

1. **VICTORY DETERMINATION:** There are no longer any conditions that will determine which side has won a CG Day. In essence, only winning the whole CG (O11.53) really matters. *Delete rule paragraphs O11.32 and O11.6235.*
2. **KINDLING IS NA:** Kindling (B25.11) is not allowed.
3. **SPREADING FIRE:** There can never be more than one Flame counter per Location (i.e., if a Flame counter already exists in a Location you do not roll a DR for another Flame creation). **Blaze Spread During Idle Days:** After step O11.623 (Initiative Determination) if an Idle Day was generated and there are still blazes on the map then conduct the following; roll for wind status (B25.63-.64), then for 8 Player Turns roll for wind change, falling rubble, spreading fire and check for building collapse, gusts and so forth. Then rule O11.609 (Extinguishing Blazes) with the following substeps O11.6091-.6097 is conducted. Each Immobile AFV (and inherent unit) or Gun (and its possessor, if any) that is confined to set up in a specific location and remains on-board during the idle day is eliminated if the location is ablaze. Each unit (and its equipment) in an Isolated area that has its current Location (O11.6071) set ablaze during the Idle Day is eliminated. Falling rubble due to the fire might also eliminate units or equipment that remained on-board either voluntarily or not (see O11.607 and LHR #4. Still Hidden Units).
4. **STILL HIDDEN UNITS:** Each still hidden unit in step O11.602 not subject to O11.604 (Encirclement & Minefields) may remain hidden until step O11.607 or to the next CG scenario if included in the exceptions of O11.607, unless such a unit's Location is Isolated or the unit must either be used to determine the friendly perimeter or to obstruct the non-friendly perimeter. Hidden units confined to set up in specific locations as the possessor of a Gun in a Fortified Building Location/Pillbox may drop possession of its gun and the inherent unit of an Immobile AFV may abandon its AFV to be allowed to be removed/Escape from the map. A unit that remains hidden may record a new CA before each CG scenario.
5. **ENTRENCHMENTS:** The terrain beneath Entrenchments is considered to be Concealment Terrain. A hidden unit beneath an Entrenchment would immediately be placed on-map unconcealed if the Entrenchment would be removed from play (due to B2.1 or O11.615 Fortification Removal), unless still in Concealment Terrain. A Dug-In AFV never has Wall Advantage when beneath a Trench or AT-Ditch (see O.7 and B27.2). **Emplacements:** Guns may set up Emplaced in Paved Roads that also contains shellholes.
6. **DUG-IN AFV:** Each Russian Dug-In AFV (O11.6194c) may set up HIP for free in Concealment Terrain, when a Dug-In AFV has been revealed it may not use HIP again. Each Dug-In AFV in a hex where a Trench (AT-Ditch) has been placed is always considered to be beneath it, even when a trench is placed where a Dug-In AFV is already located. Only the Russians may set up hidden Dug-In AFVs (even a captured fully-tracked German AFV may set up as a Russian dug-in AFV). **DC vs Dug-In AFV:** When a DC is Placed/Thrown against a Dug-In AFV a hit location in the hull is considered to be in the turret instead. On the "DC Position DRM" table (C7.346) where it says "hull", consider that word replaced with "turret" when a DC is Placed/Thrown against a Dug-In AFV.
7. **MOL-PROJECTOR & MOL:** Each TH# printed on the back of the MOL-Projector counter is decreased by two. An attack using MOL or a MOL-Projector may only fire into a location that contains at least one known/concealed enemy unit. No MOL-P will create Smoke when it hit its target(s) and fire in the same way as a SW without Smoke capacity. *Delete rule paragraph O10.45.*
8. **BOOBY TRAPS:** The Russian player may never increase the Booby Trap Level and contrary to rule B28.9, units never take any type of TC, unless the DR may also result in something else than only trigger a Booby Trap. *Delete rule paragraph O11.6123.*
9. **ASSAULT ENGINEERS:** Each German Pionier Coy (I3) and Russian Engineer Coy (I6) will always be received in Full-Strength when purchased. Each German Pionier Coy will receive 2 DC less when purchased. The Smoke Exponent of German 8-3-8 Assault Engineers (H1.22) squads is not increased by two (i.e., they have a Smoke Exponent of 3 during play, not 5).
10. **NEW LEADERS:** In rule O11.6205 (Leader Determination), delete in line 4 the two words "Each Infantry" and also delete all the text in lines 5, 6 and 7. On the German Leader Table and Russian Leader Table, each 10-3 leader received for a newly purchased Coy for either side is immediately replaced with a 10-2 leader. **COMMISSAR 8+1:** Each time an 8-0 leader is exchanged (O11.6206) for a 9-0 Commissar, the Russian player makes a secret dr and on a dr of 6 that 9-0 Commissar is replaced with an 8+1 Commissar. When Commissars are replaced at the end of 31 Oct. (CG12. (O11.4)), each 8+1 Commissar is replaced by an unwounded 7-0 leader.
11. **MILITIA Coy:** No Militia Coy will receive any SWs (O11.6202). Each Russian Militia Company that is received in Full-Strength will consist of 15 squads and if received in Depleted-Strength it will consist of 12 squads. On the "Russian Reinforcement Group Chart" (page O20), the line that reads "15 Militia Coy" replace the numbers "12/9" with "15/12".
12. **GUARDS RIFLE COY:** On the Infantry Company SW Chart* (O11.6202) replace each number "2" with number "1" on the line "Russian Gds Rifle Coy" (i.e., a Full-Strength Gds Rifle Coy will only receive 5 SWs).
13. **WEAPON REPAIR TABLE:** Only malfunctioned vehicular-armorment may make a dr on the Weapon Repair Table (O11.6132) while any malfunctioned non-vehicular weapon is now eliminated in this RePh step.
14. **The 62nd Army Staff Ad-Hoc Force:** On the 28 October the Russians receives an Ad-Hoc force that consists of the following units: 4-2-6 sq (x3); 4-4-7 sq (x2); 6-2-8 sq; 10-2; 9-1; 8-0 (x2); LMG (x2); DC ; OT-34 and T-70 tankettes (x2). The force must enter as per CG9. Reinforcements (O11.4). If 28 October is an Idle Day then the force must enter the next generated non-Idle Day. Any of the three SWs belonging to this force may be possessed by any other Russian unit that can enter during the same day. The 3 AFVs are part of the same pltn and no DR is made for the pltn on the Armor Leader Table or the RG Strength Table. **The OT-34:** In RePh O11.602, remove Disabled/Malfunction MA/SA counter(s) from the OT-34 unless it is under Recall (O11.6141). The Basic TK# for the BF32 is 6 (instead of 8) and halved at Long Range (i.e., at three hexes, Basic TK# is 3), other modifications for the Basic TK# apply as normal (i.e., Case A: +1 AFV Rear Target Facing or same hex, +1 if CE & +2 if OT).

15. FANATIC BUILDING-NEST: During an Idle Day generated in October/November the Russians may secretly designate one non-isolated building as a Fanatic Building-Nest in RePh O11.621 (Purchasing Fortifications). All Locations of the building are automatically Fortified. A maximum of two buildings may be thusly designated and only one per month. For a building to be eligible for designation, the Russians must Control all Locations in the building, and there must be no Location containing a Rubble/Blaze. The designated building remains a Fanatic Building-Nest for the remainder of the CG. Only Rubble that is in any of the original Locations of the building is considered to be part of the building (even if the whole building is rubble) for the purpose of the fanaticism benefit. Russians are fanatic while in the designated building as per SSR CG 11. Russian Fanaticism (O11.4).

16. LIGHT MORTARS: At the end of each of the following four phases PFPh, MPh, DFPh and AFPh each Light Mortar's Area Acquisition counter is removed from play. Each time a Lt. MTR hits a hex, the player controlling the weapon has the option to consider the hit to be a miss instead (i.e., no attack DR has to be made on the IFT).

17. STUKA GESCHWADER: German Air Support, when available is always in the form of three Stuka M42 with bombs (i.e., no dr for how many that is received is made).

18. HALFTRACKS: SdKfz 10/5 pltn: When an Original DR of 12 is made by the German player on the "CPP Replenishment Table" he receives a pltn of three SdKfz 10/5 for free in his purchasing step (O11.619). This pltn can only be received once. No DR is made for the pltn on the Armor Leader Table or the RG Strength Table. SdKfz 10/5 halftracks using IFE may participate in multi-unit FG as if they were armored halftracks (D6.64). **SPW 251/10:** In RePh O11.602 (Marker Removal) remove either the Disabled MA or Malfunction MA counter from each SPW 251/10 that is not under Recall due to D5.341. **Debris:** Halftracks may enter Debris (O1.2) (EXC: they may not enter Factory Debris (O5.41)) in the same manner as a fully-tracked AFV, but at an increased risk for Bog (D8.21), however, a halftrack is still restricted by other obstacles that could prevent its entry of a Debris Location.

19. ARMORED FIGHTING VEHICLES: In rule O11.6133 (AFV MG Exchange) replace the word "may" with "must". Remove any "Stun +1" in RePh O11.602 (Marker Removal) [EXC: D1.322]. Each AFV on the map must always attempt to repair any of its malfunction weapons during each RPh. Withdrawal of an AFV that belongs to a pltn will never occur, but Recall occurs as usual. *Delete rule paragraphs O11.6142 and O11.6143.*

20. WRECKS: Contrary to SSR CG7; Terrain Changes (O11.4), wrecks are removed from play due to the rules D10.41 (Fire) and D10.42 (Pushing). All wrecks in either Rubble, Building or Factory hexes (including in VBM) are removed from play after step O11.6097. A wreck can only be attacked by Indirect Fire and an Abandoned AFV can only be attacked by Indirect Fire and/or by the side that has not abandoned it. **AFV/Wreck LOS Hindrance:** Contrary to rule D9.4 (AFV/Wreck LOS Hindrance), each AFV/wreck within a building/factory depiction will not cause any Hindrance (i.e., only possible if a burning wreck/VBM).

21. VEHICLE CREWS: Each 1-2-7 Crew derived from an AFV (i.e., not received in a HW pltn/MOL-P pltn) is considered to be a Vehicle Crew and the following apply to each such Crew: it has a three MF allotment (A4.11) and is Lax (A11.18); it must always attempt to Escape From Isolation (O11.6063); it is removed in step O11.607 (Clearing The Map), thereafter it must be retained offb'd until an AFV is available to it in step O11.6131a (AFV). For each abandoned vehicle in No-Man's Land one retained Vehicle crew (per side) may be brought into play as per rule O11.6244. All 1-2-7 Crews that entered play as part of a HW/MOL-P pltn are considered to be Infantry Crews for purposes of O11.6131a, A21.22 (Temporary Crew) and D5.42.

22. OFFBOARD ARTILLERY: When attempting Battery Access for an OBA module and no more than one black and/or red chit have been permanently drawn from the Draw Pile and the second permanently red chit is now drawn, return it to the Draw Pile instead and that ends the Observer's OBA actions for that Player Turn (i.e., the second red chit can only be removed from the draw pile if at least two black chits have been permanently drawn and removed from the draw pile for that OBA module). No Contact/Maintenance DR of 12 will cause the breakdown of a Radio or elimination of a Phone, although a DR of 12 will still cause the loss of Radio/Phone Contact. A Security Area line of hexes (C1.23) can never be cut for any reason.

23. SPOTTER PLANE: Ignore E7.6-.62 and use the following rule instead: A Spotter Plane is treated as an Offb'd Observer (C1.63) with the additional advantages that the Spotter Plane observer has LOS to all Locations on the map [EXC: *Sewer/Culvert Locations*] and Hindrance drm never apply to the Accuracy dr. No Spotter Plane is allowed in a CG scenario with Overcast/Fog/Mist/Night conditions and only one Spotter Plane may be used per CG scenario. The use of a Spotter plane observer must be revealed immediately when the module assigned to the Spotter Plane has its SR converted to FFE:1. A Spotter Plane is only available for non-Rocket OBA ≥ 100 +mm.

24. EXPERIENCE LEVEL RATING (ELR): In rule O11.6161, line 3, delete "ELR Loss/Gain (O11.617)," and at the end of the rule add the following text: "The ELR is also modified inversely by the side's positive Historical DRM for the current CG Day." This means that the German ELR drops to ELR: 3 during nine CG Days and to ELR: 2 during one CG Day, while the Russian ELR drops to ELR: 2 during five CG Days." The rule paragraph O11.617 (ELR Loss/Gain) is deleted and replaced with the following rule paragraph: **O11.617 RUSSIAN & GERMAN ELR:** The Russians have an ELR of 3 and the Germans have an ELR of 4 and their respective ELR can be decreased by the positive Historical DRM [EXC: *German 8-3-8s/3-3-8s have an ELR of 5 which will never be decreased by the positive Historical DRM*]. The ELR may also be decreased/increased by the conditions of Night/Massacre.

25. IDLE REQUIREMENTS: The rule paragraph O11.6235 (RB CG Scenario Victory Conditions) is deleted and replaced with the following rule paragraph: **O11.6235 IDLE REQUIREMENT:** In the CG at least one Idle day must be generated during each of these five 6-day-periods: **17/10-22/10 ; 23/10-28/10 ; 29/10-3/11 ; 4/11-9/11 ; 10/11-15/11.**

Example: During 17/10-21/10 no Idle Day has yet been generated then both players must choose an Idle chit for the next Day (22/10) because there has yet not been an Idle Day during that 6-day-period, if now both players would select an Idle chit for 23/10 then the next time an Idle Day must be generated would be 3/11 (provided no idle day has been generated during 29/10-2/11).

1. VICTORY DETERMINATION: There are no longer any conditions that will determine which side has won a CG Day. In essence, only winning the whole CG (O11.53) really matters. *Delete rule paragraphs O11.32 and O11.6235.*

2. KINDLING IS NA: Kindling (B25.11) is not allowed.

3. SPREADING FIRE: There can never be more than one Flame counter per Location (i.e., if a Flame counter already exists in a Location you do not roll a DR for another Flame creation). **Blaze Spread During Idle Days:** After step O11.623 (Initiative After step O11.623 (Initiative Determination) if an Idle Day was generated and there are still blazes on the map then conduct the following: roll for wind status (B25.63-.64), then for 8 Player Turns roll for wind change, falling rubble, spreading fire and check for building collapse, gusts and so forth. Then rule O11.609 (Extinguishing Blazes) with the following substeps O11.6091-.6097 is conducted. Each Immobile AFV (and inherent unit) or Gun (and its possessor, if any) that is confined to set up in a specific location and remains on-board during the idle day is eliminated if the location is ablaze. Each unit (and its equipment) in an Isolated area that has its current Location (O11.6071) set ablaze during the Idle Day is eliminated. Falling rubble due to the fire might also eliminate units or equipment that remained on-board either voluntarily or not (see O11.607 & LHR #4. Still Hidden Units).

4. STILL HIDDEN UNITS: Each still hidden unit in step O11.602 (Marker Removal) not subject to O11.604 (Encirclement & Minefields) may remain hidden until step O11.607 or to the next CG scenario if included in the exceptions of O11.607, unless such a unit's Location is Isolated or the unit must either be used to determine the friendly perimeter or to obstruct the non-friendly perimeter. Hidden units confined to set up in specific locations as the possessor of a Gun in a Fortified Building Location/Pillbox may drop possession of its gun and the inherent unit of an Immobile AFV may abandon its AFV to be allowed to be removed/Escape from the map. A unit that remains hidden may record a new CA before each CG scenario.

5. ENTRENCHMENTS: The terrain beneath Entrenchments is considered to be Concealment Terrain. A hidden unit beneath an Entrenchment would immediately be placed on-map unconcealed if the Entrenchment would be removed from play (due to B2.1 or O11.615 Fortification Removal), unless still in Concealment Terrain. A Dug-In AFV never has Wall Advantage when beneath a Trench or AT-Ditch (see O.7 and B27.2). **Emplacements:** Guns may set up Emplaced in Paved Roads that also contains shellholes.

6. DUG-IN AFV: Each Russian Dug-In AFV (O11.6194c) may set up HIP for free in Concealment Terrain, when a Dug-In AFV has been revealed it may not use HIP again. Each Dug-In AFV in a hex where a Trench (AT-Ditch) has been placed is always considered to be beneath it, even when a trench is placed where a Dug-In AFV is already located. Only the Russians may set up hidden Dug-In AFVs (even a captured fully-tracked German AFV may set up as a Russian dug-in AFV). **DC vs Dug-In AFV:** When a DC is Placed/Thrown against a Dug-In AFV a hit location in the hull is considered to be in the turret instead. On the "DC Position DRM" table (C7.346) where it says "hull", consider that word replaced with "turret" when a DC is Placed/Thrown against a Dug-In AFV.

7. MOL-PROJECTOR & MOL: Each TH# printed on the back of the MOL-Projector counter is decreased by two. An attack using MOL or a MOL-Projector may only fire into a location that contains at least one known/concealed enemy unit. No MOL-P will create Smoke when it hit its target(s) and fire in the same way as a SW without Smoke capacity. *Delete rule paragraph O10.45.*

8. BOOBY TRAPS: The Russian player may never increase the Booby Trap Level and contrary to rule B28.9, units never take any type of TC, unless the DR may also result in something else than only trigger a Booby Trap. *Delete rule paragraph O11.6123.*

9. ASSAULT ENGINEERS: Each German Pionier Coy (I3) and Russian Engineer Coy (I6) will always be received in Full-Strength when purchased. Each German Pionier Coy will receive 2 DC less when purchased. The Smoke Exponent of German 8-3-8 Assault Engineers (H1.22) squads is not increased by two (i.e., they have a Smoke Exponent of 3 during play, not 5).

10. NEW LEADERS: In rule O11.6205 (Leader Determination), delete in line 4 the two words "Each Infantry" and also delete all the text in lines 5, 6 and 7. On the German Leader Table and Russian Leader Table, each 10-3 leader received for a newly purchased Coy for either side is immediately replaced with a 10-2 leader.

COMMISSAR 8+1: Each time an 8-0 leader is exchanged (O11.6206) for a 9-0 Commissar, the Russian player makes a secret dr and on a dr of 6 that 9-0 Commissar is replaced with an 8+1 Commissar. When Commissars are replaced at the end of 31 Oct. (CG12. (O11.4)), each 8+1 Commissar is replaced by an unwounded 7-0 leader.

11. MILITIA Coy: No Militia Coy will receive any SWs (O11.6202). Each Russian Militia Company that is received in Full-Strength will consist of 15 squads and if received in Depleted-Strength it will consist of 12 squads. On the "Russian Reinforcement Group Chart" (page O20), the line that reads "15 Militia Coy" replace the numbers "12/9" with "15/12".

12. GUARDS RIFLE COY: On the Infantry Company SW Chart* (O11.6202) replace each number "2" with number "1" on the line "Russian Gds Rifle Coy" (i.e., a Full-Strength Coy will only receive 5 SWs).

13. WEAPON REPAIR TABLE: Only malfunctioned vehicular-armament may make a dr on the Weapon Repair Table (O11.6132) while any malfunctioned non-vehicular weapon is now eliminated in this RePh step.

14. The 62nd Army Staff Ad-Hoc Force: On the 28 October the Russians receives an Ad-Hoc force that consists of the following units: 4-2-6 sq (x3); 4-4-7 sq (x2); 6-2-8 sq; 10-2; 9-1; 8-0 (x2); LMG (x2); DC; OT-34 and T-70 tankettes (x2). The force must enter as per CG9. Reinforcements (O11.4). If 28 October is an Idle Day then the force must enter the next generated non-Idle Day. Any of the three SWs belonging to this force may be possessed by any other Russian unit that can enter during the same day. The three AFVs are part of the same pltn and no DR is made for the pltn on either the Armor Leader Table or the RG Strength Table.

The OT-34: In RePh O11.602 (Marker Removal) remove Disabled/Malfunction MA/SA counter(s) from the OT-34 unless it is under Recall (O11.6141). The Basic TK# for the BF32 is 6 (instead of 8) and halved at Long Range (i.e., at three hexes, Basic TK# is 3), other modifications for the Basic TK# apply as normal (i.e., Case A: +1 AFV Rear Target Facing or same hex, +1 if CE & +2 if OT).

15. FANATIC BUILDING-NEST: During an Idle Day generated in October/November the Russians may secretly designate one non-isolated building as a Fanatic Building-Nest in RePh O11.621 (Purchasing Fortifications). All Locations of the building are automatically Fortified. A maximum of two buildings may be thusly designated and only one per month. For a building to be eligible for designation, the Russians must Control all Locations in the building, and there must be no Location containing a Rubble/Blaze. The designated building remains a Fanatic Building-Nest for the remainder of the CG. Only Rubble that is in any of the original Locations of the building is considered to be part of the building (even if the whole building is rubbled) for the purpose of the fanaticism benefit. Russians are fanatic while in the designated building as per SSR CG 11. Russian Fanaticism (O11.4).

16. LIGHT MORTARS: At the end of each of the following four phases PFPh, MPh, DFPh and AFPh each Light Mortar's Area Acquisition counter is removed from play. Each time a Lt. MTR hits a hex, the player controlling the weapon has the option to consider the hit to be a miss instead (i.e., no attack DR has to be made on the IFT).

17. STUKA GESCHWADER: German Air Support, when available is always in the form of three Stuka M42 with bombs (i.e., no dr for how many that is received is made).

18. HALFTRACKS: SdKfz 10/5 pltn: When an Original DR of 12 is made by the German player on the "CPP Replenishment Table" he receives a pltn of three SdKfz 10/5 for free in his purchasing step (O11.619). This pltn can only be received once. No DR is made for the pltn on the Armor Leader Table or the RG Strength Table. SdKfz 10/5 halftracks using IFE may participate in multi-unit FG as if they were armored halftracks (D6.64). **SPW 251/10:** In RePh O11.602 (Marker Removal) remove either the Disabled MA or Malfunction MA counter from each SPW 251/10 that is not under Recall due to D5.341. **Debris:** Halftracks may enter Debris (O1.2) (EXC: they may not enter Factory Debris (O5.41)) in the same manner as a fully-tracked AFV, but at an increased risk for Bog (D8.21), however, a halftrack is still restricted by other obstacles that could prevent its entry of a Debris Location.

19. ARMORED FIGHTING VEHICLES: In rule O11.6133 (AFV MG Exchange) replace the word "may" with "must". Remove any "Stun +1" in RePh O11.602 (Marker Removal) [EXC: D1.322]. Each AFV on the map must always attempt to repair any of its malfunction weapons during each RPh. Withdrawal of an AFV that belongs to a pltn will never occur, but Recall occurs as usual. *Delete the two rule paragraphs O11.6142 and O11.6143.*

20. WRECKS: Contrary to SSR CG7; Terrain Changes (O11.4), wrecks are removed from play due to the rules D10.41 (Fire) and D10.42 (Pushing). All wrecks in Rubble, Building or Factory hexes (including if in VBM) are removed from play after step O11.6097 (Fortifications). A wreck can only be attacked by Indirect Fire and an Abandoned AFV can only be attacked by Indirect Fire and/or by the side that has not abandoned it.

AFV/Wreck LOS Hindrance: Contrary to rule D9.4 (AFV/Wreck LOS Hindrance), each AFV/wreck within a building/factory depiction will not cause any Hindrance (i.e., only possible if a burning wreck/VBM).

21. VEHICLE CREWS: Each 1-2-7 Crew derived from an AFV (i.e., not received in a HW pltn/MOL-P pltn) is considered to be a Vehicle Crew and the following apply to each such Crew: it has a three MF allotment (A4.11) and is Lax (A11.18); it must always attempt to Escape From Isolation (O11.6063); it is removed in step O11.607 (Clearing The Map), thereafter it must be retained off'd until an AFV is available to it in step O11.6131a (AFV). For each abandoned vehicle in No-Man's Land one retained Vehicle crew (per side) may be brought into play as per rule O11.6244. All 1-2-7 Crews that entered play as part of a HW/MOL-P pltn are considered to be Infantry Crews for purposes of O11.6131a (AFV), A21.22 (Temporary Crew) and D5.42.

22. OFFBOARD ARTILLERY: When attempting Battery Access for an OBA module and no more than one black and/or red chit have been permanently drawn from the Draw Pile and the second permanently red chit is now drawn, return it to the Draw Pile instead and that ends the Observer's OBA actions for that Player Turn (i.e., the second red chit can only be removed from the draw pile if at least two black chits have been permanently drawn and removed from the draw pile for that OBA module). No Contact/Maintenance DR of 12 will cause the breakdown of a Radio or elimination of a Phone, although a DR of 12 will still cause the loss of Radio/Phone Contact. A Security Area line of hexes (C1.23) can never be cut for any reason.

23. SPOTTER PLANE: Ignore E7.6-.62 and use the following rule instead: A Spotter Plane is treated as an Off'd Observer (C1.63) with the additional advantages that the Spotter Plane observer has LOS to all Locations on the map [EXC: Sewer/Culvert Locations] and Hindrance drn never apply to the Accuracy dr. No Spotter Plane is allowed in a CG scenario with Overcast/Fog/Mist/Night conditions and only one Spotter Plane may be used per CG scenario. The use of a Spotter plane observer must be revealed immediately when the module assigned to the Spotter Plane has its SR converted to FFE:1. A Spotter Plane is only available for non-Rocket OBA ≥ 100+mm.

24. EXPERIENCE LEVEL RATING (ELR): In rule O11.6161, line 3, delete "ELR Loss/Gain (O11.617)," and at the end of the rule add the following text: "The ELR is also modified inversely by the side's positive Historical DRM for the current CG Day." This means that the German ELR drops to ELR: 3 during nine CG Days and to ELR: 2 during one CG Day, while the Russian ELR drops to ELR: 2 during five CG Days." The rule paragraph O11.617 (ELR Loss/Gain) is replaced with the following rule paragraph: **O11.617 RUSSIAN & GERMAN ELR:** The Russians have an ELR of 3 and the Germans have an ELR of 4 and their respective ELR can be decreased by the positive Historical DRM [EXC: German 8-3-8s/3-3-8s have an ELR of 5 which will never be decreased by the positive Historical DRM]. The ELR may also be decreased/increased by the conditions of Night/Massacre.

25. IDLE REQUIREMENTS: The rule paragraph O11.6235 is deleted and replaced with the following rule paragraph: **O11.6235 IDLE REQUIREMENT:** In the CG at least one Idle day must be generated during each of these five 6-day-periods: **17/10-22/10; 23/10-28/10; 29/10-3/11; 4/11-9/11; 10/11-15/11.** Example: *During 17/10-21/10 no Idle Day has yet been generated then both players must choose an Idle chit for the next Day (22/10) because there has yet not been an Idle Day during that 6-day-period, if now both players would select an Idle chit for 23/10 then the next time an Idle Day must be generated would be 3/11 (provided no idle day has been generated during 29/10-2/11).*