

4-19 The Third Winter (25 January 2022)

Rules:

Changes from earlier errata are in blue. Slight rewording or minor typos are not listed, and all edits have been incorporated in the Living Rules (v1.2, 16 January 2022).

Rules:

1. Update Developer: Chip Saltsman (production development), John Kisner (early development)
2. 1.2 Railroads. Add: "Some entry hexes automatically convert to Soviet gauge during the game, see 3.1."
3. 1.4d Kherson Rail Ferry. Reword the second paragraph to: "Provided the River is Normal and neither hex is in an Enemy Zone of Control, SPs and units in Move Mode may use the Rail Ferry. They must start the Movement Phase in one hex of the Rail Ferry and end it in the other. No further movement or transportation is possible this phase. Up to 3 RE may be ferried in total in either direction (not 3 RE in each direction). This crossing does not require Rail Cap."
4. 1.5b Bridge Repair. First two sentences reworded to: "A destroyed Volga-Class Bridge can be repaired by a Pontoon unit in Combat Mode in the hex at either end of the bridge. Complete repair requires four turns." Last sentence of second paragraph is clarified to: "Progress is not affected by the Normal/Ice state of the Dnepr."
5. 1.6b Rail Artillery. The bullet points are clarified to:
 - They can only Barrage if oriented to Combat Mode.
 - They may only move by rail and only then in Move Mode. This does not cost any Rail Capacity. Follow the normal rules for rail movement except the starting/ending hexes do not have to be detrainable
 - Rail Artillery units are destroyed if forced to retreat.
6. 1.6e Breakdown Counters. Clarified as: "The counter mix is intentionally limited. Soviet Guards (including Airborne) units use Guards Breakdowns. Axis Luftwaffe and Jäger units must use Breakdowns of their same unit type, but Axis Mountain divisions use non-Jäger Wehrmacht Breakdowns."
7. 1.7a Replacements, Flexible Axis Rebuilds. Change to "Axis Replacements, including Special Replacements (SR) and Breakout returns are placed with any non-Kessel HQ of the appropriate nationality that is in trace supply (see 2.1b). Alert units (2.4b) may also arrive at any Kessel HQ."

8. 1.7a Replacements, Ally. Add: "The Cossack cavalry regiment and the Slovak infantry division cannot be rebuilt."

9. 2.1b, Axis Unit Arrivals, clarified to: "Per the Axis Arrival Chart, new ground units appear at specific Entry Hexes, or at Army or Army Group HQ locations, as long as these HQ locations are detrainable hexes. A few even arrive in the Dead Pile."

10. 2.1b, Axis Unit Arrivals, first bullet change to "Repl Table Rebuilds and Breakout returns are placed per 1.7a. Alert units (2.4b) may also arrive at any Kessel HQ (2.3a)."

11. 2.2h, Air Strips. Change the last sentence to: "If occupied by an attack-capable Soviet unit, they are returned to the pool, and may be rebuilt later."

12. 2.3a Kessel HQs. Change second paragraph, first sentence: "Kessel HQs are placed and removed during the Axis Reinforcement Phase." Some of the Kessel HQ section is reworded for clarity in the Living Rules, but the meaning is the same.

13. 2.3b, Note A, "follow normal rules for rail movement except the starting/ending hexes do not have to be detrainable." Instead of "and must be located in a detrainable hex."

14. 2.3b, Note B, "Up to 3 SP of each turn's 'Air Bases, Army or Army Group HQ' supply" (not just "Army HQ").

15. 2.3b, Note C, Army HQs: "function as any other HQ for supply, combat, Flak DRM and engineer functions."

16. 2.3b, Note E. Clarify first sentence to: "If destroyed, they are rebuilt (at no cost) in the next Axis Reinforcement Phase, returning at any Army HQ."

17. 2.3c, note B should read: "Air Bases, Army or Army Group HQ" supply not placed with Air Bases or Army HQs is placed with the Army Group HQ.

18. 2.3c, Note C, Army Group HQs: "function as any other HQ for supply, Flak DRM, but cannot perform engineer functions."

19. 2.3d, note D, change to: "Special Supply Capability: An Army Group HQ may carry 1 SP with it as it moves. Once per turn, an Army Group HQ in Combat Mode may place 1 SP which is stacked with the HQ at the start of the Movement Phase in any hex within its throw range. No Transport Points are required, just place the

SP in the new hex (considered “unloading” per 12.2a). Special dumps may not be created this way when the Army Group HQ is in Move Mode (the 0 on the counter).”

20. 2.4a Fortress Units. Reword last sentence of first paragraph to: “Fortress status lasts until every hex in the city is Soviet controlled.”

21. 2.4a Fortress Units, Play Example. Change “The Axis player decides to take this one-time chance” to “The Axis player decides to take this opportunity”.

22. 2.4e Axis Kampfgruppe Markers. This section was re-worded for clarity, with the content change of a maximum capacity: The Axis player has Kampfgruppe markers that can be used to create ad hoc multi-unit formations from scattered German units.

- Only units actually stacked with the Kampfgruppe marker are in the Kampfgruppe.
- Such units must be German and have Truck or Track Move Mode MA (although they don't have to be in that mode).
- A Kampfgruppe may contain a maximum of 3 RE plus one Company. They never count as more than 3 RE for possible density shifts. Use the actual amount, if less than 3 RE.
- To create a Kampfgruppe, place a marker on an eligible unit in the Movement Phase. Units may freely join and leave the Kampfgruppe, but there must always be at least one eligible unit stacked with marker at all times.
- The Kampfgruppe marker is returned to the pool either voluntarily during any subsequent Axis Movement Phase, or immediately if the last unit in the Kampfgruppe is eliminated.
- Units in a Kampfgruppe are exempt from the restrictions of OCS 12.6f and can hence draw trace supply from a different source than other units of their parent formation(s).
- A Kampfgruppe can use the Formation Method of fueling OCS 12.5c para A.
- Special Reaction Capability: During his Reaction Phase, the Axis player rolls 1 die, halving the result (rounding down). This is the number of Kampfgruppen whose units are in Combat or Move Mode that may operate this Reaction Phase as if they were released Reserves. Such units are considered fueled for this Phase only (per OCS 12.5c, para C). Place 2T with one Kampfgruppe whose units actually move or attack during this Reaction phase.
- Kampfgruppen may use Reserve Markers normally but gain no special benefits from doing so.

23. 2.5c Hungarian Army Restrictions. Change to: “Hungarian units may only operate on Map A. Furthermore, once Hungarian units move inside the ten western hex columns of Map A ...”

24. 3.2b Frontal Air Armies. Change the first bullet to: “An Air Army HQ may be moved during the Movement Phase. Just pick it up and place it in any land hex within its Front Boundary (3.3b),”

25. 3.3 Front HQs, 1st paragraph: “The 4th Ukrainian is withdrawn on 1 Apr 1944.)”

26. 3.3a, D, Add: “It is unaffected by DG or Trainbusting/Interdiction.”

27. 3.3a, E, Clarification: Draw from an HQ in the Front Command Radius of its assigned Front includes Trace.

28. 3.3d, A, bullet 4, add: “Beginning 1 Apr 1944 the 2nd Ukrainian Front may move as far south as the xx.20 row on Map C or D (inclusive).”

29. 3.3d, B, bullet 3. “12-16 column on the Barrage Table with no shifts (not DRM's) prior to combat”. Add: “This barrage takes place after step 2 of the Combat Sequence (OCS 9.2).”

30. 3.4 & 3.4a. Artillery Barrage Markers. This section was re-worded for clarity (content has not changed): Each Soviet Front HQ has a corresponding Artillery Barrage Marker.

3.4a Ready. An Artillery Barrage Marker may be spent in the Air/Naval Barrage Segment if the Front HQ is in Offensive Posture and the Marker is Ready. The process and restrictions are:

- Place the Marker in a target hex, which must be adjacent to a Soviet combat unit and within the Throw range of an HQ which is Assigned to and within the Command Radius of the corresponding Front.
- During the Air/Naval Barrage Segment, Soviet artillery units which are a) in Combat Mode, and b) in the same or contiguous hexes, may barrage the target hex and any two adjacent hexes. There is no supply cost for this Barrage. Each artillery or Katy unit may only barrage one hex (though per 1.6d artillery divisions may fire RE independently).
- The units involved can Barrage again in the Combat Phase, paying normal supply costs.

31. 3.5b RVGK Box Minimums. The two RVGK boxes combined must hold the following at a minimum (but see 3.5c below): Change “see 3.5c”, to “see 3.5d”.

32. 3.5c Entering the RVGK. Re-worded for clarity (content has not changed): "Units rebuilt from the Dead Pile using are placed in an RVGK Box in the Soviet Reinforcement Phase. Also, during the Soviet Reinforcement Phase, on-map units within 20 hexes of an RVGK Marker and which they could reach using Strat Mode (OCS 5.8) can enter the corresponding RVGK Box. Simply remove the units from the map and place them in the associated box. This requires no fuel expenditure. Consolidation (OCS 13.9) is not allowed in the RVGK."

33. 3.5d. delete the last parentheses: "(even to the other RVGK area)."

34. 4.3 Soviet Dnepr Bridgehead Enthusiasm. Remove reference to "Marine" units (there are none in Third Winter).

35. 5.0a Victory Points. Text changed to clarify that geographical objectives are awarded at game end, not per occurrence.

36. Page 26, right column, fourth bullet Build them to Level 2, so that they can still refit two units in Freeze Weather conditions" (not in the Mud).

37. Page 28, Random Events introduction. Remove "(per the italicized instructions)".

38. Page 28, Random Event 33-34 (Hitler Demands Action). The Reserve Markers return to play in the Axis Reinforcement Phase the turn after that. (not the Soviet Reinforcement Phase).

39. Page 29, Random Event 61 (Axis Fortification Effort). The Axis player receives 5 Hedgehog markers in addition to any received via the Replacement Table. They are placed in the same manner (add "as Hedgehogs received via the Special Replacements Table.")

40. Page 29, Random Event 22-23 (No Retreat!) If not, the Axis player selects the Axis-controlled city with the closest Soviet Attack-Capable combat unit to become a Fortress. Add "as described in the first bullet of 2.4a." So they would get 1 or 2 Fortress units as described, but no SP.

41. Page 30, Random Event 61-62 (Front Offensive Success). Add: "This event may happen more than once, but no Front may be on Offense for more than 11 turns."

42. Page 34, Pontoon Example of Play 2. 3rd paragraph, remove the sentence "Each Ferry is now stacked to its limit of 10 RE."

43. Page 35, Pontoon Example of Play 4 – Exploit Phase, 4th paragraph. Delete the sentence "Again, 6 RE have used this Ferry, 3 RE across each of two hexsides."

Scenario Book:

1. Scenario 2, page 21, hex 13.08, ignore the little "o" after the hex number.

2. Scenario 3, Special Rules, delete the 4th bullet (about the 4th Ukrainian Front withdrawing on 12 Apr 44), as these units depart 1 April 44, prior to the start of the scenario.

3. Scenario 3, Special Rules, 6th bullet should state "There are no Mission Hex Limits (2.2c) for the Axis player." (not 2.2d).

4. Scenario 3, Axis setup: The 6-2-5 Rum Cav Div (5) that sets up in C36.20 should be a 6-2-4 (the counter is correct).

5. Scenario 4, Special Rules, second bullet: Neither side makes the normal Supply Table or Repl Table rolls on 26 Dec (not 26 Jan).

6. Scenario 5, both Soviet and Axis Setup. Change the Variable Repls entry to "Supply & Repls: Roll on each table, divide results by 2, rounding up. If different AR# Eq Repl received, use the higher value."

7. Scenario 6, Special Rules, 7th bullet, last sentence is a duplicate. Change it to: "These off-map bases are immune from Axis air missions."

8. Scenario 6, both Soviet and Axis Setup. Change the Variable Repls entry to "Supply & Repls: Roll on each table, divide results by 2, rounding up. If different AR# Eq Repl received, use the higher value."

9. Scenario 6, Axis setup: The 6-2-5 Rum Cav Div (5) that sets up in C36.20 should be a 6-2-4 (the counter is correct).

10. Scenario 7, Victory Conditions: The Strypa River (A9.14 to A9.26), not A9.16.

11. Scenario 7, Axis setup: Two SP appear at each PZ Army HQ location. Add "Fortress Units: 1 available." The 4 Pz Army HQ should be in A7.22 (not A27.09).

12. Scenario 8, Soviet SP In the game specific rules for the Scorpions in a Bottle scenario, Soviet variable supply is based on a roll of two dice (2-5 = 5SP, 6-8 = 6 SP, 9-

12 = 7SP), not the roll of one die. The chart printed on the map is correct.

13. Scenario 8, Special Rules bullet 8 clarification. Air transport missions qualify for doubled capacity per 14.9e.

14. Scenario 8, Axis Setup: Kessel HQ: 4th Pz Corps is available, 1st Pz Corps is on the map.

Counters:

1. Countersheet 4: the Organic Truck for 1st Pz Division shows a capacity of 1 SP on its "full" side and 2 SP on its "not-full" side. It should be 1 SP on both.

2. Countersheet 5 contained one extra Step Loss marker, however it is "2" on both sides.

3. Countersheet 7, the three errata counters for the British 50th Division in Blitzkrieg Legend have the same backs as fronts. The reverse side of the counters should be 2-2-16 (truck MA).

Soviet Player Book:

1. Page 1, Ground Condition Notes, "Ice conditions for the Dnepr are removed upon the third consecutive turn of Dry, Mud or Thaw weather conditions." (Dry is added).

2. Page 1, Ground Condition Notes, Thaw. "(Ground units can only move by rail.)" (remove "or air transport").

3. Page 2, Special Soviet Replacements Table, the die roll result for "Arty" should be a "2" instead of a "1".

4. Page 2, Soviet Replacement Table Notes, Eq. Add "Eq cannot be saved for later use."

5. Page 2, Replace "Flak" with "AA"

Axis Player Book:

1. Page 1, Ground Condition Notes, "Ice conditions for the Dnepr are removed upon the third consecutive turn of Dry, Mud or Thaw weather conditions." (Dry is added).

2. Page 1, Ground Condition Notes, Thaw. "(Ground units can only move by rail.)" (remove "or air transport")

3. Page 2, Supply Table Column should be labeled "Airbases, Army or Army Group HQs."

4. Page 2, Tiger, change to "in case there are no Tiger units in the Dead Pile."

5. Page 2, Flexible Axis Rebuilds. Change "There is no need to place them on the map." to "Pax and Eq counters are not used in Third Winter."

6. Page 3. Axis Rebuild Chart. Bdr Rgt says "Return to Pool" but should say "1x Pax". Ski Bde is listed twice (we like Ski Brigades!)