SPECIAL RULES

15.1 All vehicles which enter the board on the same hex must do so sequentially, with the second vehicle paying 1 additional MP to enter, the third 2 additional MPs, the fourth 3 additional MPs, etc. This remains true even if the entrance is via a road hex, although the actual MPs expended would be $\frac{1}{2}, \frac{1}{2}, \frac{3}{2}$.

15.2 The German player must designate any one leader at the start of the scenario as having command of the smoke-making cannisters. Any squad stacked with that unbroken leader may make smoke as if it were an Assault Engineer squad.

15.3 All AFV crews are SS and have appropriate morale and special characteristics outlined in 83.

15.4 German forces may not enter board 4 on turn 1.

15.5 Use any non-vehicular $\frac{3}{4}"$ counter to represent the extra trucks of the convoy.

15.6 The type of panzerfausts in use must be rolled for individually as per 85.6 but no more than 8 of any one type may be used.

AFTERMATH: The westward thrust caught Zhukov by surprise and he desperately threw anything available in the way of Hube’s panzers. His last blocking force, a gaggle from the 1st Tank Army, was pushed aside by the 10th SS Frundsberg Division—now little more than a Kampfgruppe. Hube, with his 200,000 men, was able to pull out and escape the trap . . . . . this time.