per Combat per side, regardless of the number of pairs of Tank Units and motorized Infantry Units (Recon units do not provide the combined arms bonus).
- ◆ During Combat, any Combat Card must be played in designated playing windows following specific rules. There is a playing window immediately before the die roll, and another immediately after the die roll.
  - In the 1st playing window only events with playing windows stating "Before Combat" or "Anytime" can be played. Players alternate between them, playing one Combat Card or passing, with the attacker going first. A player that passes does not forfeit the right to play a Combat Card. When both players pass consecutively this playing window closes, and no more Combat Cards can be played until the 2nd playing window.
  - In the 2nd playing window only events with playing windows stating "After Combat" or "Anytime" can be played. Players alternate between them, playing one Combat Card or passing, with the attacker going first. A player that passes does not forfeit the right to play a Combat Card. When both players pass consecutively this playing window closes, and no more Combat Cards can be played until the Combat ends.
  - Note that while cards with a playing window "Before Combat" or "After Combat" can only be played in their respective playing windows during Combat, cards with an "Anytime" playing window can be played outside of Combat.

## Outcome of Combat

- ◆ Apply the outcome of combat in the following order:

1. Step Losses
2. Retreat
3. Advance after Combat

If the Combat resulted in Ad Hoc Reinforcements, the owning player can decide to deploy them before and/or after any step of the outcome of Combat. Perform the blind draw from the cup only when deploying the Reinforcements. Ad Hoc Reinforcements are not units participating in Combat. If they are placed in the targeted hex they do not have to suffer step losses or retreats, and may be used to block Advance After Combat.

## Retreats

- ◆ Each unit must complete its Retreat or be eliminated before the next unit starts its Retreat. Stacked units can Retreat together or split and Retreat individually.
- ◆ An HQ stacked with unit(s) that must Retreat does not need to Retreat (HQ's do not participate in Combat), but can optionally Retreat with the unit(s) if at least one of the unit(s) is able to complete its retreat, i.e. is not eliminated. HQ's retreating with units do not need to end the Retreat on a road.
- ◆ Units can overstack an hex as a result of Retreat. If that happens, the unit must Retreat an additional hex (restarting Retreat priorities) to complete its Retreat. This can happen a number of times until the Retreat is complete or the unit is eliminated.
- ◆ To perform a Retreat a unit or stack retreats to an adjacent hex following these steps in order:
  - The unit (or stack) cannot Retreat to:
    - ▶ hexes occupied by Enemy Units (including HQs);
    - ▶ hexes that require crossing a river hex side (with or without bridge) and are in an EZOC (even if they contain Friendly Units); Tanks only) hexes that require crossing a river hex side without a bridge;
    - ▶ (if the unit or stack has already retreated at least one hex) hexes previously occupied by the unit (or stack) during this Retreat;
    - ▶ (if the unit or stack has already retreated at least one hex) hexes that require the crossing of a river hex side without a bridge.

If there is no valid hex to perform the Retreat the unit (or stack) is eliminated (an eliminated stack means all units of the stack are eliminated).

- Units (or stacks) must avoid retreating into EZOCs if they can. If all valid hexes are in an EZOC, the unit (or stack) loses a step, owner's choice (a stack only loses a step, not a step per unit). If by this point there is:
  - ▶ only one valid hex left, or
  - ▶ multiple valid hexes, but only one hex outside of EZOC, the unit (or stack) retreats to that hex. Otherwise proceed to the next bullet point to decide among the remaining hexes (which are all under an EZOC, or all not under an EZOC since EZOCs must be avoided).
- Among the remaining hexes, the unit (or stack) must Retreat to the hex that is closest to their Supply map edge. If multiple hexes are equally close, the unit (or stack) will avoid overstacking if possible. If after the last step there are still equally valid hexes, the owner of the unit (or stack) chooses which of the remaining valid hexes the unit will Retreat into.

## Victory Conditions

The Axis player wins if at least one their Combat Units (HQs are not eligible) meets the following requirements:

- ◆ The unit must be able to trace a Supply Line, as if it is checking Supply. A Supply Line is a series of connected hexes of any length starting from the unit and ending in a friendly Supply map edge. A Supply Line cannot cross river hex sides unless there is a bridge, cannot pass through Enemy Units, and cannot pass through EZOC hexes unless those hexes contain at least one Friendly Unit, including HQs (check each hex individually). Do not add an OoS marker to the unit if it is found OoS.
- ◆ The unit must be within the Command Range of its HQ or within 4 hexes of the Schwerpunkt marker.
- ◆ The unit must be in a hex inside the designated meeting zone. One of three things will happen:

1. If the Axis player meets these conditions flip the Meeting Zone Markers to show to the Soviet Player that the Victory Conditions were achieved. The game ends and the Axis Player wins.
2. If the Axis player does not meet these conditions and the General Event of Card C4 was not played (the event flips the Donner-

schlag Marker to the 6th Army Survival side), the Game ends and the Soviet Player wins.

3. If the Axis player does not meet these conditions and the General Event of Card C4 was played, then an extra turn will be played. If the extra turn is turn 8 observe the special rules below. Then, after the Donnerschlag Marker reaches box 5 the game will end with an Axis victory if the victory conditions are met, or with a Soviet victory if the victory conditions are not met.

## Turn 8

Each player takes 5 Activation Cards, regardless of the Hand Limit. Activation Cards will be played face down and are used just as an easy way to record how many Activation Segments are left. Each card played can be used for:

- ◆ Axis Activations: Can Order one HQ or the Schwerpunkt marker.
- ◆ Soviet Activations: Can Order one HQ, or activate all units of single formation, or activate all units of the same color of one army.

## Cards

When a Combat Card contradicts the rules of the game the text on the Combat card has priority. Each Combat Card can be used for its General Event (GE) or its Tactical Event (TE), but not both. Players must declare the target(s) of the effect (if applicable) before they make their success check (if there is one). (Column) Shifts and DRMs always benefit the owner of the card.

To avoid repeating the same clarifications/errata under several cards, these are referred with superscript in each card's entry:

1. Soviet TE "Panzer Battalions" means a draw from the Soviet Ad Hoc Tank cup (C40, C55, C56).
2. Soviet TE "Infantry Replacement" means a draw from the Soviet Ad Hoc Infantry cup (C41, C42, C43, C45, C46, C47, C48, C57, C58, C60, C62, C63, C64, C68, C69, C70, C71).
3. Axis TE "Alarmgruppe" means a draw from the Alarmgruppe cup (C2, C6, C8, C12, C21, C31, C37).
4. GEs/TEs that state "2 dice are thrown and you choose a result" (C1, C3, C15, C23, C29, C32, C33, C36, C39, C52, C53, C67, C73, C74):
  - Replace the Combat die roll in one Combat.
  - The effect cannot be used for success checks.
  - Only the attacker can play this effect.
  - Multiple effects/cards of this kind cannot stack with each other, since the card replaces a die roll and there is only one roll per Combat. However it is legal to use multiple effects/cards of this kind in the same Combat provided there is a reroll they can target (e.g. Schlangenglück reroll, TEs of C34, C35, C75, C76, C77, C78). For example: use a "2 dice are thrown and you choose a result" event to roll 2 dice instead of one, then use the Schlangenglück marker for a reroll of one die in combination with a second "2 dice are thrown and you choose a result" event to reroll both dice instead of only one. If there is access to another reroll another "2 dice are thrown and you choose a result" can be played and so on. This exceptionally violates the Combat Card playing windows during Combat.
5. GEs that state "This Activation" in the duration mean the current Activation Segment (C14, C19, C27, C28, C40, C59, C67).
6. TEs that state "± x Shift(s)", mean x column shift(s) to the left or to the right (C5, C7, C9, C10, C11, C13, C16, C17, C18, C19, C22, C23, C24, C27, C28, C30, C38, C49, C50, C51, C54, C66).
7. GEs that state "German Player" mean "Axis Player" (C9, C18, C21, C45, C46, C47, C53, C57, C62, C64, C74).
8. If applicable and unless stated, cards can be used defensively or offensively, as well as played in any player's turn. All clarifications below apply to the General Event unless noted at the start of the bullet point:

### C1 (Loot Tank)<sup>4</sup>

- ◆ (GE/TE) Duration should say "One Combat" to be consistent with other cards.

### C2 (Tank Forward)<sup>3</sup>

- ◆ At the end of own Activation means after all Combats but before the Activation Segment is completed (units are still active).
- ◆ "Additional movement" means the full Movement Points the unit(s) has(have) to spend, following normal rules of Movement.
- ◆ Restrictions imposed during the unit(s) normal Movement are ignored. For example if the unit had to stop in an EZOC during normal Movement, the unit can still move with this event, as if it was starting a new Movement.
- ◆ Units targeted by C40 or C67 cannot benefit from the effect.

### C3 (Nebelwerfer)<sup>4</sup>

- ◆ (Card's name) The card's English name should be "Grenade Launcher".
- ◆ There should be no success check. The General Event is an automatic success.

### C4 (Air Fleet 4)

- ◆ Playing Window should read "Play when Donnerschlag marker is in box 3" instead of "Anytime".
- ◆ Ignore the "Game ends when marker reaches box 5" from the effect. The game may end earlier if the Axis Player guarantees a victory condition when the Donnerschlag marker reaches box 4, even when this event is in effect.

### C5 (Assault Boots)<sup>6</sup>

- ◆ Playing window should read: "Before Combat".
- ◆ Duration should read: "One Combat".
- ◆ Ignore the 3rd line in bold stating: "All active units that participated in this Combat" because it is redundant.
- ◆ Effect should read: "Negates effects of rivers when attacking, not for Tanks."
- ◆ The only effects that this card negates are:
  - the -1 DRM if all units attack across a river hex side without a bridge. Tanks cannot attack across river hex sides without a bridge.
  - in combination with card C6, allows Motorized Infantry to not stop after crossing a river hex side without a bridge during Advance After Combat.
- ◆ There should be no success check. The General Event is an automatic success.

### C6 (Prototype Tiger II)<sup>3</sup>

- ◆ Ignore the 3rd line in bold stating: "All active units that participate in this combat" because it is redundant.
- ◆ The effect should read: "All attacking units (including Infantry and Motorized Infantry) may Advance After Combat up to 3 hexes. EZOC hexes can be ignored. The first hex entered must be the defender's vacated hex."
- ◆ After advancing through the vacated hex, units can split and move into different hexes. Overstacking is only checked after all units have Advanced After Combat.
- ◆ Tank units cannot cross river hex sides without a bridge during an Advance After Combat. Motorized Infantry can cross a river hex side without a bridge but must stop their Advance After Combat immediately after crossing.

### C7 (Assault Boots)<sup>6</sup>

- ◆ See card C5.

### C8 (Foreign Armies East)<sup>3</sup>

- ◆ Cannot be used to see the card in the STAVKA box.

### C9 (Stuka)<sup>6,7</sup>

- ◆ Effect should read: "The Axis Player chooses a Soviet Infantry Unit to lose a step."

### C10 (Bergetiger)<sup>6</sup>

- ◆ Effect should read: "One Tank Replacement step."

### C11 (Instant settlement close to the front)<sup>6</sup>

- ◆ See card C10.

### C12 (Storm Pioneers)<sup>3</sup>

- ◆ Tanks can participate in Combat across river hex sides without a bridge.
- ◆ The -1 DRM if all units attack across a river hex side without a bridge is negated.
- ◆ Tanks can Advance After Combat across river hex sides without a bridge. This card also negates the restriction of cards C6 and C26 by allowing tanks to Advance After Combat across river hex sides.
- ◆ In combination with card C6, allows Motorized Infantry to not stop after crossing a river hex side without a bridge.

### C13 (Construction Pioneers)<sup>6</sup>

- ◆ Playing window should read: "Play anytime during the Action Phase, but not during Combat". The event cannot be played during the Admin Phase. A Combat starts when the target hex is declared and ends when all outcomes of Combat have been executed. This allows for a small window to play the event inbetween Combats (or before the first Combat, or after the last

### Combat, of an Activation Segment).

- ◆ Despite having no explicit duration the effect can only be used once.
- ◆ The effect should read: "Immediately perform an Activation Segment without spending an Activation Card. No Combats can occur during this Activation Segment. Order any HQ or the Schwerpunkt Marker not currently being ordered."
- ◆ The card can be played during an Activation Segment, but cannot order the same HQ (or Schwerpunkt Marker) that is being ordered in that Activation Segment.
- ◆ This card will produce a new Activation Segment for the Axis Player, which means command range will be checked at the start of this Activation Segment (or the 4 hex range in case the Schwerpunkt marker is ordered).
- ◆ If the card is played during an Activation Segment, pause it, perform the effect of the card (an Activation Segment without Combat), and then resume the Activation Segment that was paused. This may require memorization of the game state regarding which units have moved, which have not, if a unit is performing its Movement and how many MPs has left to spend, as well as which units have performed Combat, and which hexes have been targeted by Combat.
- ◆ Card C16 and Card C13 can nest their effects (e.g. play Card C16 when performing the Activation Segment of Card C13).
- ◆ If the card is played during the Soviet Activation observe the following:
  - The event cannot be used to move units to an hex targeted by Combat. As soon as the Soviet player declares a hex to target, Combat has started and the playing window of the event is no longer legal. The event can, however, be played before the Soviet player declares a hex to target.
  - The event cannot be used to impede Advance After Combat, as that is still part of Combat.
  - If the card play interrupts the Movement of a Soviet Unit in a non EZOC hex, that then resumes its Movement in the same hex but now under an EZOC as a result of the card's effect, the Soviet Unit may continue to move. The unit is not considered to have entered in an EZOC hex.
  - If units move to block Supply of a yet activated Soviet Unit, the Supply rules apply as normal and the unit will become OoS when it activates (unless the Soviet can change the game state by activating other units first to create a Supply Line).
- ◆ Effects that are active during the normal Activation Segment do not carry to the Activation Segment that results from this card. However these effects will resume once the normal Activation Segment resumes. For example suppose an effect that says one unit cannot move (e.g. C67) is applied during the normal Activation Segment. The affected unit cannot move only in the normal Activation Segment. It can move during the Activation Segment that resulted from the play of this card.

### C14 (Steyr 1500 A)<sup>5</sup>

- ◆ Effect should read: "All Infantry Units that move exclusively through an unbroken path of roads, have double MPs. The road bonus Movement is also doubled."

### C15 (Assault Gun)<sup>4</sup>

- ◆ Effect should read: "Negates the effect of Minor Village, Train Station, or Town."

### C16 (Construction Pioneers)<sup>6</sup>

- ◆ See card C13.

### C17 (Artillery Shield)<sup>6</sup>

- ◆ Cannot negate step losses from retreats.
- ◆ Duration should read: "One Combat."

### C18 (Fire roller)<sup>6,7</sup>

- ◆ Effect should read: "The Axis Player chooses a Soviet Unit to lose a step."

### C19 (Infiltration)<sup>5,6</sup>

- ◆ The event should read "One unit does not have to stop when entering in the first EZOC hex during its Movement."

### C20 (Replacement)

- ◆ Effect should read: "One Infantry or Motorized Infantry Replacement step."

### C21 (Breakthrough)<sup>3,7</sup>

- ◆ Effect should read: "The Axis Player chooses one or two Soviet

Unit(s) to lose a total of 2 steps.”

- ◆ The steps can be allocated to the same unit or to different units.

### C22 (Mortar)<sup>6</sup>

- ◆ Effect should read: “Negates the effect of Minor Village, Train Station, Town, or City.”
- ◆ (Tactical Event) There is a typo: “SHift” should be “Shift”.

### C23 (Nebelwerfer)<sup>4,6</sup>

- ◆ The Success Check should be 4 or less.

### C24 (Construction Pioneers)<sup>6</sup>

- ◆ (Card's name) This card should be named Good Run, like card C29.
- ◆ Despite having no explicit duration the effect can only be used once.
- ◆ The effect should read: “Immediately perform another Activation Segment without spending an Activation Card. The same formation HQ (or Schwerpunkt marker if applicable) must be ordered.”
- ◆ This card will produce a new Activation Segment for the Axis Player, which means command range will be checked again at the start of this Activation Segment. Units that were out of the command range in the initial Activation but are now within the command range will activate. Units that were within the command range in the initial activation but are now out of command range, cannot activate.
- ◆ If the Axis Player has used the Schwerpunkt in the previous activation only units that are within 4 hexes of the Schwerpunkt marker in this new Activation Segment can activate (this will likely result in a different mix of units compared with the initial Activation Segment).

### C25 (Surprise)

- ◆ Do not round any values for intermediate calculations.

### C26 (Flares)

- ◆ Ignore the 3rd line in bold stating: “All active units that participate in this combat, not only tanks” because it is redundant.
- ◆ The effect should read: “All attacking units (including Infantry and Motorized Infantry) may Advance After Combat one additional hex. EZOC hexes can be ignored. The first hex entered must be the defender's vacated hex.”
- ◆ Infantry Units and Motorized Infantry Units may advance one hex (to the defender's vacated hex). Tank units can advance two hexes and can split into different hexes after moving through the defender's vacated hex. Overstacking is only checked after all units have Advanced After Combat.
- ◆ Tank units cannot cross river hex sides without a bridge during an Advance after Combat.

### C27 (Pervitin)<sup>5,6</sup>

- ◆ The effect should read: “Romanian Infantry Units have double MPs. The Road Bonus Movement is also doubled.”
- ◆ The event can be played even when the units are activated through the Schwerpunkt marker, but only applies to Romanian Infantry Units.

### C28 (Pervitin)<sup>5,6</sup>

- ◆ See card C27.

### C29 (Good Run)<sup>4</sup>

- ◆ See card C24.
- ◆ (Tactical Event) The playing window should read: “Before Combat”.
- ◆ (Tactical Event) The duration should read: “One Combat.”

### C30 (No One Answers The Phone)<sup>6</sup>

- ◆ Cannot be used against a card played from STAVKA/OKH.
- ◆ Can only be used against Combat Cards. Activation Cards are excluded.
- ◆ The playing window should say: “Play after an opponent plays a Combat Card but before executing its effect” This means the card can be played after the opponent rolls the die for the success check (if there is one).
- ◆ Cannot be targeted by another “No One Answers the Phone”.

### C31 (All In)<sup>3</sup>

- ◆ The effect should read “Choose a Combat Card from the discard pile and add it to your hand”.
- ◆ Can only be applied to Combat Cards. Activation Cards are excluded.

### C32 (Double Agent)<sup>4</sup>

- ◆ Playing should read: “Play after C73 has been played but before executing its effect.”
- ◆ Effect should read: “Negates C73 (Eavesdropping), unless played from STAVKA.”
- ◆ It is not possible to Negate C73 if played from STAVKA.

### C33 (Schwerpunkt)<sup>4</sup>

- ◆ Immediately place the Schwerpunkt marker stacked with any Axis Combat Unit. It moves with the unit (Movement, Retreat, Advance After Combat, HQ Overrun) and gets temporarily removed if the unit is eliminated.
- ◆ In the Admin phase of each turn the Axis player may relocate the Schwerpunkt marker to any of his units (even if it was removed during the previous turn).
- ◆ HQs are eligible units for Schwerpunkt marker placement.
- ◆ (Tactical Event) Duration should read: “One Combat.”

### C34 (OKH)

- ◆ Effect should read: “Starting in turn 4, the hand limit for Activation Cards is increased to 6.
- ◆ Flip the Axis Activation Card Limit Marker to the “6” side.
- ◆ (Tactical Event) DR means die roll.

### C35 (Heresgruppe Don)

- ◆ Effect should read: “Starting in turn 4, the hand limit for Combat Cards is increased to 6.
- ◆ Flip the Axis Combat Card Limit Marker to the “6” side.
- ◆ (Tactical Event) DR means die roll.

### C36 (Serendipity)<sup>4</sup>

- ◆ The effect should read “Choose a Combat card from the discard pile or draw pile and add it to your hand”.
- ◆ Can only be applied to Combat Cards. Activation Cards are excluded.

### C37 (Assault Boots)<sup>3</sup>

- ◆ See card C5.

### C38 (No One Answers The Phone)<sup>6</sup>

- ◆ See card C30

### C39 (Rally Point)<sup>4</sup>

- ◆ The capitalization of “ONE” has no special meaning. One replacement step can only be allocated to one unit anyways. Eliminated units are also eligible.

### C40 (IL-2)<sup>1,5</sup>

- ◆ Use the No Movement Marker to mark the chosen unit. Remove it at the end of the Activation Segment. If the marker is already in use (C63), use the CR+2 Marker as a placeholder.
- ◆ The effect should read: “One Axis HQ cannot move during this Activation Segment. Soviet Player choice.”
- ◆ If there is a stack of units, put the marker on top of the targeted HQ, and the remaining units on top of the marker.

### C41 (Trenches)<sup>2</sup>

- ◆ Playing window should read: “Before Combat”
- ◆ Duration should read: “One Combat”
- ◆ Effect should read: “1 Column Shift Left when defending.”
- ◆ (Tactical Event) Playing window should read: “Anytime”.
- ◆ (Tactical Event) Duration should be ignored: “One Combat”.

### C42 (Conquest of Tazinskaya)<sup>2</sup>

- ◆ The effect should read “Choose a Combat card from the discard pile and add it to your hand”.
- ◆ Can only be applied to Combat Cards. Activation Cards are excluded.

### C43 (Ambush)<sup>2</sup>

- ◆ The effect should read: “Negates Axis Tank and/or Combined Arms Combat bonuses”.
- ◆ (Tactical Event) Ignore the duration listed: “One Combat”.

### C44 (No One Answers The Phone)

- ◆ See card C30.

### C45 (T-34)<sup>2,7</sup>

- ◆ (Tactical Event) Playing window should read: “Anytime”.
- ◆ (Tactical Event) Duration should be ignored: “One Combat”.

### C46 (T-34)<sup>2,7</sup>

- ◆ (Tactical Event) See Card C45.

### C47 (T-34)<sup>2,7</sup>

- ◆ (Tactical Event) See Card C45.

### C48 (SMERSCH)<sup>2</sup>

- ◆ The retreating units are not eliminated due to not being able to retreat, because the effect of the card eliminates the Retreat result from the Combat Outcome.
- ◆ The card negates the Retreat result as a whole. It is not possible to negate only a portion of the Retreat.

### C49 (Human Wave)<sup>6</sup>

- ◆ Effect should read: "In addition to the Combat outcome, both the attacker and the defender suffer one (additional) step loss. Can only be played if there are Soviet Units participating in Combat worth at least 2 steps when the card is played."
- ◆ The owner of the units chooses which units will lose the step.

### C50 (Human Wave)<sup>6</sup>

- ◆ See card C49.

### C51 (Human Wave)<sup>6</sup>

- ◆ See card C49.

### C52 (Snowdrift)<sup>4</sup>

- ◆ When the Markers are on the "No Mvt" side no unit can enter the hex, either through Movement, Retreat or Advance After Combat. If the marker is placed on a hex containing Soviet Units they can leave the hex (but not enter).
- ◆ When the Markers are on the "+2 MP" side, that terrain costs 2 additional Movement Points to enter. Units can Retreat and Advance After Combat through the hex.

### C53 (Hero of the Sowjet Union)<sup>4,7</sup>

- ◆ (Card's name) The card's name has a typo. It should be: "Hero of the Soviet Union".
- ◆ The Axis player chooses which unit(s) will lose the steps (can be the same unit or two different units).

### C54 (M1937)<sup>6</sup>

- ◆ The success check should be 5 or less.
- ◆ Negates only the Combat tank bonus. The Combined Arms bonus is still available.
- ◆ (Tactical Event) Effect should read: "± 2 DRM"

### C55 (Stavka)<sup>1</sup>

- ◆ If the hex the HQ is going to be placed on:
  - has an Enemy Unit, or
  - is under an EZOC and contains no Friendly Unit,the HQ is deployed but immediately overrun (put the corresponding overrun marker in the hex).

### C56 (Stavka)<sup>1</sup>

- ◆ See card C55.

### C57 (Naval Rifle Brigade)<sup>2,7</sup>

- ◆ (GE) This card cannot be played for its General Event alone. It must be played together with card C62.
- ◆ (GE) Trigger should read: "Play anytime with C62 (Guard), when Axis Combat Card hand limit is at 6".
- ◆ (GE+C62) Both cards may be placed in the STAVKA in the same turn. If one card is already in STAVKA from a previous turn, the other card can be added to the STAVKA (this is an exception, if the STAVKA box is occupied no additional card can be placed there). If both cards are in the STAVKA they must be played for their combined event.
- ◆ (GE+C62) If both cards are played from STAVKA, there is an automatic success.
- ◆ (GE+C62) If both cards are played from hand the success check is passed with a die roll of 2 or less.
- ◆ (GE+C62) It is not possible to play one Card from STAVKA and another from the hand.
- ◆ (GE+C62) If one card is negated by the play of the GE of cards C30 or C38 (No one answers the phone) by the Axis player, discard both cards without applying the effect.
- ◆ (GE+C62) Effect should read: "Reduce the Combat Card limit of the Axis Player to 5 (flip the marker)".
- ◆ (GE+C62) The duration of the effect is permanent (lasts until the end of the game).

### C58 (No step back)<sup>2</sup>

- ◆ "Withdrawal" means Retreat. The effect should read: "Negates a Retreat result in a city."

### C59 (Frozen Engines)<sup>5</sup>

- ◆ If the Axis players activates the Schwerpunkt marker to activate units (and thus activates units from multiple formations), the effect applies to all activated units.
- ◆ Units targeted by both this card and C14, C27, or C28 will have their MPs unchanged as both cards cancel each other out. Note however that some units are only affected by one of the cards (e.g. Tanks are covered by C59, but not C14, C28 or C28).

### C60 (SWT-40)<sup>3</sup>

- ◆ (GE+C63) This card may be played together with card C63 for a combined event.
- ◆ (GE+C63) Both cards may be placed in the STAVKA in the same turn. If one card is already in STAVKA from a previous turn, the other card can be added to the STAVKA in the current turn (this is an exception, if the STAVKA box is occupied no additional card can be placed there). If both cards are in the STAVKA they must be played for their combined event.
- ◆ (GE+C63) If both cards are played from STAVKA, there is an automatic success.
- ◆ (GE+C63) If both cards are played from hand a the success check is passed with a die roll of 4 or less.
- ◆ (GE+C63) It is not possible to play one Card from STAVKA and another from the hand (unless they are being played individually). It is assumed that players will always take the best option if they want to play the cards for their combined event by placing them both in the STAVKA box.
- ◆ (GE+C63) The effect applies a -3DRM (minus) when defending in any terrain (does not need to be in a city).
- ◆ (GE+63) If one card is canceled by C66 or C44, the Soviet player chooses which card is canceled, and, if possible, still applies the effect of the remaining card (as if it was played in isolation). It is not possible to apply the effect of C60 if not defending in cities, and it is not possible to apply the effect of C63 if the success check was passed with a 4 for the combined play.
- ◆ (GE) The effect applies a -1DRM (minus) when defending in a city.

### C61 (Trenches)

- ◆ Playing window should read: "Before Combat."
- ◆ There should be no success check. The card should be an automatic success like card C41.
- ◆ Effect should read: "1 Column Shift Left when defending."

### C62 (Guard)<sup>3,7</sup>

- ◆ (GE) This card cannot be played for its General Event alone. It must be played together with card C57.
- ◆ (GE) Trigger should read: "Play anytime with C57 (Naval Rifle Brigade), when Axis Combat Card limit is at 6".
- ◆ (GE + C57) See Card C57 for rules governing combined play.
- ◆ (Tactical Event) Playing window should read: "Anytime".
- ◆ (Tactical Event) Duration should be ignored: "One Combat".

### C63 (Deadbolt Position)<sup>3</sup>

- ◆ (GE+C60) This card can be played together with card C60 for a combined event. See C60 for rules governing combined play.
- ◆ (GE) The effect applies a -1DRM (minus) when defending.

### C64 (Little Saturn)<sup>3,7</sup>

- ◆ Effect should read: "The Axis player must eliminate one Combat Unit from one of the following formations: 6P, 17P, 23P"
- ◆ The unit is eliminated regardless if it has one or two steps.
- ◆ Only one unit total, not one unit per formation.

### C65 (Reaction)

- ◆ "Target" refers to the hex being targeted by Combat, which includes both attacking and defending.
- ◆ Only Soviet Combat Units can move. Axis Units cannot benefit from the effect of the card.
- ◆ If the units move adjacent to the targeted hex when attacking they may participate in Combat.
- ◆ If the units move to the hex being targeted, respecting stacking limits, the Axis player may cancel the Combat, by not rolling the Combat die roll, with the caveat that all attacking units are considered to have participated in a Combat in that Activation Segment. If the Combat proceeds all units in the target hex must participate in Combat, including the ones just moved in.
- ◆ When defending, units can move out of the hex being targeted

and avoid Combat. If all defending units leave the target hex, the Axis player ignores the Combat die roll, and may Advance After Combat (Tank Units). All participating Axis Units are considered to have participated in a Combat in that Activation Segment.

- ◆ Axis' HQ's can be overrun.
- ◆ Units may move further away from the targeted hex.

### C66 (No One Answers The Phone)<sup>6</sup>

- ◆ See card C30

### C67 (Winterfritz)<sup>4,5</sup>

- ◆ Use the No Movement Marker. Remove it at the end of the Activation Segment. If the marker is already in use (C40), use the CR+2 Marker as a placeholder.
- ◆ HQ's are eligible units to receive the marker.
- ◆ If there is a stack of units, put the marker on top of the targeted unit, and the remaining units on top of the marker.

### C68 (Grand Slam)<sup>3</sup>

- ◆ The steps can be allocated to the same unit, or to different units. Both reduced units as well as eliminated units are eligible.

### C69 (Secretary General)<sup>3</sup>

- ◆ Only Soviet HQ's can be relocated.
- ◆ The relocated HQ must already be in play. Soviet HQ's enter play through cards C55, and C56.
- ◆ Overrun HQs can be relocated. When relocated they will stop being overrun, unless the condition below applies-
- ◆ If the hex the HQ is going to be relocated to:
  - has an Enemy Unit, or
  - is under an EZOC and contains no Friendly Unit,
 the HQ is relocated but immediately overrun (put the corresponding overrun marker in the hex).

### C70 (Coordination)<sup>3</sup>

- ◆ Despite having no explicit duration the effect can only be used once.
- ◆ The effect should read: "Immediately perform an Activation Segment without spending an Activation Card. Activate units of 2 colors of the same army, or units of the same color of both armies."

### C71 (Tank dog)<sup>3</sup>

- ◆ The Axis player chooses which Tank unit will lose the step.

### C72 (Minefield)

- ◆ The effect should read: "Negates Axis Advance After Combat."

### C73 (Eavesdropping)<sup>4</sup>

- ◆ The effect should read: "One Meeting Zone Marker is randomly revealed."
- ◆ Roll 1d6 to randomly determine which marker will be revealed:
  - 1-2, reveal zone A;
  - 3-4 reveal zone B;
  - 5-6 reveal zone C.
- ◆ To reveal a Meeting Zone Marker, flip it to the opposite side. The marker stays revealed until the end of the game.

### C74 (JAK-9)<sup>4,7</sup>

- ◆ (Card's Name) The card's name should be "YAK-9".
- ◆ Effect should read: "Place the YAK-9 markers in seven non adjacent-hexes. Axis Units entering those hexes need to spend 2 additional MPs."
- ◆ No YAK-9 marker should be adjacent to any other YAK-9 marker.
- ◆ The markers are removed at the end of the turn.
- ◆ The markers do not affect Soviet Units, and can be placed on top of Soviet Units.

### C75 (Time is blood)

- ◆ Effect should read: "Starting in turn 4, the hand limit for Activation Cards is increased to 6.
- ◆ Flip the Soviet Activation Card Limit Marker to the "6" side.

### C76 (Instruction 277)

- ◆ Effect should read: "Starting in turn 4, the hand limit for Combat Cards is increased to 6.
- ◆ Flip the Soviet Combat Card Limit Marker to the "6" side.

### C77 (Comissar)

- ◆ Can still be used when the HQ is overrun.

### C78 (Comissar)

- ◆ Can still be used when the HQ is overrun.

## Player Aid

### Front - Sequence of Play:

- ◆ Admin Phase a), should read: "If in play, the Schwerpunkt marker may be relocated."
- ◆ Admin Phase b), should read: "Turn Reinforcements enter the map."
- ◆ Admin Phase c) and d) should be substituted by these 3 steps:
  - "c) In turns 1,4, and 8 choose a Combat Card (High Command)"
  - "d) Draw cards. In turn 4 shuffle discard + late cards. In turn 7 or 8 shuffle the discard."
  - "e) Schlachtenglück marker."
  - "f) 1 card in the OKH/STAVKA box."
- ◆ Action Phase should be merged with steps 3 and 4, and should read:
  - "a) Resolve Activation Segments with the Axis Player going first:
    - ▶ Play an Activation Card
    - ▶ Activate one unit at a time for Supply and Movement
    - ▶ Combat
  - b) Advance Donnerschlag Marker.
  - c) If applicable:
    - ▶ May take the card in OKH/STAVKA
    - ▶ Discard excess Combat Cards
    - ▶ Snowdrift and Yak-9 markers
  - d) Advance the turn marker"

### Front - Combat Results Table:

- ◆ Add a "0:1" column to the left of the 1:1 column with all cells with "IAR".
- ◆ Column 1:1, die 3, should be "AR".
- ◆ Column 1,5:1, die 6, should be "DR".
- ◆ Column 2:1, die 1, should be "AR".
- ◆ Column 2:1, die 2, should be "-".
- ◆ Column 3:1, die 1, should be "-".
- ◆ The no effect legend is showing the wrong symbol. It should be "-".
- ◆ Add a note saying: "Follow this order: Step Losses, Retreat, Advance After Combat. Ad Hoc Reinforcements can be placed at any time."

### Front - Combat Modifiers:

- ◆ Tank Bonus effect should read: "1 Shift Right".
- ◆ Tank Bonus notes should read: "If at least one Tank Unit attacking"
- ◆ Combined Arms Bonus effect should read: "1 Shift (per player)".
- ◆ Combined Arms Bonus notes should read: "If at least one unit with yellow, and one unit with orange/yellow, background Combat Strength participating (Defender and Attacker can benefit)."
- ◆ Terrain effect should read: "See Terrain Effects Chart".

### Front - Terrain Effects Chart:

- ◆ Column Combat effect on attacker, should read: "Effect".
- ◆ City, Combat effect on attacker, should read: "Attacking strength halved, No Tank or Combined Arms Bonus (Attack and Defense)".
- ◆ Unbridged River, MP cost, should read: "1/all/NA\*\*", and the "\*\*\*" note should read: "MP cost for Infantry/Motor. Infantry/Tanks, respectively".
- ◆ Unbridged River, Combat effect on attacker, should read: "Attacking Tank NA, -1DRM\*\*\*", and the note "\*\*\*\*" should read: "-1DRM only applies if all units attack across unbridged rivers".
- ◆ Bridge, MP cost, should read: "-".
- ◆ Bridge, Combat effect on attacker, should read: "-".
- ◆ Minor Road, Major Road, Road Rail, should collapse onto a single line. Type should read: "Road". The "\*" note should read: "if moving exclusively through an unbroken path of roads may extend the path 1 extra hex."
- ◆ Orange line at the end should read:
  - "HQ units must end their Movement on a road."
  - "Units moving into an EZOC must stop."
  - "OoS Units have half MPs and Combat Strength."

### Front - Zone of Control

Second bullet point should read: "ZOCs do not extend across river hexesides (with or without a bridge).

### Front - Stacking

First bullet point should read: "A maximum of 2 Combat Units (full or reduced), and a maximum of 1 HQ Unit, can occupy a hex. Axis Alarmgruppe units and the Schwerpunkt Marker do not count

against the stacking limit.”

Fourth bullet point should read: “The stacking limit is enforced: (1) at the end of the Turn Reinforcement entry, (2) after a Replacement or Ad Hoc Reinforcement, (3) after a unit completes its Movement, Retreat, or Advance After Combat.”

## Front - Command Execution

- ◆ Axis Player should read:
  - “a) If a formation is indicated on the Activation Card, the Axis player must order that formation HQ.
  - b) If any formation is indicated on the Activation Card, the Axis player must order any of their own HQ’s.
  - c) If the Schwerpunkt is shown, all Axis Units within 4 hexes must activate.”

## Back - Admin Phase

- ◆ Title should read: “Admin Phase”. Ignore the “(skipped in turn 1)”.
- ◆ A) should read: “If in play, the Schwerpunkt marker may be relocated.”
- ◆ B) should read: “Reinforcements placement:
  - Soviet Reinforcements arrive in turns 2,3,6, and 7, and enter through hexes 0810, 0914, or 2124 (any unit can enter through any hex). Axis Reinforcements arrive in turn 4 and enter through hex 4607.
  - Units enter one at a time in any order, and will travel an unlimited number of hexes by following an unbroken path of roads, without entering any EZOC or an hex occupied by an Enemy Unit, and finish respecting stacking limits.”
- ◆ C) and D) should be merged and read: “Dealing Activation Cards:
  - High Command. In turn [1/4/8], each player chooses an [early/late/any not removed], Combat Card, respectively, and adds it to their hand.
  - Each player draws Activation and Combat Cards up to the hand limit. The Combat Card kept from the previous turn (if any) and cards from High Command count against the hand limit.
  - When a deck runs out in turn 4, shuffle its discard with corresponding late cards to form a new draw pile, then continue drawing. When a deck runs out in turn 7 or 8, shuffle the discard pile to form a new draw pile, then continue drawing.
  - Schlachtenglück marker can be used to exchange one card (Combat or Activation) for a card from the draw pile (player’s choice). Shuffle the draw pile if used. Each player can use this effect once per turn.
  - Each player can place one card in the OKH/STAVKA box, if empty (exceptions: SWT-40 + Deadbolt Position, and Naval Rifle Brigade + Guard).”
- ◆ E) should read: “The Axis player may call out Donnerschlag. Place the meeting zone markers hidden from the Soviet Player. If it is turn 4 and Donnerschlag has not been called out it must be called out.”

## Back - Action Phase

- ◆ The section should be merged with steps 3 and 4 and should read as per the bullet points below.
- ◆ “Perform steps A, B, and C alternating between both players until they have no more Activation Cards in hand. Skip a player’s turn if needed. Start with the Axis Player”
- ◆ “A) Play one Activation Card.
  - Romanian VI and VII Infantry Divisions HQs are ordered together.
  - If an HQ (or Schwerpunkt marker) is ordered, check command range (or 4 hex range for Schwerpunkt marker) at this moment. Units not in range cannot activate.”
- ◆ “B) One unit at a time is activated, performs an OoS check, and moves. Only then the next unit activates. Owner chooses the order of unit activation. All eligible units must activate.
  - OoS check: Supply line to a friendly map edge. Cannot pass through Enemy Units and EZOC hexes unless the EZOC hex contains at least one Friendly Unit. Cannot cross unbridged river hex sides. Use an OoS marker if the unit is OoS.
  - OoS Units have half MP and Combat Strength, and cannot contribute to Tank Bonus or Combined Arms Bonus.
  - Units remove the OoS marker when they are in Supply and not active.
  - By default entering a hex costs 1 MP.
  - Units must stop moving when entering an EZOC hex (ZOCs don’t extend across river hex sides with or without a bridge).
  - Axis HQ must end their Movement on a road. Soviet HQs enter and relocate with Combat Card effects.

- Traversing an unbridged river hex side costs zero MP for Infantry (pay 1 MP for entering the hex as normal). Motor. Infantry must cross in the first movement and stop after crossing. Tanks are not allowed to cross.
- If a unit spends all its MPs moving through hexes by following an unbroken path of roads, the unit can extend that path 1 hex.
- HQs may be overrun by moving (or Advancing After Combat) into the HQ hex. Soviet HQs become inoperable (cannot be ordered) until a Soviet Unit re-enters the hex. Use the HQ overrun markers. Axis HQs are eliminated if no unit of their formation remains on the map, otherwise relocate them according to the following priority list (if there are multiple options, the Axis player chooses):
  1. To a hex containing a Friendly Combat Unit on a road without an HQ within command range.
  2. To any hex with a road without Enemy Units and within its command range, avoiding EZOCs if possible.
  3. To any hex free of Enemy Units within its command range, avoiding EZOCs if possible.
  4. To the closest hex free of Enemy Units, first preferring hexes closer to the Axis supply map edge and second avoiding EZOCs if possible.”
- ◆ “C) Execute Combats. The owner of the attacking units decides the order each Combat will be resolved. Combat is never mandatory. For each Combat:
  - Choose a target hex. All defending units in the hex must participate. Any active and adjacent attacking units may participate.
  - There is a playing window for cards with effects “Before Combat” or “Anytime”.
  - Calculate the Modified Combat Ratio, including any shifts:
    - Tank and/or Combined Arms Bonus
    - Terrain Effects
    - Card Effects
    - OoS Units
  - Roll 1d6 and modify it with DRMs (Card Effects and Terrain effects).
  - There is a playing window for cards with effects “After Combat” or “Anytime”.
  - Identify the outcome on the CRT and resolve following this order:
    1. Step Losses,
    2. Retreats (1 hex, or more if overstacked. EZOC causes 1 step loss),
    3. Advance After Combat (only tanks),
      - Ad Hoc Reinforcements may enter at any point during the Combat outcome resolution, owner’s choice.”
  - “If any player has Activation Cards in hand the other player starts over in step A. If only one player has Activation Cards that player starts over in step A.”
- ◆ “D) Advance the Donnerschlag marker. If it reaches box 4 or 5 check victory conditions.”
- ◆ “E) If applicable:
  - If a player has a card in the OKH/STAVKA, it may optionally return it to its hand.
  - Any player must discard Combat Cards from hand until it has 0 or 1 Combat Cards.
  - Remove or flip Snowdrift and Yak-9 markers.”
- ◆ “F) Advance the turn marker to the next turn.”

## Setup Display

### Soviet Display:

- ◆ The three Soviet Units of the 38th Rifle Division starting in Hex 2224 are overstacked. unit 343/38 is set up in hex 2323.
- ◆ The Soviet Tank Unit 78/6M enters in turn 7 along with unit 77/6M.

### In both Displays:

- ◆ Instead of: “In turn [x] - on any major road/Railroad hex entering from [y], without entering any hex adjacent to an Enemy Unit.” It should read: “In turn [x] these Reinforcements enter on hexes [see below] and can travel an unlimited number of hexes by following an unbroken path of roads, without entering any EZOC hex. They must finish respecting stacking limits.”
- ◆ Entry hexes for Turn Reinforcements match the red arrows on the map: Soviets: 0810, 0914, or 2124 (any unit can enter through any hex); Axis: 4607.

# Map

## Turn Track

- ◆ “Reshuffle Cards” should point to turn 4 instead of being between turn 3 and 4 and it should say instead: “Add Late War cards together with the discard piles to form new draw decks.”
- ◆ “Reshuffle Late Cards” should point to both turn 7 and turn 8, instead of being in between and it should say instead: “Reshuffle discarded Combat Cards to form new draw decks.”
- ◆ To ease the gameplay it is suggested that Activation Cards be discarded to the side of the board. This way when it is time to cycle the cards back into their respective decks (turn 4 for Activation and Combat Cards, and turn 7 and/or 8 for Combat Cards only) there is no need to separate Combat Cards and Activation Cards from the same discard pile. Alternatively you can use the Perm. Removed Combat Cards box on the board to discard your Activation Cards and actually remove from the game board Removed Combat Cards, since they will no longer be needed.
- ◆ A river is always on hex sides and colored dark blue. There are no rivers inside hexes (e.g. hex 1916 does not contain a river, or river hex side).
- ◆ The bridge connecting hexes 3112 and 3212 is the only bridge not connected by roads. All other bridges are connected by roads on both sides.

## Markers

- ◆ HQ units should not have the free stacking symbol. The default stacking limit is 2 Combat Units and one HQ.
- ◆ Purple color coding on Soviet Units should have been blue. They are activated with blue color coding Activation Cards.
- ◆ Some units have a dot after their identifier. This is a misprint and therefore has no meaning.
- ◆ The CR+2 marker was printed by mistake and is not used in the game.
- ◆ The 21 Breached Minefield/Supply Blocked markers are to be used with a different game: Operation Theseus. They are not needed to play the game but enhance the experience.