

North Wind Rain

Addenda as of May 25th, 2016

Note: Material in blue type below was incorporated into the second printing of the game (copyright 2007 edition). Newer addenda since then is in black.

The Map

- Hexside 6324/6225 is a river hexside.
- The Soviet fortification in hex 6027 extends to the coast in hexside 6027/6028.
- Remove the two bridges connecting hexside 4503 to 4404 and 4504 respectively. They do not exist (even to this day)!
- For scenario 13.1, the rail line extending north from Nen Cheng (hex 4108) should end in hex 4205. The rail line exists all the way to the river in Scenario 13.2.

The Counters

- The 7th Mongolian mechanized brigade is incorrectly depicted as a division on the counter.
- The 6th Rifle Brigade is incorrectly marked as a division on the counter.
- The counters for the 29th and 30th Soviet Rifle Brigades are missing. Use the "A" and "B" brigades from the 1941 scenario when called for instead.

Note: Replacement counters for the above were included in all copies of issue #9 of ATO Magazine

The Rules

Case 2.1.1 (clarification): The following unit types pay motorized movement costs on the TEC:

- armor - armored cars - motorcycles
- armored infantry - motorized infantry

Note: HQs and artillery units are NOT considered motorized/mechanized (the vast majority of these pieces are being hauled around by horses and mules).

These units count towards the Armor Superiority DRM:

- armor - armored infantry - armored cars

Optional Rule: Allow cavalry units to conduct Exploitation like motorized units (otherwise, never treat cavalry as mechanized/motorized in any way). Most of these units are either local Mongols (and not really integrated into either sides' command structure) or not trained for toe-to-toe battle.

Case 2.2.2 (clarification): Note there are two Cases numbered 2.2.1. The second one should be 2.2.2

Case 3.1.4 (clarification): Note there are two Cases numbered 3.1.4. The second one concerning retreats is in full effect and is considered in conjunction with Case 9.3.1.

Case 3.2.1 (clarification): A stack projects a ZOC into an adjacent hex provided it contains at least one division equivalent, not including minor allied units, artillery units and HQs. If the hex in question is a forest, wooded rough or marsh hex, tank and armored car units are not considered for this calculation. Also, ZOCs never project across a major river, into an enemy heavy fort, mountain or major city hex, or into an ocean hex.

Case 3.2.3 (clarification): Units can move across a major river into a hex containing an enemy ZOC if that hex is occupied by a friendly unit.

Case 3.4.4 (addition): Any rail hex outside the USSR or Mongolia that has been converted by the Soviet player and is linked by rail to a Soviet major city or the north map edge is also a valid Soviet supply source.

Case 3.4.5 (addition): Any rail hex outside Manchuria or Korea that has been converted by the Japanese player and is linked by rail to a major city in Manchuria or the southern map edge is also a valid Japanese supply source.

Case 6.2.1 (correction): Delete the last sentence of 6.2.1. Players can accumulate replacement steps freely. Note that players may not voluntarily destroy units.

Case 6.2.3 (clarification): It costs two RPs initially to replace any destroyed unit regardless of size. For example, to bring back the REM counter for an eliminated Japanese three step division costs two RPs

Case 7.1.4 (correction): The opening clause in the second sentence is wrong, units may cross major rivers by expending the MPs listed on the TEC, but the restriction in Case 3.2.3 against crossing into an enemy ZOC remains. The rest of 7.1.4 stands.

Case 7.2.3 (addition): For an overrun, the overrunning unit/stack can have as many goes at a given hex as it has movement factors and/or combat factors. Of course, each time an overrun is attempted, it must be determined if it was successful. If a successful overrun was conducted and the defender remains in the hex, then the overrunning unit/stack returns to the original hex adjacent to the defender where it began the overrun from. All applicable movement costs must be paid again to attempt another overrun.

Case 7.3.3 (additions): A unit using strategic movement may move adjacent to an enemy unit at any point in its move so long as the enemy unit is not projecting a ZOC. Units conducting strategic movement may not conduct attacks after the move or engage in overruns. Exploiting units may not conduct strategic movement either.

Case 7.4.3 (clarification): Artillery units can move by rail. Each artillery unit counts as a division for rail capacity purposes, regardless of the unit size on the counter.

Case 7.4.4 (clarification): Units in the Trans-Siberian off map zone do count towards the divisional equivalents that the Soviets can move by rail in a turn. Units may not stay in the zone so as not to count towards the rail capacity (i.e., there is no detraining in the off map zone).

Case 7.5.1 (clarification): The two permitted Japanese amphibious landings cannot both be conducted on the same turn. The earliest time possible for an amphibious operation is turn 2 (i.e., plan on turn 1, and then land on turn 2). There are no "pre-game" planning turns. Amphibious operations cannot be turned into night battles.

Case 7.5.4 (correction and clarification): Any Japanese unit on any coastal hex is always in supply. This is true even if a

unit moves away from the coast and begins tracing supply to a normal Japanese supply source and then moves back to a coastal hex.

Section 8.2 (clarification): Calculate the odds **before** applying shifts, i.e., a 13:1 attack with five shifts left is reduced to an 8:1 attack.

Case 8.8.1 (clarification): All attacking units must be attacking across a major or minor river hexside for the defender to receive the combat benefit.

Case 8.9.4 (clarifications): This shift only applies to units defending their own fortification. Attacking units that occupy a fortification hex are not subject to this shift. Keep in mind (per the TEC) that once a fortification is occupied by an enemy unit, it ceases to give any combat or movement effects. Concentric attacks against units in all around forts also get the +1 DRM modifier of 8.9.3.

Case 9.9.1 (example): For example, a defender forced to suffer a 2(1) result in a heavy fortified line becomes a 1(0) result – i.e., the CRN is reduced by one, but is the mandatory loss also reduced by one.

Case 9.4.2 (addition): This rule is also used if the attacking force cannot fulfill its CRN and the defending force has the motorized units.

Case 12.1.1 (addition): Both sides can now build a rail bridge over the two hexsides from 4503. Of course, in the 1941 scenario, only the hexside 4503/4504 will matter. This is done per Case 12.1.1 and with the addition that it takes two turns to complete a bridge (not the one as in 12.1.1). Once complete, rail hex conversion can take place per Case 7.4.5.

Section 12.3 (clarification): Artillery units always add their defense combat factor of (1) to the total defensive strength in the hex if that hex comes under attack. An artillery unit in a hex that is attacked must contribute all its shifts to that hex as well.

Case 12.3.2 (clarification): Artillery providing defensive support is not required to be adjacent to the defender, unlike being required to be adjacent to attacking forces when providing offensive support, but the defender's hex must be with 2 hexes of the artillery unit. (Note: In actuality, this is not an artillery range issue, but rather represents the ability of the defender to shift assets to support defending units within a given area.)

Case 12.4.3 (clarification): Only one minor Allied unit per side may be replaced in a game.

Case 12.4.4 (correction): The die roll modification in this case is –2, not +2.

Victory Points (clarification): Eliminated Minor Allied Units on both sides do not count for victory point awards, only destroyed Soviet or Japanese units. Neither side gets VPs for HQs or artillery units destroyed.

Section 13.1 1941 Scenario (corrections):

1.) Of the starting Soviet Rifle Divisions, the 239th, 413th and 415th divisions use their 5-5-5 strengths (these units have no 8-8-5 version).

2.) The Soviet 25th Motorcycle Regiment listed should be the 29th.

3.) The Soviet Cavalry Divisions indicated as setting up west of hex-row 2600 (the 5th, 6th, 7th, and 8th) are actually Mongolian units. The Soviet 7th Cavalry Division is not deployed in this scenario.

4.) The Soviet 117th Rifle Division is listed but it should be the 103rd.

5.) Soviet Unconditional Reinforcements: Add the 34th Rifle Brigade as a turn four reinforcement. All units scheduled to appear on turn four (except the 209th and 210th Rifle Divisions) appear in any Soviet major, minor, or reference city east of hexrow 4400, distributed evenly amongst all of these friendly-held cities. The 209th and 210th Rifle Divisions appear on Borzys; if this hex is enemy occupied, they appear in hex 1001. If hex 1001 is occupied, they do not arrive during the game at all.

6.) Soviet Conditional Reinforcements: If Vladivostok is enemy-occupied, the Soviet player loses his opportunity to roll for conditional reinforcements or convert his Sea Interdiction capability into additional units.

7.) If a unit scheduled to be withdrawn is destroyed ahead of time, it can be rebuilt and then railed off. A withdrawn unit, even if reduced strength, is still worth the full VPs.

8.) The Japanese infantry groups listed are actually artillery groups.

9.) Japanese engineer groups: There are only four (the 1st through 4th), not the seven as indicated.

10.) While Soviet units cannot attack Turn 1 or cross the border, they defend normally if attacked.

11.) Any Soviet unit that exits the board other than by the Soviet rail system is considered destroyed.

Section 13.2 1942 Scenario (corrections):

1.) The Soviet 25th Motorcycle Regiment listed should be the 29th.

2.) Delete the reference to the Soviet 26th Rifle Division.

3.) Use the Soviet "A" and "B" Rifle Brigades from the 1941 scenario instead of the 29th and 30th Soviet Rifle Brigades called for.

4.) Soviet Reinforcements: Both units appear in any major, minor, or reference city east of hexrow 4400. Disregard paragraph on Soviet conditional reinforcements. Soviets receive only unconditional reinforcements in this scenario.

5.) Japanese Independent Guard Units: Use units 1 through 9, not just 1 through 5.

6.) The Japanese infantry groups listed are actually artillery groups.

7.) Japanese engineer groups: There are only four (the 1st through 4th), not the seven as indicated.

8.) While Soviet units cannot attack Turn 1 or cross the border, they defend normally if attacked.

9.) Any Soviet unit that exits the board other than by the Soviet rail system is considered destroyed.