

Errata

Borodino '41 (as of January 1st, 1997)

Game Scale:

A hex is around 800 meters, 5 to 6 impulses equal one day, and one strength point is equal to 100 men, 5 to 6 tanks, or 6 guns.

The Roster Sheets:

On the German roster sheet, the AT batteries of both divisions have 4 boxes; all should have 2. The Nebelwerfer battalions listed on the roster sheets as 107mm are 100mm, as on the counters. The roster sheet lists the 20mm and 88mm batteries of both battalions of the 7th flak in reverse order, so that the 1, 2, and 3 of the 1/7 are 88s and the 4 and 5 are 20s. Likewise, the 1 and 2 of the II/26 should be 88mm, the 3 should be 20mm. The counters are correct.

The Orders of Appearance:

The Soviet Order of Appearance does not list the flame thrower co. of the 32nd. It should arrive with the Div HQ on Oct. 12th.

On the German Order of Appearance the I/1/67 should be the II/67, the III/86 should be the 86/10 HQ, the I/1/90 is the II/90, and the 1/I/90 is the III/90. The 86/10 HQ should appear on Oct 12, II/61 should appear on Oct 11, DR/SS artillery HQ on Oct 12, 90/10 Pz artillery HQ on Oct 13, III/90 artillery on Oct 13, 2 and 3 of the 90 AT battalion on Oct 12, 1/90 AT on Oct 13.

The Charts:

The Morale vs. Assault column entry on the Terrain Fire Effects Table for Fortifications, should also read -2 (not -1) for assaulting the flank of a fortification.

The Countermix:

There should not be parentheses on the range of the Pzkw IIIs.

The Soviet regimental headquarters (found low down on the counter sheet) is the 322/32. There should be a 59 AA Regt., not a 54.

Rather than using symbols for Foxholes and Trenches, COA chose to use words on the counters, words being Foxholes and Dug In. The latter is the same as Trenches.

The Soviet "12 Rec/32" mcycl co is not in the Soviet OB, and its presence gives the 32nd Rifle Div 32 units rather than 31. Likewise, the OB and roster list a 465th Eng Bn, while the counter and Order of Appearance list a 467th. The latter is correct.

The German 10th Pz Div has 35, not 33 units. The heavy artillery battalion is the 637th, not the 627th as the counter says. The 20mm AA by of II/26 should be the 3/II/26. The 3/93 Lt Flak should have a strength of 2-2-2, not 2-1-(1) as printed. The counter reads I/61, the OB says II/AR 1, the roster sheet indicates II/AR 61. It is II/61, a motz 105mm bn.

Note that the guns with the 509th AT battalion are 85mm anti-aircraft guns, not 85mm AT guns that were not available for several years. Big guns, on turntable mountings, without gunshields. They somehow managed to breakout of the encirclement at Vyazma.

The Rules:

Section 3: The "how to read counters" shows a GW 38 and a SIG with the same silhouette. In the game we see only one such unit anyway, the SIG company of 10th Panzer. A 150mm infantry gun (howitzer) mounted on a Pzkw I chassis. The GW 38 was made later using the chassis of a Czech Pzkw 38 (t).

Section 4: The game starts with a special Soviet full impulse representing their retreat the night before. The Soviet player may not use this movement to create field fortifications of any kind. They must end their movement at least five hexes from the western board edge.

Section 5: In the historical weather it lists cloudy weather and snow at night. Neither of these have any game significance.

Section 6: Better results can be achieved by using a D6 rather than a D10 when determining the initiative and initiative challenge. Player's option. This will give the bidding of assaults more influence on the initiative.

Section 7: No, the Germans do not have to spend the whole game in their trucks. Motorized infantry and engineers may move as leg units, either make dismount markers or use pennies, or simply declare when they are moving on foot and when on wheels.

Movement point costs for different terrain are cumulative.

Units may enter column on a fire trail. Units must be in column to cross a ford. Units exiting column pay for the road/railway into the hex plus the normal cost of terrain.

Section 9: Ignore the references to antitank ditches. There are none in the game. There were indeed some on the battlefield, but they do not seem to have had much influence on the battle.

Fortifications printed on the map effect all hexsides they face, no matter how many.

The Redoubt and Fleches are treated like other fortifications.

Section 11: The rules state that you remove dummies from the board at the instant they become visible, and also that you can assault them. Of course if you move adjacent they become visible immediately. If a dummy is in any kind of terrain that provides cover, ie. woods, village, town, fortifications, etc., and a unit moves adjacent so that the dummy would be revealed, the dummy is removed only during combat resolution or at the end of the following combat phase. Thus if a dummy is in a woods blocking a road, an enemy unit can move adjacent to it and then try to move through it thinking it to be a dummy. When the enemy attempts to do this the dummy is revealed and removed. Alternately if the enemy decided to assault the suspected dummy, the dummy would be revealed and removed when the assault was resolved, allowing the attacker to advance and reorient his marker to assault some other possible target. Thirdly, if the attacker merely moved adjacent and decided not to attack, the dummy would be revealed and removed at the end of the combat phase.

Hills always block line of sight.

Section 12: There is no counterbattery fire in this game, although air strikes may be directed against enemy artillery.

G stands for Gun (cannon), the Soviet regiment of heavy cannon, the 572nd, have a range of 20 hexes, as does the German battalion of heavy howitzers. Both battalions can engage in ZOC fire, although if they are that close to enemy units they are probably in deep trouble.

The German rocket platoon of the 10th Panzer's engineer battalion can only engage in direct fire.

A second suppression result on an already suppressed unit disrupts it instead.

HQs can never assault.