

4-19 The Third Winter (12 August 2021)

Rules:

1. 1.7a Replacements, Flexible Axis Rebuilds. "can be assumed to be in the hex with any HQ (except Kessel HQs) of the appropriate nationality that is in trace supply (see OCS 13.5a).
2. 2.1b, Axis Unit Arrivals, add a close parenthesis after "per the Axis Arrival Chart."
3. 2.1b, Axis Unit Arrivals, first bullet change to "Repl Table Rebuilds are placed per 1.7a, and Breakout returns are placed the same way. Alert units (2.4b) may also arrive at any Kessel HQ (2.3a).
4. 2.2h, Clarification: Air Strips can be reused.
5. 2.3b, Note A, "follow normal rules for rail movement except the starting/ending hexes do not have to be detainable." Instead of "and must be located in a detainable hex."
6. 2.3b, Note B, "Up to 3 SP of each turn's 'Army or Army Group HQ' supply" (not just "Army HQ").
7. 2.3c, note B that "SP of each turn's "Army or Army Group HQ" not placed at Army HQ or air bases per the supply table is placed with the Army Group HQ."
8. 2.3d, note D, change to "An Army Group HQ may carry 1 SP with it as it moves. Once per turn during the Movement Phase, it may place this SP in any hex within its Throw range that could be reached by a unit moving with Truck MA. No Transport Points are involved, just place the SP in the new hex (which is "unloading" per 12.2a). The SP must be replenished before it can be placed again. The HQ replenishes by absorbing 1 SP that is present in its hex at the start of the Axis Movement Phase. There is no MA cost for performing these actions. It may only carry/place increments of 1 SP. Clarification: The "0" on the Move Mode side indicates that this capability is not available when in Move Mode, the "1" on the Combat Mode side indicates that it is.
9. 3.3 Front HQs, 1st paragraph: "The 4th Ukrainian is withdrawn on 1 Apr 1944.).
10. 3.3a, D, Add: "It is unaffected by DG or Trainbusting.
11. 3.3a, E, Clarification: Draw from an HQ in the Front Command Radius of its assigned Front includes Trace.
12. 3.3d, B, bullet 3. "12-16 column on the Barrage Table with no shifts (not DRM's) prior to combat".
13. 3.4a, bullet 2. Clarification: Other than taking place in the Air & Naval Barrage Segment and not requiring SP expenditure, Artillery Barrage Marker use follows all Barrage rules. Each artillery/Katy unit may only barrage one hex (though per 1.6d artillery divisions may fire RE independently).
14. 3.5b RVGK Box Minimums. The two RVGK boxes combined must hold the following at a minimum (but see 3.5c below): Change "see 3.5c", to "see 3.5d".
15. 3.5c. Entering the RVGK. Add: Consolidation (OCS 13.9) is not allowed in the RVGK.
16. 3.5d. delete the last parentheses: "(even to the other RVGK area)."
17. 4.3 Soviet Dnepr Bridgehead Enthusiasm. Remove reference to "Marine" units (there are none in Third Winter).
18. Page 26, right column, fourth bullet Build them to Level 2, so that they can still refit two units in Freeze Weather conditions" (not in the Mud).
19. Page 28, Random Events introduction. Remove "(per the italicized instructions)".
20. Page 28, Random Event 33-34 (Hitler Demands Action). The Reserve Markers return to play in the Axis Reinforcement Phase the turn after that. (not the Soviet Reinforcement Phase).
21. Page 29, Random Event 61 (Axis Fortification Effort). The Axis player receives 5 Hedgehog markers in addition to any received via the Replacement Table. They are placed in the same manner (add "as Hedgehogs received via the Special Replacements Table.")
22. Page 29, Random Event 22-23 (No Retreat!) If not, the Axis player selects the Axis-controlled city with the closest Soviet Attack-Capable combat unit to become a Fortress. Add "as described in the first bullet of 2.4a." So they would get 1 or 2 Fortress units as described, but no SP.
23. Page 30, Random Event 61-62 (Front Offensive Success). Add: "This event may happen more than once, but no Front may be on Offense for more than 11 turns."
24. Page 34, Pontoon Example of Play 2. 3rd paragraph, remove the sentence "Each Ferry is now stacked to its limit of 10 RE."

25. Page 35, Pontoon Example of Play 4 – Exploit Phase, 4th paragraph. Delete the sentence “Again, 6 RE have used this Ferry, 3 RE across each of two hexsides.”

Scenario Book:

1. Scenario 2.

- page 21, hex 13.08, ignore the little “o” after the hex number.

2. Scenario 3

- Special Rules, delete the 4th bullet (about the 4th Ukrainian Front withdrawing on 12 Apr 44), as these units depart 1 April 44, prior to the start of the scenario.
- Special Rules, 6th bullet should state “There are no Mission Hex Limits (2.2c) for the Axis player.” (not 2.2d).
- Axis setup: The 6-2-5 Rum Cav Div (5) that sets up in C36.20 should be a 6-2-4 (the counter is correct).

5. Scenario 4.

- Special Rules, second bullet: Neither side makes the normal Supply Table or Repl Table rolls on 26 Dec (not 26 Jan).

6. Scenario 5

- Both Soviet and Axis Setup. Change the Variable Repls entry to “Supply & Repls: Roll on each table, divide results by 2, rounding up. If different AR# Eq Repl received, use the higher value.”

7. Scenario 6

- Special Rules, 7th bullet, last sentence is a duplicate. Change it to: “These off-map bases are immune from Axis air missions.”
- both Soviet and Axis Setup. Change the Variable Repls entry to “Supply & Repls: Roll on each table, divide results by 2, rounding up. If different AR# Eq Repl received, use the higher value.”
- Axis setup: The 6-2-5 Rum Cav Div (5) that sets up in C36.20 should be a 6-2-4 (the counter is correct).

8. Scenario 7.

- Victory Conditions: The Strypa River (A9.14 to A9.26), not A9.16.
- Axis setup: Two SP appear at each PZ Army HQ location. Add “Fortress Units: 1 available.” The 4 Pz Army HQ should be in A7.22 (not A27.09).

9. Scenario 8

- Soviet SP In the game specific rules for the Scorpions in a Bottle scenario, Soviet variable supply is based on a roll of two dice (2-5 = 5SP, 6-8 = 6 SP, 9-12 = 7SP), not the roll of one die. The chart printed on the map is correct.
- Special Rules bullet 8 clarification. Air transport missions qualify for doubled capacity per 14.9e.

- Axis Setup: Kessel HQ: 4th Pz Corps is available, 1st Pz Corps is on the map.

Counters:

1. Countersheet 4: the Organic Truck for 1st Pz Division shows a capacity of 1 SP on its “full” side and 2 SP on its “not-full” side. It should be 1 SP on both.

2. Countersheet 5 contained one extra Step Loss marker, however it is “2” on both sides.

3. Countersheet 7, the three errata counters for the British 50th Division in Blitzkrieg Legend have the same backs as fronts. The reverse side of the counters should be 2-2-16 (truck MA).

Soviet Player Book:

1. Page 1, Ground Condition Notes, “Ice conditions for the Dnepr are removed upon the third consecutive turn of Dry, Mud or Thaw weather conditions.” (Dry is added).

2. Page 1, Ground Condition Notes, Thaw. “(Ground units can only move by rail.)” (remove “or air transport”).

3. Page 2, Special Soviet Replacements Table, the die roll result for “Arty” should be a “2” instead of a “1”.

4. Page 2, Soviet Replacement Table Notes, Eq. Add “Eq cannot be saved for later use.”

5. Page 2, Replace “Flak” with “AA”

Axis Player Book:

1. Page 1, Ground Condition Notes, “Ice conditions for the Dnepr are removed upon the third consecutive turn of Dry, Mud or Thaw weather conditions.” (Dry is added).

2. Page 1, Ground Condition Notes, Thaw. “(Ground units can only move by rail.)” (remove “or air transport”).

3. Page 2, Supply Table Column should be labeled “Airbases, Army or Army Group HQs.”

4. Page 2, Tiger, change to “in case there are no Tiger units in the Dead Pile.”

5. Page 2, Flexible Axis Rebuilds. Change “There is no need to place them on the map.” to “Pax and Eq counters are not used in Third Winter.”

6. Page 3. Axis Rebuild Chart. Bdr Rgt says “Return to Pool” but should say “1x Pax”. Ski Bde is listed twice (we like Ski Brigades!)