

Fall of the Third Reich: Clarifications, FAQ & Errata

Counters:

[*Clarification*] The British 30th Corps has a movement allowance of '8'. This is intentional.

[*Clarification*] The Reaction Movement and Combat markers are used in conjunction with Rules Section 14. They enable you to identify units that have moved from a Reaction-specified hex and which are eligible for Reaction combat. As a stack of three units may be activated to different hexes, so we have provided three counters for each of the Axis, Western Allied and Soviet sides.

[*Clarification*] The German Combat strength marker enables gamers to mark the strength of the Axis hex under attack/attacking on the VP track after the German Corps strength die-roll has been made, but whilst the odds, modifiers etc. are being calculated.

Player Aid Card:

[*Errata*] On the player aid card successful Allied Carpet Bombing is listed as Cancels defensive terrain; negates Forts. It should more accurately read Cancels defensive terrain except for Forts, shifts 1 Odds Column to the Right per air unit.

[*Clarification*] On the Allied Air Bombardment part of the player aid card (Target Factory) it states for a die-roll of '1-5' 'Subtract # of German Replacement Points, Eliminate Luftwaffe Home Defence at **end** of Segment'; the Luftwaffe Home Defence unit is removed after resolving RP and Allied Air unit losses for all the dice, if any of the Allied modified die rolls were positive, and must be replaced by another Luftwaffe unit if available. The rulebook (Section **8.5.1**) is not clear in this.

Set-up:

[*Clarification*] The 1st Mech Corps (British) starts in the England Box; the 1st Mech Corps (Canadian) starts in the Mediterranean Box. The Canadian unit is slightly lighter in shade.

[*Errata*] The placement of the Fort in 36.15 is incorrect. It should be in hex 36.25.

Rules:

[*Errata*] Page 4; **3.2A** The Note box states that there are two Soviet units which set up in Leningrad, whereas there are three - 2 Shock, 42 & 67 Rifle XXXXs. The counters are correctly identified.

[*Errata*] Page 6: **5.1C** Remove Croatia from the list of Axis Minor Allies which have stacking restrictions. Rule **20.7** is correct.

[*Errata*] Page 6; **6.3** Final point, delete reference to 'Reaction Segments'; Mechanized units may ignore enemy non-Mechanized ZOCs only during the Exploitation Phase.

[*Clarification*] Page 6; **6.3** Add 'ZOCs do not extend across impassable hex sides'.

[*Errata*] Page 7; **6.6** Exchange 'attacking unit's ZOC' for 'defending unit's ZOC' in the first sentence.

[*Clarification*] Page 7; **6.6** Rule 6.6 states that 'un-negated [enemy] ZOCs do block Retreat'; if the unit is unable to retreat, it is eliminated (as per **13.2E**).

[*Clarification*] Page 13; **10.3** "... (beach-heads) may be removed from the map during the Allied Strategic Transit Segment and placed back in the Box of their current Theater (England or Med)." They can be moved in a future Allied Strategic Transit Segment from the Med Box to the England Box – see **17.2**.

[*Clarification*] Page 12; Only Allied Beach heads may be used in AL invasion hexes, only US Beach heads in US invasion hexes and only CW Beach heads in CW invasion hexes.

[*Clarification*] Page 14, **10.10** The FUSAG markers are placed on an individual unit by unit basis; if there are two German infantry units in an applicable hex, and you want them both to be frozen in place, then two markers are needed.

[*Errata*] Page 14; **10.10** Replace 'Such units may not move until an Allied unit moves within two hexes of the unit or move west of hex row 24.##' with 'Such units may not move until an Allied unit moves within two hexes of the unit or move east of hex row 24.##'

[*Errata*] Page 16; Rule **12.4** says that a fort will shift a 2-1 combat down to the +0,1 Column on the CRT. Since that is in effect a shift from 2-1 to 1-1 (+0,1 is effectively 1-1) that makes sense and was in fact the intention. Thus, Rule **13.0 C** last paragraph says you shift from 2-1 to 1-2, ignoring all differential columns including +0,1 is incorrect.

[*Clarification*] Page 18; Rule 18.2 The Soviet combat defensive benefits of Kursk are immediately forfeit if/when the Kursk hex (**70.15**) is occupied.

[*Clarification*] Page 22; Rule **20:1** The Yugoslavian Mountain XXXXs are immune from logistical considerations (similar to the Western Allies) and can attack Axis units.

Map:

[Errata] There should be an 'A' notation in hex **25.12** to serve as a reminder that that hex must be free of enemy units for Antwerp to serve as a port.

[Clarification] **14.21**; treat the terrain west of the river in that hex as unplayable

[Clarification] **36.09**; treat the small patch of land in the top north-western part of the hex as unplayable

[Clarification] **36.37**; treat the small patch of land in the top north-eastern part of the hex as unplayable

[Clarification] **54.03**; treat the small patch of land in the top north-western part of the hex as unplayable

[Clarification] **58.03** & **58.04** are not connected; the lake should extend to the hex boundary

[Clarification] **65.26**; treat the terrain south of the river in that hex as unplayable as well as hex 64.26; then any attacks from hexes **65.27** and **66.26** are treated as being from across the river

[Clarification] **67.27**; treat the Crimean part of the hex as unplayable

[Clarification] **69.27** & **68.27** You can attack from 69.27 into hex 68.27; so if there was another friendly stack in **68.26** both could combine to attack... all EZOC requirements being taken into account. Obviously, it could be attacked from a further three hexes from the south - namely 67.28, 68.27 & 69.27, but not from **67.27** as the Crimean part of that is non-playable.

Example of Play:

[Errata] Page 26; **2a** The placement of the 2nd FJ Corps in Lvov is illegal; Konigsberg would have been a better (i.e. legal) example.

[Errata] The Extended Example of play in several places refers to a ">1:2" CRT column. This was added late in the playtesting for clarity – the example of play was not updated at the same time. Anyway, the example gives you the results, and so the example still 'works'.