

Bitter End: Errata Sheet (12-09-07)

1. (TYPOS) In translating the original Word.doc to Quark Express, the computer made a number of identical mistakes. There are five 'words' listed as "fi" in the rules. These "fi" should be read as "1/2" (one-half inch). Their appearance is as follows:

Page 5 - rule 7.65, first sentence.

Page 17 - developer's notes, second sentence - two places.

Page 21 - right column, 5th sentence.

There is a missing half of a parenthesis in the Example of Play, third attack, second sentence. It should be before the word "Divisional."

2. (CHANGE) Victory Conditions, rule 20.21, the VP column headers are reversed. The German VP column should be first and the Soviet VP column second. The VP printed on the map are correct.

3. (NEW RULE) A rule was added after publication to cover the possibility of a retreating unit moving into a hex that is attacked later during the same phase:

10.67 A unit which retreats into a hex that is attacked later, during the same phase, does not contribute its defense strength to the new attack, but it is affected by the new attack normally. The previously retreated unit cannot be used to satisfy step losses in the new attack however, it may only retreat. Movement points spent in retreating from the previous combat are combined with the new Combat Result in regards to rule 10.45 and losing an additional step.

For example: A German 2-4-5 infantry unit retreats 2 MP from a combat into another hex that is attacked later during the same phase. The unit does not contribute its defense strength to the new attack and the new attack generates a Combat Result of 4. The 2-4-5 infantry unit automatically loses a step loss per 10.45 and 10.67 as the previous 2 MP are added to the new Combat Result, generating the equivalent of a 6 Combat Result for the previously retreated unit only.

4. (NEW RULE) In the Example of Play, German Attack, the second attack first two paragraphs are written wrong. The corrected paragraphs are as follows:

Second Attack

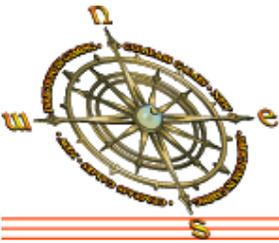
The 230/80G *regiment* is now surrounded by ZOC, so the German player declares the 3SS Division will attack it without committing any support points. The odds are 5-1 (16-3). The German player receives a -2 to the die roll (Divisional Integrity & Armor Effect). He rolls a '4,' which becomes a '2.' The Attack Level is 6. The Defense Level is 1 (Surprise Effects 16.33), so the Combat Result is 5.

The 230/80G receives a Combat Result that is higher than its printed MP, so it must take a step loss (10.45) and is eliminated as it is a one-step unit. The 3SS Division units may each advance 5 MP (the unsatisfied portion of the Combat Result). The 3/3SS Panzer Regiment advances into the defender's hex for 4 MP (2+2) and into the hex east of Dunaalmás for ½ MP more. The 5/3SS & 6/3SS regiments advance into Dunaalmás (4 MP) and must stop as they cannot use road movement to join the 3/3SS (7.62).

Note: In the Example of Play, Diagram #1, the 230/80G unit would be eliminated in its hex and not retreat. The 3SS units move as shown though.

5. (CLARIFICATION/NEW RULE) Rewrite 10.64 to read:

10.64 Retreating units pay terrain costs normally; they cannot use road movement or one-hex movement.



If absolutely necessary, a retreating unit may enter a hex requiring more MP than the currently remaining Combat Result. In this case, the unit enters the hex and takes a step loss if the MP cost of the hex plus MP already spent in retreat are more than the unit's printed MP. The unit does not take an additional step loss if the MP cost of the hex plus the MP already spent in retreat are equal to or less than the unit's printed MP.

In either case, the entire Combat Result is now satisfied for that unit.

For example: A Soviet 2-3-4 infantry regiment receives a Combat Result of 4. It is retreated through two clear hexes (1 MP each), but its only remaining avenue of retreat is into a rough/wooded hex (4 MP). The Soviet player could either leave the unit in the second clear hex and take two step losses (which would destroy the unit) or retreat into the rough/wooded hex (for a total of 6 MP) and take one step loss. The unit is finished retreating.

For example: A German 3-3-4 infantry regiment receives a Combat Result of 3. The only hex the unit may retreat into is rough/wooded. The German unit retreats into it, spending 4 MP doing so. The unit does not lose a step as the 4 MP cost of the rough/wooded hex is equal to or less than the unit's MP. The unit is finished retreating.

6. **(CLARIFICATION)** The Unit Data Chart should list the non-motorized infantry symbol as “infantry/rifle”.
7. **(CLARIFICATION)** Rule 5.3 - friendly units negate the effects of EZOCs for purposes of determining encirclement.
8. **(CLARIFICATION)** Rule 6.4 - Out of Supply units keep their full printed MP allowance for retreats.
9. **(SPELLING ERROR)** Rule 19.71b - “Szent Endre” should be “Szencondre”.
10. **(CLARIFICATION)** Rule 21.33c - change the end of the sentence to read “...all units of the IVSS Panzer Corps must exit enemy ZOC on January 12.”

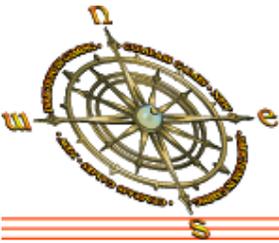
Bitter End: Q&A (12-09-07)

1. **Q.** How do you determine the “10 hex deep zone” of the Surprise Sector (16.31)? Do I just count east from the Sector hexes, or can the German player define a hexgrain for the zone to follow? Does it have to go in an easterly direction?

A. The Sector is 8 hexes by 10 hexes. There is no reason why this area could not shift a hexrow or even have the axis of the area bend at an angle as long as all the hexrows shift with it. There also may be circumstances where your Sector is not exactly 8 hexes wide, such as if your Sector runs from Banhida south to Pusztavarn (the 68th Rifle Corps deployment area); it is “8 front line hexes”, so it is correct, but is effectively only 7 hexes wide (which is OK also). It remains 10 hexes deep.

2. **Q.** Is there any limit to the number of “Sturmbootable” units (German non-mech infantry and non-mech cavalry, per 12.61) that may use the Sturmboot unit in a turn?

A. No. The Sturmboot unit may even use its own movement capabilities prior to ferrying other units.



3. Q. How do I keep track of Replacement Points (5.7)?

A. The Turn Record Track should be used as a General Record Track for them and other things that need to be accounted for during the game.

4. Q. Does Snow (4.4) affect the supply status of a unit that traces its supply along a Secondary Road?

A. It depends. Rule 6.23 says the road portion of your supply line may be of any length back to the supply source; thus, you do not need to worry about weather or MPs. However, if you choose to trace your 5 MP non-road portion of your supply line along a road as per 6.24, weather and MPs are taken into account.

5. Q. Either prior to their January 19 release date and/or prior to the “Evacuated from Budapest” trigger, can the Pest Group cross the Danube if it still remains within the 2-hex limit? Rule 16.5 seems to only say they cannot be more than 2 hexes away from a Budapest hex.

A. No. They must stay east of the Danube and within 2 hexes of a Pest (not just Buda) Urban hex.

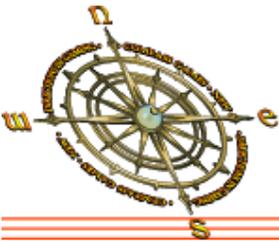
6. Q. What happens if a German unit in Budapest retreats outside of the city but it isn’t considered a “breakout” per 15.0? Does that unit trigger any of the release requirements under 16.5 for the Soviet 46th Army and/or the Pest Group?

A. A unit that finds itself like that could move as it chooses. However, if it returned to Budapest’s vicinity, the 46th Army release rules would be triggered IF the “escaped” unit was ever supplied from a non-Budapest Axis Supply Source during its “time of escape”. If it never received such “normal” Axis supply, then it would not trigger any of the requirements under 16.5.

7. Q. According to the TEC, non-motorized units pay 1 MP to use a Primary Road. It also says that units using a Secondary Road pay ½ of the MP of the terrain in the hex. Does this mean a non-motorized infantry unit could pay ½ MP to move through clear terrain on a Secondary Road, but must pay 1MP to move through the same hex on a Primary Road?

A. No. Secondary Roads allow you to halve the TOTAL cost of the terrain in the hex but you must then round the cost UP as per 7.66. So, a non-motorized infantry unit would pay 1 MP no matter what type of road it was using.

8. Q. Regarding same-hex combat, the last part of 10.461 says the combat can go on and on until one side is eliminated. Assume the Soviets attacked a German-held hex in Pest, got a “0” combat result, and moved 3 units into the German hex. The Germans counterattack and get a “-1” result. Can the Germans take a



step loss, stay in the hex, and force the Soviets to either attack again or retreat? Or, should the Germans be forced to retreat having “lost” their counterattack?

A. Each side in a same-hex combat has the “retreat 1 or counterattack” option per 10.461. This not only applies to the original defender, but to each player when they have the choice to counterattack (or counter-counterattack, or counter-counter-counterattack, etc.) or not. Note that choosing to retreat rather than counterattack under 10.461 is not the same as choosing to retreat due to a combat result.

9. Q. Can the road portion of a supply line traverse railroads?

A. Yes, for supply trace purposes as well as movement, railroads are treated as secondary roads.

10. Q. Can you explain the new retreat rule (10.64) a bit more?

A. A retreating unit can enter a hex that costs more MP than the currently remaining Combat Result but ONLY if there is no other choice of where to retreat per the other rules. If the unit can retreat into a hex that costs MP equal to or less than the currently remaining Combat Result, it MUST retreat into that less costly hex.

Note that this rule may cause a rare anomaly by allowing a unit with a higher Combat Result to retreat into costlier terrain. However, often it is better to keep your unit where it is and take a step loss rather than surrendering a critical hex to the enemy.

11. Q. What does “encircled” mean in 5.3? Does it mean the unit is surrounded in its 6 adjacent hexes or can the surrounding be farther out from the unit?

A. “Encircled” means surrounded by either or both enemy units or EZOCs, regardless if they are in the adjacent hexes. Thus, units of the Budapest Garrison cannot be replaced if they are encircled by Soviet units at the time of their elimination.

Note that friendly units negate the EZOCs for purposes of encirclement as per the errata.

Errata compiled by Todd Davis and Shannon Cooke.
Q&A compiled by Shannon Cooke.