

# CONSOLIDATED ERRATA & ADDENDA (as of 31 May 73)

## **#36 (Destruction of Army**

### **Group Center)**

As a result of post-publication play testing and questions or comments received from SPI customers, the following errata has been assembled to clarify play of this simulation:

#### [8.9] TERRAIN EFFECTS CHART

For all purposes treat the four fortified cities of Vitebesk, Orsha, Mogilev, and Bobruisk as identical to fortified line hexes. All fortified hexes termed non-existent by the Scenario in play are treated as clear terrain hexes.

#### [9.1] SUPPLY SOURCES

The German Player may use as a Supply Source any rail hex to the WEST (not east as printed) of the Scenario's Start Line.

#### [10.2] TURN RECORD/REINFORCEMENT

##### CHART

The designation for the quantity and entry direction of the German 7th Turn reinforcement should be (lw).

#### [14.43] GERMAN DEPLOYMENT AND

##### RESTRICTIONS

The twenty-five Strength Points referred to may be placed anywhere on the map to the WEST (not east as printed) of the German Fortified Line.

*Note:* Discrepancies between the counter-mix and the Order of Battle and Reinforcement Track do *not* reflect an error in the latter. Several extra German counters have been provided which are not necessary for game-play.