

ERRATA FOR  
*A Bold Stroke:*  
*The Liberation of Kiev*  
Effective Date: June 5, 1996

Rules:

Clarification to p. 4:

RC = Rifle Corps; TB = Tank Brigade; AD = Artillery Division; TC = Tank Corps; MC = Mechanized Corps; G = Guards or Gun (based on context); AT = Anti-Tank; RD = Rifle Division; GTC = Guards Tank Corps.

Correction to Rule 8.5, p. 8:

The rules as written states that units with Troop Strength greater than "3" lose a step when retreating out of a Zone of Control. This loss only applies to the hex other than the one the retreating unit was in when attacked.

MAP:

The last two hexrows (closest to the Turn Record Track) are incorrectly numbered. They should be the 2600 and 2700 rows. Substitute 26 and 27 for the first two digits of the hex number in these last two rows.

There should be a dirt road running from hex 0928-0827-0826 and crossing into 0726. In addition, note that there should be a river crossing from Hex 0826-0726, in conjunction with the dirt road.

Weather Chart: On the Player aid Card, the Die rolls on the Temperature Chart need to be amended. For November, a DR of 1-7 results in Cold weather, 8-10 for Warm. In December, a DR of 1-8 results in Cold Weather, 9-10 for Warm.

Counters: The German 168th Division should be a 1-1-(-1) on its reduced side.

The 24th and 33rd Lt Gun brigades were incorrectly assigned the Rocket (arrow) symbol; these should instead have single dots (gun artil-

lery) in the unit type box.

*Corrections to German Set-up:*

Nov 1: Kavalry Regiment Sud starts at hex 1505 (Zhitomir); Kav Regt Baum arrives Nov 11 (hexes 1009-1024).

Nov 13: 239th STG Bn is flipped.

Clarification: The XXIV and XLVIII Pz Korps artillery units start with their HQs, and the "O" for the 1st Nebelwerfer Bde is a letter set-up code, not a number.

Dec 5: Add Kav Regt Sud to hex 2005, 68th Division (-1) with 213 Sec Div at "E" (1607).

Dec 15: 509 Tiger Bn (-1); 276 STG Bn is dead.

Dec 23: 454 Sec Div (-1) with KAbtC at A (2606); 213 Sec Div, 75 Div, 509 Tiger Bn, 239 and 280 STG Bn all (-1).

*Corrections to Soviet Set-up:*

The 25GHHB unit is the same as the 25th SH Arty unit (1-(3)-0).

Nov 1: Letter "C" should be in Hex 2220, not Hex 2121.

Clarification: In the rest of the scenarios, only the HQ must be set up in the numbered hex in the set-up box. The rest of the attachments are placed according to the instructions in the box.

*Reinforcement Errata:*

Nov 15: 8GTC withdrawn (w/d)

Nov 19: 1Gds Army's AT and arty units (2) arrive with HQ.

Nov 21: w/d 129TB

Nov 27: w/d 150TB

Dec 1: w/d 93TB

Dec 3: add 11RC, 8GMC & 1GTC

Dec 5: 22RC (as opposed to Dec 7)

Dec 9: 13 Army HQ

Dec 13: 101RC

Dec 15: return 129, 150 and 93 TBs

*Nov 13 Scenario:*

60th Army: each star must have at least one attached unit from 60th Army in its sector. Delete 1 Gd Arty Div from the 60th Army set-up box. Use the letter "F" code set-up only.

*Dec 5:*

60th Army: delete 129, 150 TBs. Set-up code "O" gets 4GTC (-2) in addition.

*Dec 15:*

13th Army HQ at hex 2609.

60th Army: delete 129, 150 TBs.

Set-up code "H" is 5GTC(-1), not the 129TB.

1Gds Army: delete 93TB.

27th Army HQ sets up at Hex 0928, not 1928.

*Dec 23:*

60th Army: Delete 12 Mortar Bde from set-up.

13th Army: HQ set-up in Hex 2608.

40th Army: HQ set-up in hex 1015.