
Clarifications Sheet (3 May 2022)**(clarification) 2.2 The Map**

Below is further explanation on map edges and playable hex locations. Like the original edition, some playable hexes do not have a hex number or a full hex outline on the map (for aesthetic reasons). You can infer the hex number based on adjacent numbered hexes.

North and South map edges and coastlines: follow the hex outline. If any land extends across two adjacent hexes **and there is a partial or full hexside between both hexes**, the hex can be entered and is playable (even if there is no hex number printed on the map).

Example 1: hex 0203 can be entered from hex 0204, 0304, or 0303.

Example 2: hex 0306 can only be entered from 0206, 0307, or 0406 (a common hexside or land adjoins the two hexes).

Example 3: unit in hex 0823 can enter hex 0724 (partial hexside with land extends between both hexes, just north of Königsberg).

*Example 4: unit in hex 0429 can **NOT** enter hex 0329. (no common hexside adjoins the two hexes)*

Example 5: hex 0804 is a full lake hex and cannot be entered. (there is no adjoining hex outline to enter)

Reminder: several hex numbers above are not displayed on the map, but you can infer the hex number based on adjacent numbered hexes.

The general rule of thumb is if there is a partial or full hexside between two adjacent hexes and some land extends between both hexes, these hexes are playable per the examples above.

(addition) 4.2 Stacking

Treat cavalry type units as Corps (XXX) size units for stacking purposes.

(correction) 5.5 Retreat

(first sentence) Defending units incurring a DR or D1 result must retreat **2 hexes**, per the CRT.

(clarification) 6. Isolation

When tracing a line of supply, the path of hexes may **NOT** pass through an EZOC, even if occupied by a friendly unit.

(clarification) 7. Combat Supply

A Partisan unit does not count for controlling a city (simply ignore it).

(correction) 8. Reinforcements

(first paragraph, last sentence) Hungarian units are placed in rail hex **(2033)** on the West edge.

(correction) 8.1 Special reinforcements

(Warsaw) Units arrive on the West map edge **in Germany OR Warsaw (1226)** (as noted on the map)

(clarification) 8.3 Russian Replacements

(second paragraph, last sentence) The value printed on the counter is used as a combat factor. **for defense.** (remove last two words)

(clarification) 9.3 German Stuka

(more 3-column shift examples) a 1-6 or 1-5 attack becomes a 1-1 attack; a 3-1 attack becomes a 7-1 attack.

(clarification) 9.6 Russian Partisans

Partisan units can only deploy **within the U.S.S.R.** while observing the other deployment restrictions of 9.6.

(addition) 9.7 Axis Allies — Surrender

Finland may also surrender starting Sep-Oct 1944 unless Leningrad is Axis-controlled. (as noted on the map)

ORDER OF ARRIVAL

- **Russian 2nd Tank Corps** arrives May-Jun 1942 as listed on game map.
- **Archangel Worker** unit arrives Jan-Feb 1942 as listed on the game map.

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