

## Barbarossa SPI Derived Errata by Donald Johnson 03/18/2023

There is a later printing where all official errata has been incorporated in the game materials. One can identify the later printing as the numbers on a unit are given correctly as attack-defense-movement.

Official Errata (included in the picture box version):

Due to a short-circuit in the proofreader's brain, an unfortunate typographical error was printed in the rules.

The sample unit show on the first panel of the rules folder has the words "Attack Strength" and "Movement Allowance" transposed. The FIRST number on the counter is the Attack Strength and the LAST number is the Movement Allowance. Thus the German 48 Panzer Korps has a 3 attack strength, a 2 defense strength and an 8 movement allowance.

Additional Clarification:

Units may never cross hexes with are completely covered by "sea". Seas are NEVER frozen. Units may never cross hex sides completely covered by "lake" except when the lakes are frozen. If units are on lakes when they "thaw", the Enemy Player may move them to a lake shore hex of his choice.

The following is in addition to the Special Rules governing initial Soviet Deployment for the Barbarossa and Campaign Games.  
Two 2-4-2 infantry armies must be deployed adjacent (next to) to Moscow.  
One 2-4-2 infantry army must be deployed adjacent to Kubishev.  
One 2-4-2 infantry army must be deployed adjacent to Maikop.  
Note: These are not additional forces, they must be taken from the initial order of battle.

Derived Errata

1) Map: Note that seas have a darker shade of blue than rivers. This means that the the hexside between 1 hex NW of Sevastopol and 2 hexes NW of Sevastopol is a river hexside and not a sea hexside.

2) Map: Turkey is neutral and the hexes in Turkey may not be entered. For this purpose, Turkey has 3 hexes in Europe and the strip of clear hexes from European Turkey to the mountains exclusive, the Caucasus rough terrain hexes are in the Soviet Union.

3) Map: The only lakes on the map that matter for freezing are the 3 near Leningrad.

4) TEC: The TEC says that 3 types of terrain result in the defender being doubled: rough, city, and when exclusively behind river hexsides. There is no mention about what to do when more than one of these apply. The simplest solution is that the defender remains doubled if more than one terrain effect applies. If this is not done, then a hex may be able to become impregnable in defense. Note: The TSG version of the rules says that a defender may never be more than doubled by terrain.

5) CRT: When retreating, zigzag retreats are allowed, as long as the retreating stack heads in the correct overall direction (West for the Axis and East for the Soviets). Note that according to Combat Case (L) Support units (Supply and Air) are eliminated if required to retreat.

6) Scenarios: The names for the scenarios may be somewhat misleading, as they refer to the historical goals. Better names are simply tied to the year of the war they cover: 1941, 1942, 1943, and 1944.

7) Setup: Units may set up broken down from those specified but not built up.

8) Supply: Supply units are always in general supply, since they trace to themselves.

9) Luftwaffe units need only be in general supply in order to use their attack effect. (Stated in rules, but easy to miss.)

TSG Barbarossa rules that were not in the SPI version; you may wish to add some back in.

1. Air units may not move by rail.

2. After July 1941, a Russian stack with a supply unit defending in a city only suffer on a DE.

3. In 1941 & 1942 for 1 month (only) each year, the Axis may use all their air units to supply 1 army or 3 corps; the air units may not be used to aid combat that month.