

The Cossacks are Coming!

Official Errata

July 1983

General Rules

Alter lines 29-33 of Rule 16C so that they now read: Main Depot units may only be moved by rail, and only if the owning player has sufficient rail points remaining. Main Depot units move during friendly March periods (Movement and Counter-Movement).

Add the following section after Rule 16D: 16D1. *Lines of Communication.* Units may choose to trace supply from a rail hex on the line of communication in lieu of tracing to a Main Depot unit. This applies to supply units as well as to non-supply units, but the line of communication must be the one used by the unit's army. (Note: Rule 19A4 should now read "(see Rule 16D1).")

Add the following two sentences as the third and fourth sentences (respectively) of the last paragraph of Rule 23B: No unit may trace supply through a hex adjacent to an enemy fortress unit even if this hex is occupied by a friendly unit. All fortress units' artillery is rated as Heavy Indirect Artillery.

Add the following sentences to the end of the second paragraph of Rule 14C: Attacking units that force a defending unit to retreat from an entrenchment hex are limited in their pursuit to occupying the hex vacated by the defending unit; an entrenchment hex can be either a hex with an entrenchment symbol printed on the map or a hex within which a unit is in entrenchment mode. If the defending unit was in permanent entrenchment mode, then the attacking units must take two successive morale checks in

order to enter even the hex vacated by the defending unit. If the attacking unit fails either one of the two morale checks, then it may not enter the vacated hex. Entrenchment effects only apply to the three frontal hexsides of a defending unit in entrenchment mode; if the hex contains an entrenchment symbol printed on the map, then the defending units in the hex must orient the top of their counters to align with the symbol in order to receive the benefits of entrenchment.

The third line of Rule 13B8 is in error. Revise it to read "modify their morale check die roll by ½ if the."

Scenarios

Scenario I: The Russian 1st Cavalry Division is an independent formation.

Scenario III: The German player must remove any three cavalry regiments from play before beginning the scenario (they are considered to be with the 1st Cavalry Division to the north of the scenario boundary). The Russian 4th Cavalry Division is attached to the VI Corps.

Scenario IV: The morale level of the German Guard Reserve Corps is 8; the First Reserve Corps is 6. The Russian cavalry unit at RB is the 1st Cavalry Brigade; the infantry unit at RT is the 7th Siberian Rifle Division.

Scenario V: The German 2nd Landwehr Brigade does not start the game on the map; it is a Turn-2 reinforcement. The German player has four supply units available which may be placed anywhere inside Germany. The Russian 15th Division is listed as the 16th Division, the XIII Corps is listed as the XII Corps, and the IV Corps consists of the 30th and 40th Divisions. Scenario V reinforcements: Turn 2—the Russian 53rd

and 57th Divisions are received, not the 55th Division. Turn 3—the Russian player consults the Other Theaters Table for the possibility of withdrawing the 5th RR Engineer battalion. Turn 6—the Russian player receives the 2nd Caucasian Rifle Brigade.

Scenario VI: Place the three cavalry regiments listed under Scenario III errata, above, with any unit of the German 1st Cavalry Division.

Scenarios V and VI: The penalty for failure to withdraw German units in Scenario IV applies in Scenarios V and VI as well.

All Scenarios: Victory conditions, including possession of geographical objectives, are calculated at the end of the scenario. All RR Engineer battalions are Independent formations on their respective Strategic charts; unless otherwise listed, they may be placed with any friendly unit. The German motorized battalion listed as 8C is in play as a unit of the 1st Cavalry Division until such time as the 8th Cavalry may come into play. Two turns after the West Front reinforcements are received, the German III Cavalry Corps is received at the same entry hex.

Counters

The Russian 4th and 15th Cavalry Divisions should have double brigades of cavalry. Van Francois is von Francois.

Map

Yes, folks, it is *Tannenberg*, not *Tannenburg*.

Box

The Mission counter given is really a leader counter. Rule 21 gives an example of a Mission counter. □□