

Onslaught to Orsha

Questions, Errata, Clarifications

December 10th 2002

Thank you for purchasing Onslaught to Orsha, Operation Bagration and the destruction of Army Group Center. Heat of Battle is very proud of our new structure and the ability to bring you this action from the industries top designer. Even with the expanded Quality control some things always creep in the final product that are unintentional and some things we just plain missed. The Questions and Answers and errata that follow indicate the issues we know about as of 10 December 2002. Please check our web site as major changes are posted as a change in a rules sheet facsimile so you can download and place in your rules folder. Please check our web site at www.heatofbattle.com for errata questions and clarifications. You may post questions to stevedeth@attbi.com.

1. The Russian RG chart has three lines moved over so that the CG max is missing.
 - A. Yes that is changed by the replacement page that is sent individually to each pre-order customer and included in all modules after October 10th. Identification of the defective page is accomplished by looking at the Russian RG chart and noticing the Footnote letters in the first column where numbers should be.
**All players should have correct sheet.
Or download file from
www.heatofbattle.com**
2. Counter sheet: There seems to be misprinted Armor leaders!
 - A. Yes there is a misprint, however, there is a greater need for Russian ALs in this action and these are provided as a gift so fergitaboutit.
3. Counter Sheet: One of the 44C Stormoviks has a larger star.
 - A. Yes, you can still see the 2 on the counter.
4. 8.621 Clarification: There is a reference to HW RG type but this type does not exist in RG Charts (HW section are part of I-type RG). You should use "HW1", "HW2", etc. in the RG Charts, right ?
 - A. Yes HW in 8.621 is meant in this rule to cover all HW section types
5. 622: There is a contradiction between the rule and the example for the additional MMG in a Depleted RG: $dr \leq 2$ or $dr \leq 3$?
 - A. Yes, this should be $dr = < 4$ and $dr = < 3$
6. 8.623 Clarification: You make reference to HW Platoon but RG Charts list only HW Section.
 - A. Section and Platoon are used interchangeably
7. German RG Chart: Is note 'b' missing for I7 (i.e., crew for the HMG) ?
 - A. No, as both are Cupolas with INHERENT crew, add a "-" (so it reads HMG and MMG Cupola).
8. 8.7 Clarification: "for each Infantry RG" excepted HW Sections which do not include note 'e' in the RG Charts.
 - A. This is correct, the RG Chart takes precedence, as note "e" does not apply to these
9. 9.5: Where are steps 9.619, 9.620 and 9.621 in the RePh sequence?
 - A. On page 14 RePh sequence add 9.619, 9.620 and 9.621.
10. 9.6054: The word "along" is missing at the end of line 6, before "a(n)".
 - A. Correct, insert "along" between "," and "a(n)" in Line 6
11. 9.6095: Change "8.6093" reference to "9.6093".

12. 9.6113: What do you mean by "that side's column" line 4-5?

A. Ignore (sides were originally separated by Nationality).

13. Page OTO25 (PT Examples): hexes coordinates are wrong. In example 2 line 10, it should be " ≤ 10 " not " ≥ 10 "

14. The OtO scenario cards have the same historical Perspectives is this a misprint?

A. No it is intentional. All of the first few scenarios cover different segments of the exact same action or battle. We are just giving the player the opportunity to play different segments of the battle.

November additions

15. The following change is provided to clear a loophole that caused the German player to contemplate a "victory sreeze" by not purchasing reinforcement thereby causing the Russian player to exit/inflict more than normal EVP/CVPs to win. We changed a note in 8.611 to allow some exchange of German CPP into a reduction of current Russian VP total. However, the designer and the team want to insure that this issue never comes into play. Therefore change the note at the end of 8.611 to read:

8.611...At the completion of the last RePh, any and each remaining German CPP counts as a Victory Point earned by the Russians.

8.618 RG G3 should be the quad 20mm flak cannon (German Ordnance Note 27).

RG G5 should be 105 Artillery (German Ordnance note 20).

9.6112 MMC Battle Hardening Table in forth line DR 3-6 should read 5-6.

8.71 Russian Leader Chart Change to read:

DR	Leaders
8	9-1, 7-0
9	8-0, 7-0
10	8-0, 7-0
11	7-0, 7-0
12	8-0, 6+1
13+	7-0, 6+1

Clarification:

CG 4. GAME END: The Map Turn Record Chart is correct. The Russians start rolling for CG end on Turn 5.

Q and A This Q&A is from individual questions and public forums

A. Is a Counter Battery Module the same as a normal OBA module for Retainment purposes?

No. A Counter Battery Module is considered *used* if it makes an attack DR, as it would never place a FFE.

B. Does a Counter Battery Module count against each side's limit of three/four OBA modules?

No.

C. Can the Germans enter on the north edge of the map?

Yes. Refer to Entry Area on Pages 6-7. For better clarification, insert "the north edge" between "edge", "and" on last sentence of page 6.

D. Can OBA Modules be Retained and used to exceed that sides daily maximum?

They may be Retained to exceed the limit, but the Germans are limited to *using* three and the Russians four total OBA modules per CG Scenario.

E. Aircraft. Can they be retained and then a bunch brought in at one time.

For each side a maximum of 2 RGs may be on the map at one time (i.e. up to a possible 6 total aircraft per side. No additional aircraft may be entered (nor rolled for entry) until all aircraft of one of the RGs have exited/been destroyed.

F. Was the intent really to allow a 10-3 *and* 9-2 for the Russians with a final DR ≤ 1 ? If the Russians buy max infantry day 1, they have about 30% chance to get 2 or more sets of 10-3/9-2, and 8% chance of 3 or more sets. If more reasonably, they buy max infantry except for the engineers, it's still 23% chance of 2 or more sets and 5% chance of 3 or more sets.

Yes, One strategy for the Russians could be to load up with infantry on the first day. He would get better leadership that could carry through. However, this is a risk as he may lose many troops to Artillery and on board Guns that are not engaged against masses of armor.

F. Are there supposed to be 2 sniper counters per side like most CGs? We couldn't find anything in the rules that mentions this.

No. Only one sniper per side.

Why?

There are a significant amount of OT AFVs, lots of critical crews, and there are many DRs per turn which increase the chance of activating a sniper i.e., during playtesting we determined that one sniper was adequate.

G. Can I see hex R5 from hex M3.

No. It is an EmRR, so it acts like a wall or Hillock, thus blocking LOS.

H. How many Bombardments can be used on a CG Date, i.e., can you save them for future scenarios?

The Russians are limited to using 2 Bombardments per CG Date.

I. Can the Russian Flamethrower tanks recover from an 'X' status of a flamethrower.

No, but they remain in the game like any other AFV.

J. 6.33 is confusing, does this mean that a rocket can never achieve a Critical Hit when using ATT?

Per 6.32, yes, a CH can be achieved and would be resolved normally per C1.55. The intent of 6.33 is that there is no chance of a 'Direct Hit'.

K. Does a Russian Barrage generally follow a north-south or an east-west pattern.

North-south.

L. Can a unit at 1/2 Level (ex. an Em RR) see through an In-Season Orchard to a unit at ground level? Can a unit at 3/4 level (Slope) see through an In-Season Orchard to a unit at ground level?

No to both.....Perry sez

M. Does the 42 DB and the 44 FB come with bombs?

Yes.

all future errata will be found at:
WWW.heatofbattle.com

Also look for our new Tournament director's page

<http://www.heatofbattle.com/atf.htm>
that will guide you through our prize procedure and highlighting scenarios for use.

Thanks to our playtesters!!