

## **W61 Peaks of the Caucasus Errata**

### **RULES**

2.9 Special Support Units (omission). An asterisk indicates that the unit has unique rules for its employment. See 19.4 and 19.5 for details.

5.1 Types of Command Markers (additional). If a Command marker states “C/S”, the player chooses to activate either the Caucasus or Stalingrad front (but not both).

5.1 Note (correction). The first sentence should read: “Operations Wintergewitter and Uranus are normally placed per the turn on the marker. But if playing the Scenario Variant, then place them per (23.1).

5.4 Operations Phase (additional). The turn also comes to an end if one player has played all their Command markers and the other player returns a Command marker to the bin.

11.3 Fortress Cities & Retreats (clarification).

ZOC do extend into fortress city hexes (which otherwise negate retreats). A unit which retreated into a fortress city could cease movement but would still be affected by enemy ZOC for reduction.

13.1 Reinforcement Codes & 23.3 Variable Reinforcements (clarification). German SS and HGD panzerkorps, and Soviet Guards mechanized corps, have their historical turns of appearance printed on them. Players can decide whether to bring these units on those turns, or per (23.3).

15.12 & 15.13 (clarification). Mobile depots and truck columns can move and operate each impulse their Sector is activated.

16.2 & 16.5 Airpower & Activation (clarification). An airstrike marker can be employed multiple times per turn, within the limits of Sector activation. For example: if the Axis picks its Stalingrad Sector command marker, the player can shift FK IV from the Caucasus sector to the Stalingrad Sector (but not vice versa). The Soviets pick the Caucasus Sector command marker, and can place the Caucasus airstrike only in the Caucasus Sector.

16.3 Airstrike Deployment (clarification). The only time a player can redeploy a friendly Airstrike is in their own impulses. You can not move them to “intercept” in an enemy impulse.

16.11 Reduction of Air Units (clarification): A reduced air unit can not be restored to full strength by Refit (14.0). If eliminated, an air unit can be rebuilt and is returned at full strength. Note this is different from ground unit Refit, representing factors of air attrition.

19.4 (clarification). The German FF special air unit it not subject to Attrition (16.2).

### **MAP**

Air Attrition Table (omission). The first column should read “Soviets and Axis on Summer and Mud turns”.

Command Marker Tables (correction). “Replacement points” should be “Refit points”.

The hexside between Rostov and hex 5710 should have a bridge symbol.