

# *The Pocket at Falaise*

Addenda as of Jul 25, 2012

## **The Rules:**

**2.2 Counters, Combat Units** (clarification): Armor/Panzer, Mech Infantry and Armored Recon units only can initiate Mechanized Assault.

**7.2.1, Note** (correction): "Trun" should be "St Lambert (Noted on Map)".

**10.3 Retreats** (clarification) Owing player performs retreats. Retreats must be towards friendly LOC if possible.

**11.2 German 58<sup>th</sup> Panzer Corps** (correction): First paragraph, last sentence - The locations should be "**east and north**" instead of "**east and south**".

**11.4 German 86<sup>th</sup> Corps Zone and the German Withdrawal Line, 7<sup>th</sup> line** (correction) "Allied" should be "British".

**11.6 Canadian 4<sup>th</sup> Armored Division Commander** (correction): Second line - The indicated TER color should be "Light Blue" instead of "Red"

**11.9.1 b** (correction): Delete the sentence beginning with "Treat German units..." and the bracketed example that follows.

**11.9.2** (Clarification): The second condition reference "allied" means different nationality.

**11.9.1b and 11.9.2** (Clarification): There are 5 "Allied" nationalities in the Game: British, Canadian, French, USA and Polish.

## **The Player's Aid Charts:**

**Activation and Assault Charts** (correction): There should be a "=" before the 1 on the charts.

**Terrain Effects Chart** (correction): The bottom sentence references should be to the "western St. Lambert" bridge instead of the "Trun" bridge.

## **The Counters:**

The two numerical values on the artillery markers are Normal (top) and Extended (bottom) range.