

Panzers Last Stand (17 Sep 24)

Rules:

1) In 3.1 (Soviet Logistics), the “-1” mentioned is a throw-back before Trafficability, to be completely correct with the new rules, merely apply the Track DRM always, whether it be a -1 or a -2 at the moment due to Trafficability.

Counters:

1) The various units of the Soviet 33 Rifle Corps are shown as Battalions, they should be Regiments. This has no game effect whatsoever and the rest of each counter is correct...but might cause concern when reading them off in the set up.

2) There is a small zone of missing black ink on Countersheet 3 Front. It can be seen at the very bottom of the type on the 23 Rfl Corps HQ and part of the unit symbol, unit ID (72), and Step Number 1 on the SU unit of the 30 Rfl Corps.

Scenarios:

1) In Scenarios 5.2 and 5.3, the 96 Inf formation *must* cross south of the Danube River before the scenario ends, else the German player forfeits the game.