

- 1. VICTORY CONDITIONS:** There are no longer any conditions that will determine which side has won a CG Day. In essence, winning the whole Campaign Game III (O11.53) is only what really matters (delete O11.32 and O11.6235).
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 Replace rule O11.610 (Wounded Leaders) with the following new rule:
O11.610 WOUNDED LEADERS: Each side makes a dr for each currently Wounded leader. On a dr of 1 the leader is Retained in his unwounded state, otherwise, the leader is considered seriously wounded and evacuated (or to have died of his wounds).
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- 14. LIGHT MORTARS (LT. MTR):** At the end of each of the following four phases: PFPh, MPh, DFPh, and AFPh, each LT. MTR’s Area Acquisition counter is removed from play. Each time a LT. MTR hits a hex, the player has the option to consider that hit to be a miss instead (i.e., no Effects DR has to be made on the IFT).
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Огнѐмѐтный танк 34: In RePh step O11.602 (Marker Removal), remove all MA/SA Disabled/Malfunction counters from the OT-34, unless it is under Recall (O11.6141). The Basic TK# for the BF32 is 6 (instead of 8) and halved normally at Long Range (i.e., 3 at three hex range). All other modifications of the Basic TK# (C7.2) apply normally.

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- 17. BOOBY TRAPS:** The Russian player may never increase the Booby Trap Level and contrary to rule B28.9, units never take any type of TC, unless the TC DR may also result in something else other than triggering a Booby Trap attack (delete O11.6123).
- 18. STUKA-GESCHWADER:** German Air Support RG (S1), when available is always in the form of three Stuka M42 with bombs (i.e., no E7.21 dr to determine the number of aircraft received is made).
- 19. WEAPON REPAIR TABLE:** On the Weapon Repair Table (O11.6132), only malfunctioned vehicular-armaments may attempt to be repaired while all malfunctioned non-vehicular Weapons (e.g., SW/Gun) are Eliminated in this RePh step.
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- SdKfz 10/5 pltn:** The first time the German player makes an Original DR of 12 on the O11.616 “CPP REPLENISHMENT TABLE” he receives a pltn of three SdKfz 10/5 for free in his purchasing RGs step (O11.619). The pltn is always received at Full-Strength, but is not eligible for any Armor Leader (O11.6207). SdKfz 10/5 halftracks using IFE may participate in multi-unit FG as if they were armored halftracks (D6.64).
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- AFV/Wreck LOS Hindrance:** Contrary to rule D9.4, an AFV/non-burning-wreck *inside* (i.e., not in Bypass) a building/Factory obstacle does not present any LOS Hindrance.
- 23. SPOTTER PLANE:** Ignore E7.6-.62 and use the following rule instead: A Spotter Plane is treated as an Offboard Observer (C1.63) with the additional advantages that the Spotter Plane Observer has a LOS to all Locations [EXC: *Sewer/Culvert*] on the map and Hindrance drm never apply to the Accuracy dr. No Spotter Plane is allowed in a CG scenario with Overcast/Fog/Heavy-Mist/Mist weather conditions and only one Spotter Plane may be used per CG scenario. The use of a Spotter Plane Observer must be revealed immediately when the module assigned to the Spotter Plane Observer has its SR or AR converted to an FFE:1. A Spotter Plane is only available for non-Rocket OBA ≥ 100 +mm.
- 24. OFFBOARD ARTILLERY:** When attempting Battery Access for an OBA module and no more than one black and/or red chit(s) have been permanently removed from the Draw Pile and the second permanently-removed red chit is drawn, return it to the Draw Pile instead, and that ends the Observer’s OBA actions for that Player Turn (i.e., the second red chit can only be removed from the Draw Pile if at least two black chits have been permanently removed from the Draw Pile for that OBA module). An Original Contact/Maintenance DR of 12 does *not* cause the breakdown of a Radio or elimination of a Field Phone, although an Original DR of 12 does cause the loss of Radio/Field-Phone Contact. A Security Area line of hexes (C1.23) is never cut for any reason (i.e., the line is never cut by FFE/enemy-DR-of-2).
- 25. EXPERIENCE LEVEL RATING (ELR):** In rule O11.6161, in line 3, delete “ELR Loss/Gain (O11.617),” and at the end add “The ELR is modified inversely by the side’s *positive* Historical DRM for the current CG Day. This means that the German ELR drops to 3 during nine CG Days and to 2 during one CG Day, while the Russian ELR drops to 2 during five CG Days.”
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- O11.617 GERMAN & RUSSIAN ELR:** The Germans have an ELR of 4 and the Russians an ELR of 3, and their respective ELR can be decreased by the positive Historical DRM [EXC: *German 8-3-8s/3-3-8s have an ELR of 5 which is never decreased*].
- 26. IDLE REQUIREMENTS:** Replace rule O11.6235 (RB CG Scenario Victory Conditions) with the following new rule:
- O11.6235 IDLE REQUIREMENTS:** In the CG, there must be at least one Idle Day during each of the following five 6-day-periods: 17/10-22/10; 23/10-28/10; 29/10-3/11; 4/11-9/11; 10/11-15/11. *Example: if during CG Days 17/10-21/10 there has been no Idle Day(s), then both players must choose an Idle chit for the next CG Day (22/10), since there has not been an Idle Day during that 6-day-period. If both players select an Idle chit for CG Day 23/10, the next CG Day which must be an Idle Day is 3/11 (if there has been no Idle Day(s) during 29/10-2/11).*
- 27. NIGHT SCENARIO NA:** The Russians cannot declare a Russian Assault CG scenario to be a Night scenario (delete O11.6234).
- 28. AMMUNITION SHORTAGE REMOVAL:** In rule O11.6243, in lines 6-8, delete “at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn”.
- 29. RUSSIAN INFANTRY RG:** In rule O11.4, SSR CG9, RUSSIAN INFANTRY RG section, replace the last sentence with “Russian RG may always enter along the east edge on/south-of JJ36.”.
- 30. RECONNAISSANCE & RECON INSPECTION NA:** Delete O11.622 and O11.6245.

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25. EXPERIENCE LEVEL RATING (ELR): In rule O11.6161, in line 3, delete “ELR Loss/Gain (O11.617),” and at the end add “The ELR is modified inversely by the side’s *positive* Historical DRM for the current CG Day. This means that the German ELR drops to 3 during nine CG Days and to 2 during one CG Day, while the Russian ELR drops to 2 during five CG Days.”. Replace rule O11.617 (ELR Loss/Gain) with the following new rule:

O11.617 GERMAN & RUSSIAN ELR: The Germans have an ELR of 4 and the Russians an ELR of 3, and their respective ELR can be decreased by the positive Historical DRM [EXC: *German 8-3-8s/3-3-8s have an ELR of 5 which is never decreased*].

26. IDLE REQUIREMENTS: Replace rule O11.6235 (RB CG Scenario Victory Conditions) with the following new rule:

O11.6235 IDLE REQUIREMENTS: In the CG, there must be at least one Idle Day during each of the following five 6-day-periods: 17/10-22/10; 23/10-28/10; 29/10-3/11; 4/11-9/11; 10/11-15/11. *Example: if during CG Days 17/10-21/10 there has been no Idle Day(s), then both players must choose an Idle chit for the next CG Day (22/10), since there has not been an Idle Day during that 6-day-period. If both players select an Idle chit for CG Day 23/10, the next CG Day which must be an Idle Day is 3/11 (if there has been no Idle Day(s) during 29/10-2/11).*

27. NIGHT SCENARIO NA: The Russians cannot declare a Russian Assault CG scenario to be a Night scenario (delete O11.6234).

28. AMMUNITION SHORTAGE REMOVAL: In rule O11.6243, in lines 6-8, delete “at the end of that Player Turn provided both units become TI and remain in Good Order throughout that Player Turn”.

29. RUSSIAN INFANTRY RG: In rule O11.4, SSR CG9, RUSSIAN INFANTRY RG section, replace the last sentence with “Russian RG may always enter along the east edge on/south-of JJ36.”.

30. RECONNAISSANCE & RECON INSPECTION NA: Delete O11.622 and O11.6245.