

Four Roads to Moscow

Consolidated Addenda as of Jan. 1, 2022

Codeword: Barbarossa

The Rules:

4.7.2 Baltic States (correction): Second last line should say "Turn 4" instead of "Turn 8".

9.2 German Set Up (correction): There should be 4 Armor Corps in the Force Pool.

The PAC:

BRP/Action Costs Table

Construct Fortified Zone (correction): Change the text of the Notes section to state:

First Turn: Place the Fortified marker build side up in the area.

Second Turn: Flip the Fortified marker onto its fortification side.

Dismantle Fortified Zone (correction): This should be a 1 BRP cost.

VP Scoring Sheet

Download an updated version of this sheet at:

www.atomagazine.com/extras/CB_Update_VP_Scoring.pdf

The Cards:

(Corrections): All references to "Imminent War" should be "Verge of War" and "Rising Tension" should be "Tense".

Slaughterhouse

The Rules:

4.4.1 Leaders (omission): Only one General Tyulenev or Hoth can ever be on the board. If due to flipping a leader, there are now two of either on the board, the other Leader counter with same Leader must be flipped as well.

5.1.1 (correction): Add Kalinin and Kursk to the list of Control/VP markers in the fourth sentence.

5.2.1 German Setup (clarification): Set up all German Leaders asterisk side up.

5.2.2 Soviet Setup (correction): "Soroki" should be "Balta".

8.1.1 Assault Impulses (clarification): For an Assault Impulse, you can only activate ONE Area or zone (on all the map) to attack (exceptions: see Sections 11.1 Combined Operations and 18.2 Turn 1 Special Rules).

9.2 Movement Factor Cost, Second Bullet (clarification): "All MP" means exactly that. If a unit has only 1 MP, it costs it 1 MP. Armor would spend their 2 MPs to enter.

10.6.1 Counter Attack (correction): Use the following text instead of what's printed: "In a Counter-Attack the Attack Value is the current Counter-Attack value of any one unit (a unit reduced in the initial combat uses its reduced side value), plus the Combat Rating of the Leader marker with the same Command ID (if available). There is no DV used in a Counter-Attack. Once the original Defender has Counter-Attacked the Impulse is over. The original Attacker may not Counter-Attack after the Defender's Counter-Attack."

12.3.5 (clarification): Add to the end of the sentence "that is in supply (to a Soviet zone)"

17.1 Partisans (clarification): These do not count for stacking.

17.2 Security Units (clarification): Also do not count for stacking. Remove them from the map when alone in an area that is entered by a Soviet Army/Front unit via regular or assault movement.

21.2.2 Barbarossa II, Soviet Set up-- Kursk (correction): Minsk Front should be Vitebsk Army.

21.3.1 Soviet Winter Offensive Setup – German (omission): Both Rumanian Armies set up with their respective Leaders.

- **Kalinin (omission):** add 3rd Panzer Army + Rienhardt

21.3.2 Soviet Winter Offensive Setup:

- **Moscow (correction):** Delete Yeremenko from the list.
- **Soviet, Eliminated Box (correction):** Minsk Army should be Vitebsk Army.
- **Kalinin (deletion):** Kalinin Front + Konev
- **Kolomna (addition):** Kalinin Front + Konev

Hitler Turns East

(items in blue below were fixed in 2nd printing)

The Rules:

5.2 Soviet Reinforcement/Replacements (clarification): The Soviets do not need an Automatic Victory City to be Russian controlled to place units there, it just must be able to trace a LOC to the East mapedge. Otherwise simply place Soviet units in a controlled town or city hex (which could also be a controlled Automatic Victory City). Note that the Soviet player must have eliminated units to able to use for the replacement points.

5.2.8 (clarification/explanation) The Army Replacement value is the number of eliminated armies that you put into the Turn Box from an earlier turn's losses of VP locations as they occur. Place them from left to right. So, VP location losses from Turns 1 and 2 will have reduced armies placed into the Turn 3 Box (first 2), then the Turn 4 Box (next 2), Turn 5 box (next 1), and so on until all the Turn Boxes have replacement armies equaling the Army Replacement value (which is the minimum for each turn). When it's time during the actual turn to take replacements, choose a number of additional Army replacements from the eliminated pool so that when added to the minimum number already there, the total arriving equals the maximum number.

Example: *It is Turn 4: There are already 2 replacement units in the Turn box (units eliminated on Turns 1 and 2). There are 5 Army units in the eliminated pool. I therefore can take 2 of those units from the eliminated pool and have them enter as replacement reinforcements (for a total of 4 units returning - the maximum) on Turn 4.*

7.2.2 Withdraw (clarification): A unit must start its movement in an enemy ZOC in order to be able to move to another hex in an enemy ZOC. The wording in this rule indicates that if a unit starts in a ZOC and it can only move to another ZOC hex in the direction of withdrawal, normally this move is not permitted, but with this order in effect, the unit can do so.

7.3.5 Counterattacks (clarification): To calculate the odds, tally up the total combat factors of all attacking Soviet units versus the total combat factors of all defending German units. Treat odds of worse than 1:2 as 1:2. If all the Soviet units managed to disengage or are dead, or have no combat factors at all, there is no Counterattack. Note that the lack of a LOC does not prevent a Soviet unit from moving to make contact when a Counterattack is launched (only already being in contact does) but units with no LOC cannot contribute to the subsequent attack.

9.2.1 (clarification): The wording "plus one hex beyond" in this sentence means is that the LOC can pass through hexes that are the hexes just past the boundary line of the Army group (in the adjacent Army Group's Area).

10.1.11 Leningrad Supply (correction): The hex number should be 2100, not 2106.

10.1.2 (clarification): For units to be in supply there can be 4 hexes maximum between the city/town and the unit. Do not count the hexes the unit and city/town are in.

12.2.1 Determine Strengths (insert): Change the third sentence to say, "Find the final adjusted ratio column (after all shifts) on the..."

12.3.5 (clarification): Units eliminated during combat also check.

13.3 Garrisons (change): There is only one garrison available per German Army. Place Garrisons during the German Reinforcement Phase of a turn in the town/city/fort/oil hex in which the Army they belong to are located. If eliminated, Garrisons may be return to play by expenditure of 1 Replacement Step. Garrisons add nothing to the defense of a hex. They only fight when alone in a hex (so don't stack with a garrison).

13.4.7 (addition): German Leaders may not stack together.

13.6.1 (clarification): The Partisan unit must be placed in the NW Front area on its turn of entry (Turn 7), It can be placed in any Front area on later turns.

13.7 Soviet Black Sea Capabilities (clarification): The Soviet player can attempt (successful or not) 2 Black Sea Invasions during a particular game if you meet any required conditions prior to starting each invasion individually.

The Counters (corrections):

- **German 6th Army:** Should have a setup hex of 1109.
- **German 17th Army:** Should have a setup hex of 1011.
- **German 18th Army:** Should have a setup hex of 1104.
- **Order Markers:** All "Hold /Attack" markers should be "Hold/ATC" (Hold/Advance to Contact) as in the rules.

The Charts:

Combat Results Table (correction): Stacking Points means Steps.

TEC River Entry (clarification): To receive the 1L shift, all attacking units must be attacking across a river.

The Map:

(Correction): The hex just south of Moscow should be hex 2506, not 2406.

Strike the Bear

The Rules:

6.3.2 (correction): "armor silhouette picture" should be "armor or mechanized NATO symbol".

6.3.3 Example (correction): Delete the sentence "Note: RA cannot enter diamonds 1 or 2, since Leaders are barred from entering diamonds." This is from an earlier set of the rules.

6.4.6 (correction): Ignore rule as written, Instead use: "If an enemy combat unit enters an area with a truck unit, withdraw the truck unit 2 oxes towards its supply source."

6.3.4 (deletion): Ignore this rule. It is from an earlier playtest version.

9.0 Luftwaffe (clarification): The first number on the counter is the Luftwaffe Combat Rating and the second number is its Movement Allowance.

9.2.3, First line (clarification/addition): Add "per area" after "unit" and before "may".

11.4.1 (addition): Only the single most advantageous terrain in the defender's area is used to modify the combat.

11.4.2 Rivers (clarification): Rivers that run from one Oxe side into an Ocean/Lake which encompass another Oxe confer this terrain modifier.

11.8.2b (clarification): Leader's left-most value is the Leader Support Value.

11.8.3 Leader Loss (clarification): Anytime that an enemy unit moves/advances into an area with only a Leader in it, make a roll on the Leader Loss Table for that Leader and apply the result.

11.9.5 (addition): An attacking player must pay the full OP points for each unit that advances due to a DW result. Leaders, Luftwaffe and Trucks do not advance after combat.

11.9.6 (addition): Trucks will retreat with friendly units when they retreat. If all friendly units are eliminated in a truck's area, the truck is retreated 2 areas to a friendly or unoccupied area closer to its supply source and then becomes disrupted.

12.5 (correction): The Germans have a required minimum of 13 Corps in the Breakdown and/or Eliminated box.

14.1 Russian Set Up (omission): MC unit should be in E3 (Riga).

14.1 Russian Turn 2 Reinforcements (correction): Delete Commissar from the list.

14.2 German Set Up (correction): There are "2x" Luftwaffe units that start the game.

German Breakdown Box (correction): There is only one (1) 5-3-2 Armor unit in the breakdown box.

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The Counters:

(Correction): 11th Rumanian Army should be German 11th Army.

The PACs:

(Omission): The **Commissar Placement Table** is missing:

Die Roll	Oxe Column	Dice Roll	Oxe Row
1	A or C	2	1
2	E	3	2
3	G	4	3
4	I	5	4
5	K	6	5
6	M or O	7	6
		8	7
		9	8
		10	9
		11	10
		12	11

Redeployment Table (clarification): "G" means German and "R" means Russian.

Combat Results Table, Combat Results (addition): "Note: Owing player always allocates losses"

Combat Results Table, Combat Results, DW result (addition): Leaders do not withdraw (If the opponent advances into their area, owing player must make a Leader Loss test)."