

ATO Campaign Study #1 Wintergewitter

Addenda as of Oct. 18th, 2011

The Game Rules:

2.1 Sample Artillery Unit (clarification). Soviet Mortars are those artillery units with a printed range of 2. Guns/Howitzers are those artillery units with printed ranges of 3 or more

Rumanian abbreviations (correction): The Group Christia units are abbreviated CHR.

11.4 Combat Resolution (Clarification): The comprehensive example of play shows the full combat resolution process, but the rules are a bit terser. So to be clear, to resolve a fire combat (offensive or defensive), add up the current combat strengths of all attacking units, find the corresponding column on the Fire CRT, apply all column shifts and die roll modifiers and roll the die.

11.8 Comprehensive Example of Play (corrections):

- Fifth paragraph, fourth sentence should be deleted (the Soviet player fires defensively against all attacking units, not just against a particular stack).
- Fifth paragraph, eighth sentence. Change to read "...the German player chooses to take (not must)..."
- Sixth paragraph, the German player has 26 (not 27) steps.

14.2 Regular Supply Status (clarification): Enemy units and ZOC block supply lines unless occupied by a friendly unit.

14.2.1 Soviet Supply (clarification): The three Soviet HQ units mentioned in the last paragraph (4th Cavalry Corps, 1st and 13th Guards Rifle Corps) can also supply any other units of the 51st Army (white on dark brown).

17.2 Replacements (clarification): Artillery units are any with the artillery icon (motorized or non-motorized). Infantry units are any with an infantry (mechanized, motorized, or non-motorized) icon. Armor units are any with a tank/assault gun icon. Note that some units not specifically labeled as infantry, artillery or armor will not be able to receive replacements (rocket, AA, cavalry, AT, engineer, reconnaissance).

19.1, Soviet Set Up:

- Some of the edits for the 51st Army independent units listing got garbled. Here is the accurate at-start list:
5x AA Brigades, 4x Engineer Battalions, 1x AT Regiment, 4x AT Brigades, 1x Mortar Brigade, 1x Artillery Brigade, 1x Artillery Regiment, 2x Rocket Artillery Brigades, 1x Rocket Artillery Battalion, 2x Infantry Regiments.
These units may set up with any at-start Soviet unit other than those of the Ring Force and the cavalry formations (as the latter already have designated 51st Army units that set up with them).
- The 149th AT unit that sets up with the 4C HQ and/or 81st Cavalry Division is a regiment (not brigade, the counter is correct).

19.2 Axis Set Up:

- Rumanian Set Up, VII Corps. Ignore the reference to "Gruppe Bishof," both here and elsewhere in rules
- Mechanized infantry unit Eule (incorrectly labeled as part of the 14th Panzer Division) starts this scenario stacked with the 57th Panzer Corps HQ or any Rumanian unit.

19.3.1 Soviet Ring Forces:

- The 154th Rifle Brigade is NOT part of the Ring Force. It is one of the Independent 51st Army units that set-up per Section 19.1.
- The 96th, 97th, 149th Infantry, 66th Naval Infantry, 38th Motorized Infantry and 56th Tank are regiments (not brigades). Also in the 64th Army set up it has 166th Tank as a brigade (not regiment). The counters are correct.

The Counters:

- The Rumanian 7th Corps HQ unit should have a Corps HQ indicator (not Division).
- The Soviet 91st Rifle Division HQ should have a Division size indicator (not Brigade).
- The Soviet 13th Army HQ should have an Army size indicator (not Corp).
- The German Eule Mechanized infantry unit is not part of the 14th Panzer Division (ignore that designation).
- The 742 Engineer Battalion of the Independent 51st Army is a motorized unit (clarification)

The Turn Record Track:

- Disregard the notation for the 13th Gds. Rifle Corps HQ unit on turn 11.
- All 16 units of the Soviet 2nd Guards Mech Corps arrive on turn 9 (not just the HQ).

The Magazine:

- P.6 On the German Assembly for Wintergewitter illustration it shows, "Third Panzer Army" notated at the top. It should not be there.
- P.8 On page 8 "Werkhny Kumsky" at the top of this map should be "Verkhny-Kumsky" as per the map on P.11.
- P.10 and P.11 "Zalivsky" mentioned in the article on P.10 and the "Saliyevsky" on the map illustrations (P.11 at bottom center) are indeed the same place

Note: "Vasil'evka" (where 23rd Panzer got a bridgehead over the Myshkova) isn't on any of the maps with the article, but is on the game map at hex 3424.