

Proud Monster Deluxe Errata by Donald Johnson on January 13, 2018

This consolidated and reorganized errata gives errata for the map, counters, playaids, and then the rule book in rule order.

Map:

1. Adjust the 1942 start line to show that hexes 3438 and 3537 are on the Axis side.

Counters:

1. The German 4SS Infantry division should have a downgraded infantry division counter in gray that has strengths like the others (3-5-5/1-3-5).
2. One of the Soviet Infantry Division numbers is used on 2 counters, this has no effect on the game and can be ignored.

Playaids:

1. TEC: Mud (M) has the same effects as Snow (S) in clear, forest, rough, and mountain, including mountain roads. Marsh mud effects are correct.
2. On the back of the Rulebook, on the General Records sheet, there is a typo for the turns of the Paulus Pause, it should say turns 114 or 115. The TRT and rule 8.10 are correct.
3. Soviet 1941 Historical Setup card, section 7 item m: Rzhev is in hex 3616, not 4316. In all cases of possible setup typos, use the actual urban hex on the map, not the hex number.
4. Axis 1942 Setup Card: Ignore the second Italian 2-1-8 CB, it is a typo.
5. Soviet 1942 Setup Card: In Step 5, after the Soviet player flips 92 of his untried units, the Axis player may examine the resulting tried units. In Step 6, the 3xRD in Sevastopol must be untried. In Step 8, the Axis player may examine any Soviet stack in a hex on the front line as desired, being careful not to flip any untried units.

An equivalent procedure for 1942 Soviet Setup Steps 6, 7, 8, and 9 that may be simpler is the following: For the new Step 6, do Step 7 on the card using the units formed in Step 4. For the new Step 7, the Soviet player may set up all of his remaining units anywhere on the map sheets, meeting the setup restrictions given in the old Step 6 on the card. For the new Step 8, the Axis sets up. For the new Step 9, the Soviet player can change the deployment of any of his units on the map that are not in a hex adjacent to the front line and not in the RGVK.

Rules:

- 5.3 Item 3: Also, Soviet units within the boundaries of the 9th Army and/or within 3 hexes of Cernauti are frozen on turn 1. They move normally on turn 2.
- 5.3 First Week Special Rules: Add the following to the list: 12) In the 1941 Historical Setup, Axis units in an army group sector (that is, held in reserve) may not move in the first turn's Initial Movement Phase, they may move starting with the first turn's Axis Friendly Reserve Movement Phase.
- 5.7 Air Supply: There is no air phase, instead an air supply marker may be deployed whenever the Axis player is active.

6.4 Reserve Markers:

Once a unit in reserve has moved, it is no longer in reserve, except for the special case of item 2), where the Reserve marker is used to keep the units in it hidden, but the marker is tilted to show it can no longer move until the next owning player's Refit Phase. A unit is placed into reserve during setup or your refit phase and can only move once during one of your following movement phases after your Refit Phase: Initial Movement Phase, Friendly Reserve Movement Phase, and in your opponent's Enemy Reserve Movement Phase. Movement is only allowed in a Reserve Movement Phase as a special ability, see below.

Mech units and cavalry units (including Axis minor allied Mech units and cavalry units) that come out of reserve have 2 enhanced movement capabilities:

- 1) During an Initial Movement Phase in a seasonal offensive week, they do not pay increased MP costs to move into a hex with an MA marker, they just pay terrain costs. During an Initial Movement Phase in a non-seasonal

offensive week, they do pay the increased MP costs to move into a hex with an MA marker.

2) During a Friendly Reserve Movement Phase or an Enemy Reserve Movement Phase, they can come out of reserve and move.

Note that the only Leg units that can both come out of reserve and move in a Reserve Movement Phase during a non-seasonal offensive turn are cavalry. Leg units that are not cavalry may be in reserve, but do not gain any enhanced movement capabilities (except during a Seasonal Offensive week when they have both enhanced movement capabilities listed above); however, they are part of the reserve stack.

A stack containing units not in reserve and a stack of units in reserve may never be in the same hex at the same time. For a stack of units on the map to move into a hex with a Reserve Marker or vice versa, the units hiding in the Reserve marker must come out of reserve and be placed on the map; the Reserve marker is then removed until it can again be placed.

Units in two or more Reserve markers may consolidate by moving into the same hex, remove the excess Reserve markers until they can again be placed.

A player may choose to only move some of a stack in Reserve, the moving portion comes out of reserve when it moves to another hex, the remaining units are still in reserve.

8.2 Supply lines chain from urban hex to urban hex using at most 14 Mech MPs for each link (ignoring rivers) back to the supply edge of the map. The GAS line never affects this MP cost.

8.7 Axis Air Supply: Any air corps counter may be used for Air Supply, the VIII Air Corps need not be the first one used.

8.8 GAS line: When the GAS line is in effect, then in addition to all other effects, Axis mech units pay 1 additional MP per hex when moving into a hex beyond the GAS line and pay 8 MPs for an overrun done during a turn that is not during a seasonal offensive. This additional cost does not affect supply lines. The GAS line is not in effect starting turn 205, once the Axis have done a Paulus Pause for 3 weeks, and any week when the Axis are using supply concentration markers.

11.2 Strategic Movement: Change last paragraph to say: Axis strategic movement may **not** begin nor end in a hex adjacent via a land hexside to an enemy unit except German artillery units (only) may strategically move when adjacent. A unit may **not** use strategic movement through a hex that is adjacent to an enemy unit.

13.52 All fort lines start out 1941 as active. Ignore the fort activation rules.

14.8 Axis Seasonal Offensive 2-round MA: The 2nd MA must be against the same defending stack, it cannot be against another adjacent defending stack.

14.11 Moving Other Units into an MA Hex

A player may move other units during the same Movement Phase into and through a hex that has had a successful MA clear the hex of enemy units, this is done as follows:

1) During an Initial Movement Phase:

A) During a seasonal offensive week, a unit or stack composed solely of Mech units and/or cavalry units that was in Reserve pays only terrain costs to enter a hex with an MA marker. A non-cavalry Leg unit (or stack containing a non-cavalry Leg unit) that was in Reserve pays 4 MPs total (and not the terrain cost) to enter a hex with an MA marker.

B) During a non-seasonal offensive week, a Mech unit or stack pays 6 MPs total to enter a hex with an MA marker and a Leg unit or stack pays 4 MPs total (and not the terrain cost) to enter a hex with an MA marker.

2) During either type of Reserve Movement Phase, a Leg unit pays 4 MPs total and a Mech unit pays 6 MPs total to enter a hex with an MA marker.

Note that the only Leg units that can both come out of reserve and move in a Reserve Movement Phase during a non-seasonal offensive turn are cavalry, see 6.4 Reserve markers.

15.1 German Regular Infantry Divisions: In 1942 a German regular infantry division may **not** refit, rebuild or reorganize to its full strength, although it may remain at full strength as long as it does not take losses. In 1943 a German regular infantry division may **not** refit, rebuild or reorganize to a green step strength, once it becomes gray it remains gray; although it may remain at a higher (green) step strength as long as it does not take losses.

15.4 Air units: During a player's Refit phase, the air units that are picked up from the player's stacks include air supply units.

An air unit when placed on the map is committed to one side of the N/S line and must be used on that side of the line until it moves to the other side, such a move takes one week. To show that the air unit has moved that week, place it in the associated off map area (North or South) that week, the next week it may be deployed on the map on the side of the N/S line corresponding to the off map area (or moved to the other off map area). If you wish to move an entire stack with an air marker across the N/S line, then remove the air marker and place it in the off map area that corresponds with where it is on the map. German units in all scenarios setup off map and when first placed on the map may be placed on either side of the N/S line.

15.12 pontoons: pontoons may be flipped back to their movement side during a player's initial movement phase before any movement.

*** End of PMD errata file 01/13/2018 ***