

Proud Monster Deluxe Errata by Donald B. Johnson on May 29, 2019

This consolidated errata gives errata for the map, counters, playaids, and then the rule book in rule order. The newest changes with this errata are prefixed with an *.

Map:

1. Adjust the 1942 start line to show that hexes 3438 and 3537 are on the Axis side.
2. There are small towns in hexes 4767 (Rustawi), 4869 (Agstafa), 5070 (Ganza), 5271 (Yevlax), 5471 (Kurdamir), and 5672 (Qasi Mammad).

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). The errata counter was provided in Paper Wars #90.
2. One of the Soviet Infantry Division numbers is used on 2 counters, this has no effect on the game and can be ignored. If needed, one can differentiate between the 2 as one is stronger than the other, so append a S or W to the number.
3. On the Turn Record Track, turns 301, 307, 311, 315, 317, 405, and 407 each have 2 upgrade counters arriving, but there is only one upgrade counter available for each of those turns (a difference of 7 counters). A player will need to get these from either previously eliminated upgrade counters or from the MG counters.

Playaids:

1. TEC: Mud (M) has the same effects as Snow (S) in clear, forest, rough, and mountain, including mountain roads. Mud effects in marsh 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. Axis 1941 Historical Setup card section 3, Army Group South 6A: The 197 ID (5-7-6) should be 297 ID.
4. 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.
5. Axis 1942 Setup Card: Ignore the second Italian 2-1-8 CB, it is a typo.
6. 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:

4.1 Victory Conditions Summary

A player may surrender at any time; for example, if one side achieves their victory conditions, then the other side may surrender and the game is over. However, if the other side does not surrender, then the player meeting the victory conditions can either choose to end the game or to continue the game; after all, in history, neither side could choose to "put the game away". The victory conditions are roughly based on what happened in history or might have happened; if one side or the other does much better than history, then they will achieve a victory condition, so they give a short term goal and focus when playing the game.

4.5.1 City and Large Town Victory Points.

To convert ownership of a city or large town, an occupying unit must trace a valid supply line at that moment of conversion so that the unit is in supply. If the occupying unit is OOS, then place an opposing control marker to show this. Whenever the occupying unit can trace a valid supply, remove the opposing control marker and credit the victory points for the hex. Furthermore, determine the supply status of VP hexes during the Victory Check Phase. It is possible for the VP total to fall during this phase if previously supplied VP hexes are no longer supplied. Whenever the city or large town can trace a valid supply line chain, credit the victory points for the hex.

5.3 First Week Special Rules

3): Also, Soviet units within the boundaries of the 9th Army and/or within 3 hexes of Cernauti are frozen on the first week when using the Soviet Historical Setup; they move normally after the first week. When using the Soviet Free Setup, they can move on the first week.

10): On turn 112, Axis units ignore rivers for both movement and combat. Soviet units treat rivers normally.

Add the following new items:

12) In the 1941 Axis Historical Setup, Axis units in an army group sector (that is, held in army group 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. When using the Axis Free Setup, there is no restriction.

13) The Axis do not use MA markers during the first week. Along with the other turn 1 special rules, this better simulates the first week where dramatic advances were made.

5.4 Seasonal Offensive: (Addition) See the MA rules about the special German two MA potential.

*6.1 At most **10** non-artillery divisions may be in a city hex, but only **5** non-artillery divisions may attack out of a city hex and only **5** non-artillery divisions per hex may attack into a city hex.

6.4 Reserve Markers:

A unit or stack in reserve may move in 1 of 2 ways:

1) coming out of reserve in their Initial Movement Phase, in their Friendly Reserve Movement Phase, or in their Enemy Reserve Movement Phase during their opponent's following week.
2) moving the Reserve marker itself in the Initial Movement phase - tilt the marker to show it has moved and units in it cannot move until the next owning player week. If all the units represented by a Reserve Marker are Mech and/or Cavalry, then the marker may instead move either during the Friendly Reserve Movement Phase or in their opponent's following week during the Enemy Reserve Movement phase; but note that this gives information about the contents of the Reserve Marker.

Once a unit in reserve has moved, it is no longer in reserve, except for the special case of item 2) above, 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 can move during a Friendly Reserve Movement Phase or an Enemy Reserve Movement Phase.

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 week are cavalry. Leg units that are not cavalry may be in reserve, but may not move during a Friendly Reserve Movement phase or an Enemy Reserve Movement phase (except during a Seasonal Offensive week when they can choose to move in their Friendly Reserve Movement phases); however, they are part of the reserve stack. (They cannot move in a Enemy Reserve Movement phase as the Seasonal Offensive week only affects that player's week.)

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.

8.1 A Soviet-owned port on the Caspian Sea also acts as a Soviet ultimate supply source.

8.2 A supply line chains forward from an ultimate supply source to an urban hex to another urban hex and so on to a final urban hex using at most 14 Mech MPs for each link and then at some point forward to a combat unit using at most 14 Mech MPs. All links ignore MP costs for river hexsides. For all links that end in an urban hex, the 14 Mech MPs are traced using Dry weather costs, as these links are assumed to be using rail lines with repaired bridges between

urban hexes. The final link to a combat unit uses the MP costs associated with the current weather for each of the hexes passed through.

8.3 During a player's Cleanup Phase, if a unit or group of units is unable to trace a line of between 15 and 28 Mech MPs using the supply trace rules to an urban hex or port hex that is in supply, increment the ISO marker number by one, if there is no ISO marker, place an ISO 1 marker. ISO units are subject to supply attrition and have a MF of 1, in addition to being OOS.

*8.6 Replace second paragraph first sentence with: When a unit wants to use an offensive supply marker for offensive supply, flip the marker to show it is active (and not a dummy with a value of 0) and its range, which is given in hexes from the marker.

8.7 Axis Air Supply: 1) There is no air phase, instead an air supply marker may be deployed whenever the Axis player is active. 2) Any air corps may be used for Air Supply, the VIII Air Corps need not be the first one used.

8.8 GAS line: No additional effects.

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.

*13.2 Combat Odds Calculation: Add the following text at the end of the first paragraph: Note that there is no inherent upper or lower limit to the resulting combat odds before shifts are applied, it might be 99:1 or more or 1:99 or less.

13.52 Use the normal fort activation rules.

14.8 Axis Seasonal Offensive 2-round MA

A 2-round MA may only be done by the Axis during the week of an Axis Seasonal Offensive, when an MA costs only 6 MP for Mech units and 4 MP for cavalry. If the first MA does succeed in clearing a hex of Soviet units, then the stack succeeds in moving into the hex and may do a second MA against an adjacent hex to where it is now, but note that the units that do the second MA must all have 6 MPs (mech) or 4 MPs (cavalry) remaining at the time they do the second MA. If the first MA did not succeed, another MA may be attempted on the same hex (only) with any units that have sufficient MPs remaining.

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. Non-cavalry Leg units that were 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 pays 6 MPs total to enter a hex with an MA marker and a Leg unit 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. A German infantry unit that is not a regular infantry division may refit, rebuild, or reorganize to full strength.

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 air units in all scenarios set up 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.