

Assault on Sevastopol  
Version 1.1 changes (7/17/09)

**3.0 Starting the Game; #2: Important:** The seven two-step Soviet Division units are set up on their reduced (one-step) 2-5 sides.

**7.2 German Replacements:** At the end of that German Player Turn, all reduced-strength German units **that are not adjacent to an enemy unit, and one Soviet division in each Fort hex (regardless of the proximity of enemy units)**, are flipped back to their full-strength side.

**8.5 Advance After Combat:** If no enemy units remain in a hex after a battle and friendly units remain adjacent to it, the attacker may immediately **Advance After Combat**. That is, those victorious attacking units may be freely moved into that newly vacated hex, **and one additional vacant hex beyond the defender's vacated hex if the defender chose to retreated two hexes from a "3" result**. Any or all surviving units that participated in that battle, up to the stacking limit in each hex advanced into, may advance.