

THE BARBAROSSA CAMPAIGN

CONSOLIDATED ERRATA

ABOUT ERRATA

Try as we might, in a game this large and so full of features, mistakes can creep in. What follows are official corrections for the game:

[4.1.2] Retreating & Unit Removal: Conversely, if, due to retreating, there are units of either side in hexes that are *no longer adjacent to enemy hexes, then remove them from the map*. When a retreating unit must retreat *back on top of another unit of its own side*, it is **removed**. When it must retreat to a prohibited (e.g., non-friendly, unsupplied) hex, it is **eliminated**. See **Box III** for the status of these removed units.

[4.6] Supplied and Isolated units: A unit is considered **isolated** if, **at the moment it needs to trace supply**, it is cut off from its side of the Front Line; **i.e., it is unable to trace a path of hexes to its side of the Front Line that is unblocked by enemy units and/or prohibited terrain**. Units that are not isolated are **supplied**.

[6.2.5] Finns Expand War: This Event can only happen once per game.



Finnish units can now **freely enter, attack into, and be placed as Line units** in any hex in the Soviet Union as far south as the **03XX** hexrow (inclusive) for the remainder of the game, ignoring Rule 10.2.1 (i.e., they **can** attack Leningrad). Place the Finland counter near Helsinki as a reminder.

[6.2.9] Withdraw a Unit: Such a unit is taken from either the map (replace with a **Line** unit) or Reserve box and sent to the "Western Front" (placed in the **Removed and Unused Pieces** box). See **Box III**.

[9.7] Blitz Combat Examples: (last paragraph) Thus, the final result is **Advance + End**, **but** that blitzing unit is **not** flipped to its committed side (**6.1-A**) and will be **attacking again** in the Regular Combat Phase.

[11.3] City Capture: When eliminating pocketed units, any underlying Minor Cities change hands. Draw for possible Capture Bonus (9.3) when the Axis gains them.

[11.4] Demoralization: When eliminating units from the map due to Encirclement **or prohibited retreats**, half (rounded **down**) of *all* units removed that Phase are placed in the Other Initiative Counters Currently in Effect Box. These must be **Line** units, if available.

[16.3.3] Logistics: The Axis Player gains 1► during each Initiative Calculation Step while (and simply for being) in this mode.

When the Axis perform this mode via some Event, the Axis Player places the Berlin Logistics counter in Berlin, if it is not already there, (if it is, treat this occurrence as no effect) and gains its 1► **while it remains there (for the rest of the game or until the Soviets capture Berlin)**. **This is in addition to** any other counter that might already be in Berlin and/or for being in Logistics mode.

[17.2.2] Placing Axis Reserves: The Axis Player places Axis Reserves as follows:

All Special units in the Axis Reserve Box are placed on the map at the Axis Player's discretion. **Exception: the Axis cannot place more than one Panzer unit nor have more than four on the map at once.**

Each **Reserve** unit so placed removes a **supplied German Line** unit (returning it to the Axis Holding Box). **Axis Reserves** are placed on their **uncommitted** sides.

Panzer type units that cannot be placed (i.e., **the second one in the box** or the fifth one on the map) are simply left in the Axis Reserves box for possible on-map placement during a future turn.

The Axis could only replace, train, and operate Panzer formations at a limited rate.

[18.4] Improved Axis Allies: If the **Axis Allies Commit** Event occurs, **Finnish** units are considered **Special Infantry** unit types (4.2) when a ● chit is pulled on the **Regular Combat Table (only)**, while all other...

SAMPLE GAME TURN

1. Events Phase

... the player opts to conduct Strategic Warfare instead and places a Devastation marker in the **right-most** empty box on the Lend-Lease Track (i.e., ◀5).

12. Set Axis Strategic Mode

The Soviets have the Initiative now (-6. The Axis Player decides to place the ASM marker on **Reserve Offensive** in hopes of gaining a "last hurrah" Blitz Phase soon.

SPECIAL EVENTS TABLES

1941; 29-32, Soviet Industrial Problems: The Devastation marker goes in the **right-most** empty box, not the *left-most*.

SCENARIOS

End of the Iron Dream scenario: The Center Economic Display also includes the Finnish Surrender Bonus (◀1), Rumanian Surrender Bonus (◀1), and Bucharest / Ploesti captured (◀1) markers.

The **Victory Point** marker begins in the +2 **(not -14)** box.

The **Initiative** marker, on the other hand, begins in the -14 box.