ERRATA

RULEBOOK

Page 24, Overwatch Markers section
When a non-vehicle unit taking a movement action would move onto a tile
should read as follows:
When a non-vehicle unit taking a movement action moves onto a tile...

Page 24, Overwatch Markers section
If the unit is suppressed, its action ends immediately.
should read as follows:
If the unit is suppressed, its action ends immediately. Regardless of the result of the suppress action, the overwatch marker
is not removed.

Page 27, Force X section
Choose up to X cards in your play area.
should read as follows:
Choose up to X non-vehicle combat cards in your play area.

SOVIET SCENARIO BOOK

BRIEFINGS

Page 9, Briefing #078
Page 27, Briefing #413

Replace your Squad Leader C with G-S-073.
should read as follows:

Replace your Squad Leader C with S-L-073.
Count the total number of Rifleman C and Rifleman X cards. Remove cards until the total is 5.

Count the total number of Rifleman C and Rifleman X cards. Remove cards until the total is 3.

Count the total number of Rifleman C and Rifleman X cards. Remove cards until the total is 3.

should read as follows:

Count the total number of Rifleman C and Rifleman X cards. Remove cards until the total is 5.

Count the total number of Scout C and Scout X cards. Remove cards until the total is 3.

Count the total number of Machine Gunner C and Machine Gunner X cards. Remove cards until the total is 3.

Count the total number of Engineer C and Engineer X cards. Remove cards until the total is 3.

Page 26, Briefing #405

<table>
<thead>
<tr>
<th>Current State</th>
<th>R-09</th>
<th>R-10</th>
<th>R-11</th>
<th>R-12</th>
</tr>
</thead>
<tbody>
<tr>
<td>Next State</td>
<td>10q</td>
<td>10rj</td>
<td>10w</td>
<td>10x</td>
</tr>
</tbody>
</table>

should read as follows

<table>
<thead>
<tr>
<th>Current State</th>
<th>R-09</th>
<th>R-10</th>
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</tr>
</thead>
<tbody>
<tr>
<td>Next State</td>
<td>10q</td>
<td>10r</td>
<td>10w</td>
<td>10x</td>
</tr>
</tbody>
</table>

SCENARIOS

Page 43, Scenario #141

<table>
<thead>
<tr>
<th>Current state</th>
<th>14a</th>
<th>14c</th>
<th>14e</th>
<th>14g</th>
<th>14i</th>
<th>14k</th>
<th>14m</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soviet victory</td>
<td>15a</td>
<td>15c</td>
<td>15e</td>
<td>END-F</td>
<td>15i</td>
<td>END-G</td>
<td>15m</td>
</tr>
<tr>
<td>German victory</td>
<td>15b</td>
<td>15d</td>
<td>15f</td>
<td>15h</td>
<td>15j</td>
<td>16l</td>
<td>15n</td>
</tr>
</tbody>
</table>

should read as follows

<table>
<thead>
<tr>
<th>Current state</th>
<th>14a</th>
<th>14c</th>
<th>14e</th>
<th>14g</th>
<th>14i</th>
<th>14k</th>
<th>14m</th>
</tr>
</thead>
<tbody>
<tr>
<td>Soviet victory</td>
<td>End-C</td>
<td>End-C</td>
<td>15e</td>
<td>END-F</td>
<td>15i</td>
<td>END-G</td>
<td>15m</td>
</tr>
<tr>
<td>German victory</td>
<td>15b</td>
<td>15d</td>
<td>15f</td>
<td>15h</td>
<td>15j</td>
<td>16l</td>
<td>15n</td>
</tr>
</tbody>
</table>

Page 34, Scenario #022

Add the following to the bottom of the special rules section:

If you win without scoring five mission points, instead upgrade an additional soldier during the upgrade phase.
Count the total number of Rifleman (●) and Rifleman (X) cards. Remove cards until the total is 5.

Count the total number of Rifleman (●) and Rifleman (X) cards. Remove cards until the total is 3.

Count the total number of Rifleman (●) and Rifleman (X) cards. Remove cards until the total is 3.

should read as follows:

Count the total number of Rifleman (●) and Rifleman (X) cards. Remove cards until the total is 5.

Count the total number of Scout (●) and Scout (X) cards. Remove cards until the total is 3.

Count the total number of Machine Gunner (●) and Machine Gunner (X) cards. Remove cards until the total is 3.

Count the total number of Engineer (●) and Engineer (X) cards. Remove cards until the total is 3.

Add the following to the bottom of the special rules section:

If you win, and you only control one tile with an objective point, choose one other tile from the following list to note as ‘tunnels found’ in your campaign record.

If you win, and you only control no tiles with an objective point, choose two tiles from the following list to note as ‘tunnels found’ in your campaign record.

Tile 603, 604, 606, 701, 703, 704

German objective Gain 7 objective points and have two combat counters on the tile with the escape marker

German objective Gain 7 mission points and have two combat counters on the tile with the escape marker
Current state | 14a | 14c | 14e | 14g | 14i | 14k | 14m
---|---|---|---|---|---|---|---
Soviet victory | 15a | 15c | 15e | END-F | 15i | END-G | 15m
German victory | 15b | 15d | 15f | 15h | 15j | 15l | 15n

should read as follows

Current state | 14a | 14c | 14e | 14g | 14i | 14k | 14m
---|---|---|---|---|---|---|---
Soviet victory | End-C | End-C | 15e | END-F | 15i | END-G | 15m
German victory | 15b | 15d | 15f | 15h | 15j | 15l | 15n