

## RULES CLARIFICATIONS

1. The rules indicate that “eliminated” units are subtracted from a player’s Victory Point total. Units which begin as scenario “in the dead pile”(i.e., that are not scheduled reinforcements for later in the war and do not begin the game deployed on the map) ARE considered eliminated for Victory Point purposes. Thus, it behooves a player to buy all the units which begin the game in the dead pile.
2. The Kalymk Lakes (south of Stalingrad) forms a two hexside long “lake”, and should be treated as a continuous obstacle.
3. The restrictions for Axis Satellite units not being more than one hex from their country’s borders should be clarified in Rumania’s case. Use their original 1939 border (which will allow them to attack as far as Odessa).
4. At one point in the rules, it is stated that only STAVKA can be used to make airdrops. This is incorrect. Any Russian HQ may perform the airdrop. Furthermore, a liberal interpretation of the rules would allow players to “deploy” their HQs to the paratroop unit and then make the drop. According to designer Craig Besinque, that’s not right. The spirit of the paratroop and invasion rules is that the HQ and unit must start the turn together in order to conduct these special moves, thus requiring a bit more forethought and planning.
5. The rules state that one’s front lines must be solid with units during initial placement of every scenario. This is impossible for the Axis in Rumania during the Summer 1941 scenario, so make an exception. The Axis don’t even have to TRY to cover every front line hex in Rumania and Hungary in this one case.
6. There’s an error on the player aid cards. The Soviet basic production for 1941 is listed as 8 and 16. This is incorrect. It should be 12 and 18 (which works out if the board is counted up for the actual totals).
7. Finally, the player aid card states that entry into a major city for combat is one per hexside. In M4 the other terrain in the hex determines the attacker’s entry limitations, not the city itself.

## EASTFRONT ERRATA

### GAME CHARTS/OB CARDS:

- **Terrain Effects Table (correction).** The Major City hexside effect should be “n.a.” (i.e., other terrain in hex), not “1”.
- **Production Chart (correction).** Soviet Basic Production in S/W’41 should be “12/18” [as per 10.31 Basic Production in Rulebook] not “8/16”.

## RULES

- **1.1 Orientation (omission).** The Turkey partial hex is unplayable.
- **3.3 Command Range (diagram correction)** The activated HZ in the diagram should not be a High Command HQ.
- **4.44 Blitz Movement and 4.45 Blitz Combat (clarification).** The Blitz Phases only occur when a Blitz HQ has been activated that Player-Turn.
- **5.5 Strategic Movement (correction).** The Soviet Para unit may paratroop when stacked with any HZ (as per 16.2), not just the High Command HZ. Paratroops are therefore no longer strategic movement, but analogous to sea invasions.
- **9.1 Supply Status (correction).** The supply status of units is determined only during the Supply Phase of the enemy Player-Turn (unsupplied units lose one step). A unit’s supply status (which only affects its ability to exert a ZOC) continues unchanged until the next enemy Supply Phase. Therefore unsupplied units that are not engaged should be placed face-down to signify that they have lost their ZOC [engaged units never have a ZOC].
- **11.24 Weather Effects: Terrain (clarification).** When Mud weather changes “all” terrain to Marsh, harsher terrain restrictions are not relaxed to marsh levels. For example, City and Fortress rules remain in effect, and stacking in Mountains does not increase from 2 to 3, but otherwise Marsh rules apply.
- **13.71 Exiting the Mapboard (omission).** When units exit the map, the exit hex must be in Rail Supply.
- **14.1 Victory Points (corrections).** Subtract 2 VPs for every eliminated German or “Satellite” unit. Subtract 4 VPs for each German or Soviet eliminated HQ.
- **15.41 Invasion Command (omission).** The Command Range of Invasion HQ’s (for combat support purposes) is only traceable through sea hexes and sea hexsides.
- **15.44 Beachhead Supply (correction).** A ‘Beachhead’ supply source is created only by a successful sea invasion by the Soviet Coastal Army.

### Scenarios

- **Winter ‘42 Scenario (correction).** Soviet Basic Production increases by “+8” at the beginning of this scenario, not “+6” as noted in the setup chart.
- **Edelweiss; Scenario Example of Play (correction).** In the August I, 1942/German example turn (Diagram), German unit “V” does place Soviet unit “D” out of supply, as it cannot trace supply through Stalingrad (out of play in this scenario). Therefore unit “D” would be eliminated by supply attrition this Turn and should not appear in the next example Turn.