

WAR IN THE EAST ERRATA (as of Sept.'74)

As a result of post-publication playtesting, the following errata and addenda has been assembled to clarify and correct various errors or ambiguities in the original game components. The errata follows the sequence of the **War in the East** rules folder.

[5.14] (Clarification) A unit may **not** use the capability of always moving one hex when participating in an overrun.

[5.29] (Omission) Slovakian units are prohibited from moving north of the SW/SE 1700 hex row.

[5.7] (Correction) PROCEDURE: Units need **not** all have begun the Movement Phase stacked in a common hex in order to participate in an overrun.

[5.76] (Clarification) Units overrunning across a river hexside are halved. Mechanized units overrunning an anti-tank unit are halved. Unsupplied units participating in an overrun suffer no diminution of Combat Strength nor do they suffer any adverse combat result.

[6.32] (Correction) An entrained unit must expend five additional Rail Movement Points to enter an Enemy interdicted hex.

[6.65] (Correction) Repair units expend five additional Rail Movement Points to enter an interdicted hex when using rail movement.

[6.7] (Correction) The Rail Junction Marker shown on the upper right-hand side of the diagram (fourth row from the top, second hex in) is erroneously shown as an Axis Marker; it should be Russian.

[7.9] (Omission) Only infantry and anti-tank units may use sea movement.

[8.15] (Clarification) The movement cost to enter an Enemy controlled hex is not increased by Enemy Air Interdiction, i.e., Enemy Air Interdiction has no effect on a hex that is Enemy controlled.

[8.3] (Correction) For a hex north of the Weatherline, the Supply Range for all units is reduced to **three** hexes.

[10.44] (Omission) Russian artillery units may never voluntarily move out of supply.

[10.45] (Correction) Artillery units may only move in the **Mechanized** Movement Phase (or in the Rail and Sea Movement Phase). Artillery units pay mechanized movement costs.

[10.52] (Correction) Anti-tank units may only move in the **Mechanized** Movement Phase (or in the Rail and Sea Movement Phase). Anti-tank units pay mechanized movement costs and may not voluntarily move out of supply.

[11.42] (Addition) (Optional) also 13.32
Players have the option when using the non-historical scenarios or Campaign Games to use this rule or not. In other words, when units are defending in a pocket (i.e., no line of communications to the Player's mapedge), the Player has the option of having these units defend at full strength, but forfeit the ability of these divisions to form Kampfgruppen/Battlegroups, or they may defend at half-strength and retain the ability to form Kampfgruppen/Battlegroups. The Player may make this decision on a unit to unit basis.

[12.12] (Clarification) Players need not allocate any or all of their Air Points to either air Superiority or Air-Ground Support (Exception: see 12.16). Uncommitted Air Points may not be attacked and have no effect on the play of the game for the Game-Turn in which they are uncommitted.

[12.2] (Clarification) PROCEDURE: If no Friendly Air Points were allocated to Air Superiority or if none survive the Air Combat Phase, then for every two Enemy Air Points remaining in the Air Superiority Box eliminate one Friendly Air Point in the Air-Ground Support Box.

[12.41] (Correction) An entrained unit must expend five additional Rail Movement Points to enter a rail hex containing an Enemy Air Interdiction Marker (Exception: entrained Russian Arms or Training centers are not required to expend any additional Rail Movement Points to enter an Enemy Interdicted hex). Enemy Air Interdiction of an Enemy controlled hex has no effect.

[12.51] (Correction) The Axis Player may take Air Point(s) equal to the number given for that Game-Turn on the Turn Record and Reinforcement Track (i.e., either one or two), so long as the maximum limit of twenty is not exceeded.

[13.52] (Correction) SECTION A: Any Russian unit occupying a **coastal** hex which is within five sea hexes of either of the Leningrad coastal hexes may use Russian Sea Supply.

[14.42] (Addition) A unit which begins the Movement Phase south of the Weatherline may move one hex north of the Weatherline during that Game-Turn, except when using rail movement.

[15.15] (Omission) A fourth condition should be given for an Arms Center to be considered operational: "(4) it must not have been entrained at any time during the previous ten Game-Turns." (see 15.11.)

[15.17] (Omission) A fourth condition should be given for a Training Center to be considered operational: "(4) it must not have been entrained at any time during the previous ten Game-Turns." (See 15.11.)

[15.2] (Clarification) GENERAL RULE: Essentially, the Russian Player may either begin the construction or rebuilding, or conversion of one unit per operational Training Center per Game-Turn.

[15.34] (Omission) SECTION A: This rule also applies to the rebuilding of Air Points on the Rebuilding Track.

[15.34] (Omission) SECTION B: This rule also applies to the rebuilding of Air Points on the Rebuilding Track.

[15.34] (Omission) SECTION C: This production of Air Points must be done on the Construction Track. The rebuilding of Air Points does **not** fulfill this requirement.

[15.8] (Omission) ARMS CENTER DISRUPTION
When playing the Historical Campaign Game, all on-map Russian Arms Centers cease all production as soon as a cumulative total of 100 Russian ground combat units of any type have been eliminated. Arms Centers in Siberia are not affected.

[20.0] (Correction) GENERAL RULE: German Draft Replacement Points **may** be accumulated from one Game-Turn to another.

[20.13] (Correction) A unit may not move or participate in combat in the same Axis Player-Turn in which it was rebuilt with Draft Replacement Points.

[23.03] (Addition) Players should note in the diagram that if unit "X" is an Axis unit, unit "A" could leave the line without violating the Axis Continuous Line rule.

[25.0] (Clarification) PROCEDURE: Infantry units assisting in the conversion of a (1-4) unit into a fortified unit may not have moved or attacked during the current Russian Player-Turn.

[26.2] (Correction) The Required Axis Withdrawals rule (26.2) is also used in the Historical Kursk Scenario Game.

[27.22] (Correction) A Finnish unit may never voluntarily enter an Enemy controlled hex which is outside of "Old Finland" unless this hex is north of the Weatherline and west of the White Sea or already occupied by another Finnish unit (this situation might arise if a Russian unit advanced into a hex which was adjacent to a Finnish occupied hex). Finnish units which are north of the Weatherline and west of the White Sea are not restricted by this rule and may enter Enemy controlled hexes normally.

[27.24] (Correction) As soon as two Finnish units have suffered Combat Results of either AE, ½Ex, AEx, or Ex, as a result of a Finnish attack, all Finnish units permanently lose the ability to attack Enemy units which are not in a hex of Finland. Finnish units **never** lose the ability to attack Enemy units which are in Finland.

[27.31] (Omission) Until the Finnish Rail network has been connected to the Axis rail network, a maximum of two Axis Air Points per Game-Turn may use Finnish rail hexes which are connected by an "all rail" supply line to Helsinki to trace their range for Air-Ground Support and Air Interdiction missions (see 12.33 and 12.42).

[28.0] (Correction) GENERAL RULE: Only Russian infantry and cavalry units may attempt to become partisan cadre.

[28.14] (Correction) Partisan cadres cannot retreat, and if forced to do so by a combat result, they are automatically eliminated.

[28.23] (Omission) Partisan units may not force march.

[29.34] (Correction) **German, Italian and Slovakian** units enter the map from the "west edge" in Greater Germany (i.e., in the area on or south of hex SW 1134 and or north of hex SW 3033).

[30.32] (Clarification) Arms Centers must be placed in the hex indicated. Training Centers may be placed either in the indicated hex or in any Friendly rail hex adjacent to it, at the option of the Russian Player.

[30.34] (Clarification and Omission) SPECIAL RULES: Rule 30.34 should read "The following special rules pertain to both the Campaign and Barbarossa Scenario Games except where noted:

(A) Russian Zones of Control do not extend across the border between Russia and Germany during the Initial Movement Phase of Game-Turn One.

(B) There is no Joint Air War Turn on Game-Turn One. This recreates the Soviet air force being caught on the ground by surprise Axis attack. (In game terms, the Axis are considered to automatically commit twenty Air Points to the Air Superiority Box, eliminating seven Russian Air Points automatically committed to the Air-Ground Box. Three Russian Air Points are considered to be uncommitted and therefore are available on Game-Turn Two).

(C) The Russian Player has seven Air Points available for rebuilding on Game-Turn Two (applicable to the Campaign Game only).

(D) Finland is neutral on Game-Turn One. Finnish units may not move or attack during that Game-Turn. Non-Finnish Axis units in Finland may move and attack normally.

(E) Hungary is neutral on the first four Game-Turns; no units may set up in Hungary or enter Hungary until Game-Turn Five. Russian Startline hexes bordering on Hungary must still be occupied or controlled by one or more Russian infantry units. Axis Startline hexes bordering Hungary need not (and cannot) be occupied or

controlled by one or more Axis infantry units. (F) In the first and second Game-Turns, Axis units expend only **one** additional Movement Point to enter or leave an Enemy Zone of Control. This rule is optional and may be included or left out of the game at the option of the Players.

[33.4] (Omission) Players should note that the Required Axis Withdrawal rule (see 26.2) is considered in effect and has been triggered on Game-Turn 105. The Axis Player must withdraw the indicated units when playing the game "historically".

[35.2] (Addition) **AXIS EARLY ASSAULT**

Advance all reinforcements and Russian Personnel/Arms multiples by two Game-Turns. Continue the same sequence of reinforcements and Russian Personnel/Arms multiples as is given in Game-Turns 166-208 to determine multiples for Game-Turns 209-210.

[35.2] (Addition) **RUSSIAN MAXIMUM BUILD**

The Russian Player plays 30 Game-Turns before Game-Turn One. The Russian Player may fortify any (1-4) units he desires before the start of Game-Turn One. Suspend section (B) of rule 30.34 and begin the game with the normal Joint Air War Turn. Advance the Russian Personnel/Arms multiples by 30 Game-Turns. To determine figures for production multiples and Axis Air Points and Replacement Drafts continue the same sequence as given for Game-Turns 166-208.

[35.2] (Addition) **FULL GERMAN MOTORIZATION**

Infantry units whose Movement Allowance has been increased to 8 Movement Points may not force march.

TURN RECORD REINFORCEMENT TRACK (Correction)

M = Marginal

STORAGE SUGGESTION

One final note. Many people will wonder how they will fit 2,000 counters into two game boxes. We have found a system that works perfectly and here it is.

One entire game box should be used for just Russian units. Divide them into the compartments (excluding the center compartments as follows: 1-4's into five compartments; 5-5's into two compartments; 4-4's into two compartments; 0-1-10's into two compartments; 10-1-10's into one compartment; 2-5's into two compartments; 3-5's into two compartments; 8-6's into one compartment; 9-6's into one compartment; Air Points into two compartments; Air Interdiction Markers into one compartment; cavalry into one compartment, and all Entrained, Railhead Junction, and Repair Markers into one compartment.

Into the second box, Russian Partisans go into three compartments. Also into the second game box the Axis units are placed as follows:

Finnish 4-5's into one compartment; Finnish Partisans into one compartment; all Italian units into one compartment; all Slovakian units into one compartment; all Hungarian units into one compartment; all Rumanian units into one compartment; all Ukrainian units into one compartment; Entrained, Railhead/Junction and Repair Markers into one compartment; Air Points into one compartment; German 6-3's into one compartment; German 8-8's into one compartment; German 10-8's into one compartment; German 3-8's into one compartment; German 6-5's into five compartments; and all Cut Markers into one compartment.

This takes care of all corrections (as of September

74) and suggestions needed to play **War In The East**. We hope you enjoy the game.

If you have game-rules questions on **War In The East**, first, read the pertinent rules section once again; if you still have a question phrase it in a "yes-no" or multiple-choice format and submit it along with a stamped, self-addressed envelope to: Simulations Publications
War In The East Game Questions Editor
44 East 23rd Street
New York, New York 10010

Please note, we cannot answer "why" questions dealing with game design and theory, due to limited staff time.

FIRST EDITION ERRATA

The following errata applies **only** to the first printing of WAR IN THE EAST. (The errors corrected below were corrected on the game materials themselves in subsequent printings.) To determine if you have a first printing of the game check the map and see if hex NW3713 is indicated (incorrectly) as a Russian Personnel Center city. If it is, then you have a first printing of the game and should note the following errata. If hex NW3713 is indicated (correctly) to be simply a city hex, then you have a subsequent printing of the game and may ignore the following errata.

[5.8] (Correction) RIVER HEXSIDE: River hexsides should be treated as clear during Snow Game-Turns.

[11.46] (Clarification) A die roll of "six", however, remains a "six".

[11.65] (Omission) SPECIAL NOTE: Odds greater than 12 to 1 are treated as 12 to 1; attacks at odds lower than 1 to 2 are not allowed.

[32.21] (Correction) The Axis Player should receive 4 (2-4) Italian units (rather than 9).

[36.3] (Correction) SOVIET RUSSIA: The secondary counter for a Russian 8-6 tank corps is a 1-6 battlegroup.

TURN RECORD/REINFORCEMENT TRACK (Correction)

Axis reinforcements for Game-Turn 53 should include **6x2-4I** (instead of 6x2-5I).

TURN RECORD/REINFORCEMENT TRACK (Correction)

The rules reference given on Game-Turn 168 should be to **20.16**.

TURN RECORD/REINFORCEMENT TRACK (Omission)

The Axis Player receives as reinforcement one additional repair unit on Game-Turns 41, 93, 145, and 197.

TURN RECORD/REINFORCEMENT TRACK (Clarification)

The abbreviations given on certain Game-Turns (for example, RDV on Game-Turn 40) represent: A = Axis Victory Determination Point

R = Russian Victory Determination Point

M = Marginal; S = Substantive; D = Decisive

TURN RECORD/REINFORCEMENT TRACK (Correction)

From Game-Turn 166-200 the Russian Arms Multiple for all **even** numbered Game-Turns should be **three**, not two.

MAPSHEET

1. In the city of Leningrad, all three hexes are erroneously shown as Personnel Centers; only hexes NW3812 and NW3712 are Personnel Centers. Hex NW3713 is treated as an ordinary Russian city hex.

2. The "dot" indicating the position of Russian city of Smolensk was left off the map. It should be located on hex SW0707. It is an ordinary Russian city, not a Personnel Center.

3. A Rail Line on the South-West mapsection was left out. It runs in hexes SW0123, SW0124 and SW0125 linking Riga to the sea.

4. In the South-East mapsection, three hexsides should be shown as belonging to the Stalingrad Start Line. They are the hexsides in hex numbers SE0934 and SE0734 that join with the South-West mapsection plus hexside SE4532/SE4533 in the Crimea. Note that this places Sevastapol in Russian hands.

5. There are various instances of ambiguity in hexes where rivers and sea meet (for example, hex SE4125). In all such cases, the water portion of the hex should be expanded to join with the river along a hexside.



Feedback Results, MOVES 15

Rank	Article	Rating
1.	Designer's Notes	7.05
2.	Developer's Notes	7.04
3.	The History as the Game	6.96
4.	A Compendium of Wargaming Periodicals	6.62
5.	Footnotes	6.44
6.	Playback	6.07
7.	Forward Observer	5.98
This issue [overall]		6.62