Complete RUSSIAN FRONT Errata
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The following are the official changes and clarifications for *RUSSIAN FRONT*. You will find that instituting them makes the play progress much smoother. Please add these to your rulebook.

SOVIET OB CARD
Interior Forces: the 4-4-7 "BS" naval unit picture (also the unit counter itself) should show two ship symbols to show that it is a fleet instead of a flotilla.

January, 1943 (20): the "19" army unit depiction should instead show the "27" army unit (a 5-5-4).

GAME CARD
Combat Results Table: The third note should read "Axis First Winter" instead of "Axis First Winner".

The Sequence of Play with All Options: Both 3.e.1 and 3.e.2 should read "Segment" instead of "Step".

Replacement Chart: The Dec '42 line of the "On Board" column should include a dot next to the "14".

BASIC GAME RULES
Revise the first sentence of **4.2.2** to read: As soon as a battle location unit is placed, all ground units in that hex *immediately* lose their zones of control.

To clarify **4.6.3**: A one-hex wide mapboard edge directly *between* two identically colored partial hexes is considered to be a supply source of the same color as the adjacent partial hexes.

Revise **4.6.4.1** to read: Ground units marked with out of supply units may only be moved in a *direction* or combination of directions that would be allowed if they were retreating (see 7.5.2.2 for allowable directions), into an adjacent hex in any direction containing *only* friendly combat units and/or into an adjacent friendly city (fortress, major or minor). They may not be used to convert railroad hexes and their movement factors are halved (round any fractions down), but their attack and defense factors remain the same. Restrictions allowing, these movements *may* cause combats and/or be into enemy controlled cities.

To clarify **4.6.4.3**: Out of supply air units *may* participate in combat in their base hex if attacked.

To clarify **5.2.1.2**: To be used, a mapboard edge partial hex must be located in the reinforcing unit's home country.

Add to **6.1** as the first sentence: Units may be moved alone or together in stacks that can be broken down at any point during movement.

Add to **6.3.1** just prior to last sentence: If located in an enemy zone of control with no friendly ground unit in the hex, treat an air unit as out of supply (see 4.6.4.3).

Add to **7.2.1.1**, Step One, just prior to last sentence: If both sides have choices, the defender chooses *first*.

Add as last sentence of Exception under **7.3.6**: If both sides' engaged units are eliminated and both sides still have unengaged units in the hex, the attacker *must* retreat.

Change the first sentence of **7.4.1** to read: *After* the completion of a round of combat, the defender has the first choice to retreat out of the battle location hex.

ADVANCED RULES

Add as last sentence of **11.1**: Any Axis ally surrenders *immediately* when its surrender conditions are met.

Revise **11.4.2** to read: *Extending* the definition in 4.6.3, to be used as a supply source port, a port city which otherwise does not qualify as a supply source may be used as one if within a five hex long supply route (by land *or* sea – sea routes cannot pass through enemy minefield hexes) to a partial map board hex of that side's color.

Revise **11.4.2.1** to read: A port may also be considered as a supply source if there is at least one friendly naval unit and one other controlled and supplied (under 4.6.3 or 11.4.2) port located on the same body of water. By sea, the side must be able to trace a continuous path of hexes from port-to-port of any length without going through an enemy minefield hex.

To clarify **11.4.3.1**: The friendly controlled port must also be a supply source.

Revise **11.4.4** to read: As long as there is at least one friendly controlled supply source port city on a body of water, a naval unit on that body of water is supplied.

Add as last sentences of **11.5**: When moved, units marked by reserve units do so at normal movement rates and costs. Any number of ground units in a hex may be marked by a single reserve unit.

To clarify **11.5.1**: Any ground units marked by a reserve unit may not have expended any movement factors during the Ground Movement Step.

Add as last sentence of **11.5.3.2.1**: Their movement may cause response movements.

To clarify **11.6.1**: Any ground units marked by a refit unit may *not* have expended any movement factors during the Ground Movement Step.

Add as final clause to the last sentence of **11.6.1.2**: …and may not be moved during an Exploitation Phases.

Add the following rule:
11.7.2.2.4: If, during a combat caused by pursuit or blitz movement, the combat takes place in a he containing retreated air and/or naval units, these units are *not* used in the combat.

Add to end of last sentence of **11.7.2.3.4**: …(which may take part in the combat).

Revise the second sentence of **11.7.2.4** to read: This movement may include supporting units but may not be into hexes occupied by enemy ground units, although it can cause normal response movement by enemy ground units (including those retreated from previous blitz battle location hexes and not pursued).

Revise the Note to **12.1.5.1** to read: (Movement through these hexes is still forbidden and zones of control still do not apply.)

Add as the last sentence of **12.1.6.2**: Naval units that cannot move due to "ice" may still participate in combats and lay mines in their own naval base hexes.

Revise the last sentence of **13.3.1** to read: Guard units are available as reinforcements on the Turns indicated on the Soviet Order of Battle Card but are handled differently then other reinforcements and arrived on the mapboard in one of two ways:

Add as the last sentence of **13.3.3.6**: Any port city selected must be a fortress and/or major

city located in the unit's home country that is capable of serving as a naval base.

To clarify **13.4.1**: A unit moved by rail may not start out of supply.

Add a second sentence of **13.4.2**: Enemy control units do not prevent or hinder rail movements.

To clarify **14.3.1**: A port city containing an enemy minefield may not be used as a naval base.

Revise **14.3.2.3.2** to read: The number of minefield units that can be used is limited by the countermix (6/die) and to one per hex.

Add the following rule:
14.3.4 NAVAL UNITS IN ENEMY MINEFIELD HEXES: Naval units that were not minesweeping and that end a Ground Combat Segment located in enemy minefield hexes *must* leave the hex using the naval return rules during the Return and Transfer Segment (see 15.8).

OPTIONAL RULES
Add as final clause to the last sentence of **17.5**: …that does not contain an enemy minefield unit, including hexes containing an enemy combat unit or units.

Add as last sentence of **19.1**: Movement costs are normal. Rail hexes used may have been converted by other ground units during the same Ground Movement Step.

To clarify **19.2**: During blitz combats, to continue the blitz procedures, extra movement factors must be added *before* the blitz unit is removed (once removed, the hex becomes a normal ground combat).

Revise **20.1** to read: In addition to those cases covered in 7.2.1.3.2, a player may also ignore

a required retreat in *any other* situations by marking an *extra* hit on an engaged or supporting unit. If all engaged or supporting units are eliminated, the extra hit may be marked on an unengaged unit involved in the combat.

Revise **20.2.1** to read: The phasing player moves an air unit or units to any enemy controlled city (fortress, major or minor) hex that is part of their main connected rail network (traced to the edge of the mapboard – not part of a rail network traced only to an otherwise isolated port city). Mark the hex with a battle location unit and place a rail unit in the battle box with the air unit or units. **NOTE:** with separate Finnish and other Axis rail capacities, the capacity reduced by a railroad attack depends on which of these networks the attacked city is located.

Revise **20.2.1.1** to read: Unless eliminated or retreated from the hex by normally resolved air and/or naval combats, during the Phasing Player's Return and Transfer Segment the rail unit *and* a "do not use" unit are left in the city hex to show that the railroad attack took place.