

BARBAROSSA™ Game Addenda

exceptions:

A. The Axis Player can, at his option, re-deploy up to two corps (of any types) and 10 SP's (in any combination of LSP's and/or MSP's) between Poland and Germany.

OTHER EFFECTS: The game rules are modified as follows:

A. The Axis Baltic Available STP and Baltic STP Missions Markers are placed in the 6 Boxes (not the 4 Boxes) of their respective tracks during Step 9 of the Set-up Procedure.

B. Ignore Case 8.47 during this scenario.

C. Non-Finnish Axis Units can use Rail Movement into Wide Gauge Rail Line Hexes outside and prior to Game Turn 12 if those hexes are connected to Narrow Gauge Rail Line Hexes by a path of no more than six contiguous Wide Gauge Rail Line Hexes. This rule change allows Units to trace Supply at the rail movement rate along eligible Wide Gauge Rail Lines.

[26.8] AXIS MULTI-YEAR CAMPAIGN

COMMENTARY: Shaken by the results of Paulus's wargames and studies, the German High Command concludes that Russia cannot be conquered in the planned 13-week campaign. A second campaign will be necessary, and the Wehrmacht will be unable to rest between onslaughts as it did after the conquests of Poland and France. Hitler decides to attack anyway, but orders the military to prepare for a more sustained effort. In an effort to obtain additional troops for the longer war in Russia, the Fuhrer increases his diplomatic efforts among Germany's allies.

DEPLOYMENT EFFECTS: The Axis Player sets up his forces as per Case 3.1 with the following exceptions:

A. The Italian CSIRxxx and its 2 attached MSP's are deployed anywhere in Yugoslavia at the start of the scenario.

OTHER EFFECTS: The game rules are modified as follows:

A. Italy and Hungary are at Full (not Token) Commitment at the start of the scenario.

B. Ignore Case 8.47 during this scenario;

C. Place the Axis x10 Available LSP Marker in the OKH TRACK's 5 Box (not the 4 Box) during Step 12 of the Set-up Procedure.

D. The Italian 8A HQ, 2xxx, ALPxxx and 8 LSP's arrive by rail on Game Turn 5 instead of Game Turn 10.

MAPSHEET:

CORRECTION: The province of Carinthia is misplaced. It consists of Map A hexes 3243 and 3244 (not 3143 and 3144).

CORRECTION: The BARBAROSSA Start Line should run along the Soviet-Hungarian frontier. Hexes 3233 and 3333 are part of Hungary and should be on the Axis side of the start line.

CLARIFICATION: All Political Centers are also Urban Centers.

CLARIFICATION: Deep Sea Hexes (which do not freeze in winter) are indicated by dark shading. Shallow sea hexes are light blue.

CLARIFICATION: The Sivash is composed of Shallow Sea Hexes.

CLARIFICATION: The Kerch Strait consists of hexside 11517/1518, which contains the crossing symbol. This hexside is not a river crossing.

CLARIFICATION: Hexes 2407 and 2605 (which are entirely surrounded by Blocked Hexsides) are prohibited hexes. They can't be entered by any Unit for any purpose. Range cannot be traced through them.

CLARIFICATION: Though it is not indicated on the Terrain Key, Provincial Borders are indicated by the same symbol as Military District Borders. The two areas are functionally identical.

COUNTERS:

CORRECTION: The Shock Unit symbol on the backs of Yugoslav Partisans and the Polish GL Partisan Unit are incorrect. These Units should have Partisan symbols.

CLARIFICATION: The bands of color across the one Soviet STP Markers and two Interdiction Markers have no significance and should be ignored.

CORRECTION: The 11 PA HQ and 6PA HQ are both SS Units (black and white). The 11PA HQ should have no blue color band.

CORRECTION: The SS 9MTNxxx Unit should have a black dot next to the Unit symbol indicating that it is a Low AT Unit.

CORRECTION: The back of the Rumanian MTNxxx contains an Infantry symbol; it should have a Mountain symbol instead.

RULES:

[2.14] ADDITION: Add the following to the end of the case:

Wherever two roads or rail lines are linked by a river crossing symbol (Example: hexside B0619/B0720), the road/rail line is presumed to cross the hexside containing that river crossing symbol even though it is not shown.

[2.45] CORRECTION: The identification of the Festung (FES) and Entrenchment (ENT) symbols in Case 2.45 has been reversed. The hexagon symbol indicates an Entrenchment.

[5.27] CORRECTION: The Soviet IMA Unit, all Partisans, CM Units, Yugoslavian Army Units, Shock Armies, Bulgarian Units, all Combat Units placed on the terrain Map during the current Game Turn and all Isolated or Supported (supplied by air) Axis or Soviet Combat Units are classified as Independent Units. They can be activated by a CP expenditure equal to their individual AC's during Step 2 of the OPERATIONS PHASE just as if they had been activated by an HQ. Independent Units having

an AC of 0 are activated in the same way as other independent Units, but at no AC cost.

[6.32] CLARIFICATION: Add to end of case:

Net negative modified die rolls are added to the other player's result.

[8.0] REPLACEMENT: Replace the word "adds" with the word "sums" in Step 2 of the Procedure.

[9.15] CLARIFICATION: You can use SAP's to support Unsupplied (not just Isolated) Units. The reference to Isolated Units in this case applies only to Units in Fortifications. It is not meant to restrict support to Isolated Units.

[13.41] ADDITION: The Unit can only use Rail Movement to enter hexes that are already Friendly to it.

[14.0] CLARIFICATION: The third sentence of the General Rule should read:

A player has Intelligence concerning enemy Units only when they are in the AEGEAN BOX, OKW BOX, or OKH BOX or occupy a hex containing friendly Units of any type.

[16.0] CLARIFICATION: Step 8 of the Combat Procedure is not indicated. The first paragraph after the asterisked entries in Step 7 (that starts "The attacker subtracts the defender's modified result...") is Step 8.

[17.48] CLARIFICATION: The last sentence in this case should read:

Bridgehead Markers in hexes bordered by Great Rivers cause all adjacent hexsides containing the Great River(s) to be treated as if a River Crossing Arrow existed in them.

[18.62] REPLACEMENT: Replace the text of Step 2 with the following text:

STEP 2: The opposing player rolls a six-sided die and adds the PP Value of the hex being attacked, the amount by which the hex's Oil Capacity exceeds 1 and his current OR.

[18.77] ADDITION: Treat a result of "0" as a positive result.

[19.21] ADDITION: Treat a result of "0" as a positive result.

[19.3] ADDITION: Add the following to the end of the case:

A Port is considered friendly for purposes of Sea Transport only if it was friendly at the start of the OPERATIONS PHASE.

[20.12] CORRECTION: The Axis Player controls the Estonian EBF Partisan Unit unless the Axis Player controls Tallinn at the start of the Game Turn.

[20.13] CORRECTION: The Axis Player controls the Lithuanian LAF Partisan Unit unless the Axis Player controls Kovno at the start of the Game Turn.

[20.14] CORRECTION: The Axis Player controls the Latvian LAT Partisan Unit unless the Axis Player controls Riga at the start of the Game Turn.

[21.21] CLARIFICATION: The cost to make revolt checks is 1 PP per check, not 1 PP total, as the case implies.

[21.54] ADDITION: Static Units must always be placed on top of all other friendly Units in their hex.

[24.13], [24.14], [24.15] CLARIFICATION: In each of these cases, not that Air Missions can't originate from HQ's in these nations.

