

CAMPAIGN

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MAP

1) Two cities are misspelled: "Krasnodor" should be "Krasnodar" and "Vologoa" should be "Vologda".

2) A river (the Northern Dvina) should flow *southeast* from hexside 0101 to 0102

3) Big addition: Riga and Minsk are added to the Victory Point table. If either of these cities are Soviet controlled at the end of the game 1 is subtracted from the total. This is to award a successful Soviet counteroffensive in the north in the same way a southern offensive is rewarded by the liberation of Odessa and Kiev.

This is from "1941 Commentary" by designer John Astell. The same issue included a couple of excellent articles by Tyrone Bomba on the game.

1941 - Errata

21 April 1982

Map

1. Krasnodar and Vologda are misspelled on the map.
2. A rail line should connect hex 0105 directly to hex 0106.
3. A river (the Northern Dvina) should run southeast from hexside 0101/0102.

Counters

1. The 46th Panzer Corps (6-6) is not a turn 2 reinforcement, as indicated on the counter. Instead, it should be in play at the start of the game. Its deployment hex is hex 1825.

Rules

1. Rule 25 - Supply by Air. One air point will supply one corps sized unit. Two air points will supply one group or army sized unit.
2. Rule 18 - Victory. Add the following to the victory point table:

	German		Soviet
City	control	encircled	control
Riga	0	0	-1
Minsk	0	0	-1