

Objective Nuremberg Errata and Clarifications June 1 2020

2.0 COMPONENTS

Number of counters should read “200”

4.1 Move/Fight or Fight/Move

Change 1st bullet to read

The PACT player and then the NATO player must declare the order of their phases.

4.3 Ending a Game Turn

Second sentence should read:

Unless it is Phase V of game turn 12 **or the PACT player has met specific victory conditions (12.5.1)**, move the turn marker one box forward on the TRT.

4.5 Fight/Move Prepared Combat Bonus

Change reference to 11.4.

4.7 Artillery Attrition

First Important note, should state:

West German units v or W1 through W5.

6.2 EW Marker Placement

Change example to read:

A stack of two units has **an EW marker on it**. If the owning player moves each unit separately, he **will** immediately place **one EW marker** on each unit.

10.7 Terrain & Movement

Manmade Terrain, Autobahns

change last sentence to read:

Players should line up units off-map when entering the map using an autobahn, with each successive **(beginning with the first)** stack paying the progressive MP cost to enter the map.

10.9 Column Movement

3rd bullet change to read:

- A unit using column movement cannot start or enter a hex within range of an enemy airpower marker.

Then add new bullet:

- A unit cannot conduct column movement if stacked with an enemy EW marker.

11.6 Combat Procedure

4th Bullet change to read

- If the attacker's total modified combat factors are greater than the defender's total modified combat factors, divide the attacker's total by the defender's total (round down any remainders).

then new bullet

- If the defender's total modified combat factors are great than the attacker's total modified combat factors, divide the defender's total by the attacker's total (round up any remainders).

Then add second Example:

Example: The attacker has a total of 7 combat factors and the defender has 24. Divide 7 into 24, that yields an odds ratio of 1:4 ($24 \div 7 = 3.42$, rounded up to 1:4).

11.8 Die Roll Modifiers (DRM)

Non-Terrain DRM are as follows,

change 4th listing to read

+1 for each EW marker stacked with defending unit or stack.

change 9th listing to read

-1 for each EW marker stacked with an attacking unit or stack.

11.12 Probing Attacks

Last bullet, delete:

(in either order)

Add the following

Example of Probe and Momentum Attack Options

• If a unit has not launched an attack during the current combat phase the owning player has two options:

- 1) The unit may conduct an attack into an enemy occupied hex; or,
- 2) The unit may conduct a probing attack into an unoccupied hex if:
 - a) The attacking unit is adjacent to one or more enemy occupied hexes; and,
 - b) The hex the player wishes to attack is in an EZOC (the EZOC does not have to be generated by one of the adjacent enemy units).

• If the player chose option 1 and the defending hex is cleared of defending units (either eliminated or retreated) the player may advance into the defending hex. The owning player may then conduct a momentum attack. The player then has three options:

- 1) The unit may conduct a momentum attack into an enemy occupied hex; or,
- 2) The unit may conduct a momentum attack as a probing attack into an unoccupied hex if:
 - a) The attacking unit is adjacent to one or more enemy occupied hexes; and,
 - b) The hex the player wishes to attack is in an EZOC (the EZOC does not have to be generated by one of the adjacent enemy units).

Important: After conducting the momentum attack (either option) the units cannot attack again this phase.

- 3) The unit does not conduct either of the two above options and ends all actions for this phase.

• If the player chooses option 2) conducting a probing attack into an unoccupied hex, the player will automatically advance the attacking units into the defending hex and thus be able to conduct a momentum attack. Since the player has already conducted a probing attack the owning player has only two options:

- 1) Conduct a momentum attack against an enemy occupied hex; or,
- 2) End all actions for this phase.

12.1.1 Combat support Markers

First sentence, Delete: “noted as start markers”

Insert (those not marked as reinforcements).

12.1.4 Warsaw Pact Setup

2) Withholding Units:

Change first sentence to read:

The Pact player may have units that cannot (due to stacking limitations) or that the player wishes to hold off map.

2) a) add the below sentence

East German and Czech units held off map must enter the map in East Germany and Czechoslovakia per 4) and 5) below.

3) **Soviet 103G Division:**

a) add second sentence

The player may choose not to drop the 103G (see 12.5.2 for impact to victory conditions).

12.4.1 Warsaw Pact Reinforcements

1st sentence: Delete the word ‘mandated’

12.5.2 Warsaw Pact Victory Conditions

Strategic Block: Change a) to read

Control 27 or more city hexes inside West Germany at the end of any game turn.

13.1 CRT

DRMS

Positive Non-Terrain DRM

Change 4th listing to read

+1 for each EW marker stacked with a defending unit or stack.

Negative Non-Terrain DRM

1st listing, change to read

-1 if a NATO unit attacks out of or into a hex containing a refugee marker (max of 1 DRM).

4th listing, change to read

-1 for each EW marker stacked with an attacking unit or stack.

13.2 TEC

Change River Hexside to read

River/Canal Hexside

Movement Cost column

Change to read

+1 for all NATO Units. See below for Warsaw Pact units.

before exception add

+1: If Warsaw Pact units cross a river hexside when leaving or entering a city hex.

+2 If Warsaw Pact units cross a river hexside at any other point.

Map Errata

Main-Donau Canal is missing from the map. The following eight canal (river) hexsides should be drawn in:
1321/1422 - 1321/1322 - 1222/1322 - 1222/1223 - 1122/1223 - 1122/1123 - 1023/1123 - 1023/1024.

Treat

Counters

186th Soviet MRD should be the 18th Guards MRD x4

I still need to verify that these counters are incorrect as printed. But listed here as place holder.