

4-17 Smolensk (6 Sep 2019)

Rules:

1. Change option 4.1b to this: Apply the 'Supply Train' event on 8-15 July (the three turns before the event rolls start).
2. Frontal Reserves (2.3c) placement: use 2.1's first bullet for the SP and its second bullet for the conversion unit.
3. Units must stop moving upon entering an Edge Box (1.4b).
4. Edge Boxes (1.4b) should have four bullet points. The third and fourth should be:
 - These boxes contain trace supply. On-map units cannot get SP or trace supply from these boxes.
 - Units must stop movement when entering a box. When leaving a box, units are fueled at no SP cost (via the "1T per unit" method).
5. Supply and Reinforcements (3.1) ADD to first paragraph: The Rail line going through hex 11.33 is NOT an Axis supply source.
6. Second sentence of 2.1 Supply and Reinforcements should read "Examples are 13.01, 37.35, and 62.16."
7. Add 4.1c RR Repair Restriction. The two Axis RR Repair units are restricted in the early part of the campaign. One must arrive at Entry H and convert that rail line from the map edge to Mogilev. The other must arrive at Entry J and convert that rail line from the map edge to Orsha. Afterwards, the player can then use them as desired.
8. Add 4.3 Setup Wiggle. In Scenario 5.1/5.2, two changes allow the Soviet Player to adjust setup slightly. This option will help defeat optimized Axis opening moves. It should always be used in games involving experienced players.
 - A. Six Soviet full-strength infantry divisions can each deploy a breakdown regiment. Note two AR2 breakdowns are already deployed, which leaves 4x AR2 and 2x AR3 available. Deploy the breakdown anywhere within two hexes of the parent division.
 - B. There is also a small change to the Soviet setup:
 - 1.Mot Div can now setup within 1 hex of 18.17.

Here is an example of setup wiggle:

229 RD puts an AR2 brkdwn in 19.25.

73 RD puts an AR2 brkdwn in 17.20.

137 RD puts an AR2 brkdwn in 18.20.

102 RD puts an AR2 brkdwn in 13.05.

127 RD puts an AR3 brkdwn in 23.23.

100 RD puts an AR3 brkdwn in 15.09.

Finally, the 4-3-3's of 1.Mot Div will shift to 17.18 and 18.18.

Note each of the divisions is marked with a step-loss—these breakdowns aren't extra troops!

Scenarios:

1. In the listings for scenarios 3, 5, and 7, change the Axis Rail Cap to 1 (not 2) and the Soviet Rail Cap to 3 (not 4).

2. It should be 2 SP (not 5) on Frontal Reserves (2.3c) turns. The Soviet Arrival Card also needs to be corrected.

3. In Scenario 7, move the German Wagon Extender to 32.25 and the stack at 40.15 to 39.16.

Map:

1. A Swamp Hex must have BOTH the blue symbol and the background splash of greenish color to "count". Hexes 11.01, 19.20, 23.19, 30.19, 32.19, and 44.05 are all Clear Terrain. 20.19, by contrast, is Swamp.

Counters:

1. Two German infantry divisions have the wrong Move Mode values. The 35th should be a 10-4-5 and the 78th a 10-5-6.

Soviet Arrival Card:

1. The Tank Battalions arriving 1 Sept are 4-2-4's (not 4-1-4's).

2. The 57th Tank Division arriving 1 Aug is a 16-1-3 (not 16-0-3).