

Luftwaffe Box

Active

(30 hexes to West Edge)

Inactive

(Unlimited Refit)

Axis Dead Pile

Supply Cache & Construction



Terrain Effects Chart

Feature	Combat Line	Movement			Special Modifiers		
		Track	Truck	Leg	Armor	Mech	Other
Open	Open	1	1	1	[x 2]	[x 2]	x 1
Woods	Close	2	3	1	x 1	x 1	x 1
Forest	Close	3	4	2	x 1/2	x 1	x 1
Swamp	Very Close	P	P	3	x 1/2*	x 1/2*	x 1
Village	Close	ot	ot	ot	x 1	x 1	x 1
Minor City	Very Close	ot	ot	ot	x 1/2	[x 1/2]	x 1
Major City	Extr Close	ot	ot	ot	x 1/3	[x 1/2]	x 1
Secondary Road	ot	1/2	1/2	1/2	ot	ot	ot
Track	ot	1	1	1	ot	ot	ot
Railroad	ot	1	1	1	ot	ot	ot
Minor River	ot	+ 3	+ 5	+ 1	[x 1/2]	[x 1/2]	[x 1/2]
Major River	ot	P	P	All	[x 1/4]*	[x 1/3]*	[x 1/2]*
Lake/Blocked	ot	P	P	P	[x 1/4]*	[x 1/4]*	[x 1/4]*

[x#] — Attack times the multiple in brackets; Defend at x 1.

* — Attack needs a road if movement is “P” (OCS 9.1f).

P — Movement Prohibited

ot — Dependent on other terrain in hex

Errata Counters

Included are 62 errata counters for recent games in the series. Our goal is to make games error-free, but when fixes are needed we try to insert them into two different OCS or MMP products. (This maximizes the odds that everyone can acquire them in as painless a way as possible.)

Sicily II

The missing MC.202 is provided.

The Blitzkrieg Legend

The Dutch 5th cavalry battalion had an incorrect AR in Move Mode.

Korea II

The Move Modes of four of the UN counters have been corrected.

Guderian's Blitzkrieg II

This game, originally published in 2001, was refined with the release of CASE BLUE six years later. Unfortunately, in GBII's 2011 reprint many changes to its OBs did not get back-fitted. In this package are the forty missing counters needed for the first six months of the action.

Note if you have CASE BLUE, you already have all of these "fix" counters!

The game's first four campaigns can be truncated to end after the 29 March '42 turn — and this is a great ending point even if you do have access to CASE BLUE. Victory conditions are revised slightly:

7.1 to 7.3. The German score is the average of his final VP score (end of March) and his "high water mark" score (his highest VP level at end of any single turn). 60 or more is a German win; 50 or less is a Soviet win. Otherwise, it is a Draw.

7.4. Standard conditions apply: the Germans need 34 VP to win.

v4.3 Change Notes

I'll use this space to call attention to the important clarifications and changes.

6.2d and 9.3b Terrain Nubs. A terrain exception has been added for City and village nubs. I think this is how most folks played this terrain, but now it is official.

9.12 Retreats. Retreats can now zig-zag (sometimes needed to stay clear of 'P' terrain, but then a retreat is extended to reach a hex satisfying the 'full distance' requirement. We also nail down that a retreat cannot go through a hex that contained enemy combat units at the start of the combat (so no retreats through a hex vacated by an attacking unit's loss or option).

13.3h Railroad Control. Control of detrainable hexes now changes when a combat unit enters the detrainable hex or when it is now clearly on the other side of the front line. This requires a modicum of common sense, but given that should be an improvement on what we had before.

14.5 Interception. In v4.2, a change was made to Interception that slowed decision-making. So in v4.3, we are back to letting a winning interceptor not only stay Active but also be allowed to Intercept again later in the phase.

18.1c Estuaries. An estuary is (usually) shown with Prohibited hexsides. Islands and coasts are not always drawn to make their placement seem logical for movement of Landing Craft, but movement along an estuary is meant to be an exception to the normal prohibition against crossing all-land hexsides.

18.5g ALT and Ports. Capacity can be exceeded to unload a single combat unit, per 19.0a. This was always intended, but is now made clear.

18.5h DUKW After Landings. Normally, after-landing moves are at 1/2 MA. An exception has been made for DUKW that convert into trucks (they use the proportion of remaining MA, per 18.4e).

19.0d Port Repair. It has been made clear that this can only be done during the Movement Phase.

Beyond the Rhine

Eleven new French units are presented for use in BEYOND THE RHINE. The units flesh out De Lattre's First Army, and are a reflection of Roland's continued research into the campaign. They are new units, and do not replace breakdown arrivals, etc. Below are their arrival dates and setup information.

Five more counters round out the game: three extra truck counters (more "small change" will be useful), an Allied Reserve marker (the published mix is regrettably short one), and a fixed German Breakdown regiment.

Unit	Arrives	Bulge	Nord	Endkampf
4-4-7 Recon Rgt (1)	12 Sept*	D5.33	D5.33	D5.33
3-4-3 Cdo Bn (Afric)	12 Sept*	Dead	Dead	Dead
3-4-3 Mtn Grp (3 TM)	12 Sept*	D15.33	D13.35	D5.33
4-4-7 Recon Rgt (2)	12 Sept**	D16.30	D22.27	D22.27
2-4-3 Cdo Bn (Choc)	12 Sept**	D16.30	D18.35	D14.30
4-3-6 TD Bn (2 D)	12 Sept**	D5.33	D5.33	Dead
3-4-3 Inf Rgt (9 Zouav)	1 Oct	D16.30	D22.27	Dead
2-1-3 Inf Rgt (Yonne)	22 Nov	C6.01	D5.33	Dead
2-1-3 Inf Rgt (Morvan)	22 Nov	D5.34	D6.35	Dead
3-4-3 Mtn Grp (1 TM)	26 Nov	D15.33	D30.31	D22.27
3-4-3 Mtn Grp (2 TM)	26 Nov	Dead	Dead	Dead

TM = Tabors of Moroccan Goumiers
D = Dragoons
Zouav = Zouaves

* arrives with 1st Corps HQ
** arrives with 2nd Corps HQ