

The Pocket at Falaise

Addenda as of April 15, 2020

The Rules:

2.2 Counters, Combat Units (clarification): Armor/Panzer, Mech Infantry and Armored Recon units only can initiate Mechanized Assault.

6.2 Op Fire (clarification): If a unit moves into a ZOC projected by an enemy unit that Op-fires, and the resulting roll is a Halt or Disruption, the moving unit still completes its move into the new hex first, and then has result applied. If a unit attempts to exit a ZOC projected by an enemy unit that Op-fires, and the resulting roll is a Halt or Disruption, the moving unit does NOT enter its new hex but remains in place.

7.2.1, Note (correction): "Trun" bridge reference should be "St Lambert (Noted on Map)" bridge.

10.3 Retreats (clarification) Owing player performs retreats. Retreats must be towards friendly LOC if possible.

11.2 German 58th Panzer Corps (correction): First paragraph, last sentence - The locations should be "**east and north**" instead of "**east and south**".

11.4 German 86th Corps Zone and the German Withdrawal Line, 7th line (correction) "Allied" should be "British" (only).

11.6 Canadian 4th Armored Division Commander (correction): Second line - The indicated TER color should be "Light Blue" instead of "Red".

11.9.1 b (correction): Delete the sentence beginning with "Treat German units..." and the bracketed example that follows.

11.9.2 (Clarification): The second condition reference "allied" means different nationality.

11.9.1b and **11.9.2** (Clarification): There are 5 "Allied" nationalities in the Game: British, Canadian, French, USA and Polish.

The Player's Aid Charts:

Activation and Assault Charts (correction): There should be a "≤" before the 1 on the charts.

Terrain Effects Chart (correction): The bottom sentence references should be to the "western St. Lambert" bridge instead of the "Trun" bridge.

The Counters:

The two numerical values on the artillery markers are Normal (top) and Extended (bottom) range.