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## RULES

7.0 (Clarification): Garrison units can build defensive positions. They are restricted to digging within the one hex range they can trace a POS, however, until they are reassigned to a Corps HQ. In that case the garrison unit can then follow the regular rules.

9.1 (Clarification) The Soviet HQ Activation and Soviet combat unit eligibility to move relationship could have been clearer: To summarize, Soviet combat units eligible to move are:

- 1.) Those combat units within corps or armies whose parent HQ unit has been successfully activated.
- 2.) Those combat units within corps or armies whose parent HQ unit could not activate because of the 6 MP range restriction. In this case, those wayward combat units may move, but only back towards their parent HQ.
- 3.) Combat units under the command of HQs that are eligible to activate but fail must just sit there.

10.5 (Clarification): The text on the Sequence of Play summary sheet is somewhat misleading for Axis Movement Phases J and L. The rules in Section 10.5 are correct. Axis motorized units must expend FP to move, even 1 or 2 MP. If the FP are actually available at their Corps HQ and they can trace a POS back to their Corps HQ (No “crawling” west for free if fuel is really available). Only if there are no FP available, or if the Axis motorized units are really OoS may they invoke the free move of 2 MP.

10.5.4 (Clarification): German motorized units that are OOS or whose HQ is out of FPs can still move during the German Motorized Movement Phase but only up to 2 MPs. But remember, if there are FPs available at your HQ, and you can trace a valid POS to the HQ, you must burn the FPs in order to move.

13.1.2 (Optional Rule): German players may notice that 1st Pz. Army HQ does nothing but consume valuable fuel resources. It can be worth an extra 2 or 4 VPs as a motorized HQ for victory determination purposes at the end of the game. If you would like to make 1st Pz. Army HQ a more “key” unit, if 1st Pz. Army HQ is eliminated in combat, it remains out of play for 1 turn and then is replaced atop any friendly Corps HQ (if eliminated in Phase I. of Turn 3, it returns at the start of Turn 5). No Axis air missions of any sort can be flown on behalf of 1st Panzer Army units while the 1st Panzer Army HQ is absent from the map (no supply runs or drops, no bombing or support missions). Air superiority missions can still be flown.

17.0.1 (Correction): The three towns named in Case 17.0.1, sub-cases 2 and 3 should be Stanislau (0416), Berezhany (0806), and Munastrika (1214). Why these? Note these are the last serious towns that are both west of the Strypa River and on the various key rail lines.

18.0 Set-Up (Clarification): Soviet units are not allowed to set-up behind the Axis frontline as defined by the Axis set-ups. For example, in Scenario 18.2 the Soviets may not set up in hex 5122 even though it is within 1 hex of the specified start hex of 5222 because they are not allowed to set up “behind” the Axis unit in 5221 (this is true anywhere else along the front).

18.2 (Correction): There are two infantry divisions missing from the 1st Guards Army set-up. Place these two infantry divisions on the 1st Guards Army HQ. The over-stack with the artillery division is OK for this initial set-up.

The Counters (Correction): Oops! Cornered tigers can be tough, but in truth the 503rd Tiger Bn. has a misprint on the back. It should be 1-1-2 like its sister unit, the 509th (Note: A corrected counter was provided in issue #4 of ATO).