

"The Cossacks Are Coming!"

Errata, Addendum, and Ooops

Nov. 1982



COUNTERS

The two Russian units labeled 7gr should be 7sr (one personnel and one artillery). There are two Russian 2 art bd units, one of them should be 1 art bd. The Russian XXII Corps HQ is marked xxxx (army), it should be xxx (corps). The Russian detachments labeled "a" through "i" should have a cadre indicator of "-" on the right hand side of the counter. The attachment rating of the Russian XXII corps command counter is 3 on the counter; it should be 4. The German Johannsburg fortress counter doesn't have a fortress symbol printed on the front of its counter. The German Konigsberg South fortress counter is missing the "berg" from the word Konigsberg. If a counter has only one number on the bottom line, this represents its personnel strength, and is not a machine gun factor.

One Maximum Main Depot Status Counter has "Advance" in place of "Status" on it. Three Maximum MD Repaired Status counters have "Repaired" omitted. The Tenth Army Mission "Advance" counter has "Hold + 2" instead. There are two Russian lgd c units, one of them should be 2gd c. The German horse artillery battalion labeled 1c should have a barrage factor of 2 and a mobility category of C.

COUNTER ABBREVIATIONS

GERMAN

| | |
|-------|-----------------------|
| bd | Brigade |
| bn | Battalion |
| c/C | Cavalry |
| det | Detachment |
| gd/GD | Guard |
| g | Graudenz |
| k/K | Konigsberg |
| lw | Landwehr |
| ln | Lotzen |
| loc | Line of Communication |
| p | Posen |
| rr | Railroad |
| r/R | Reserve |
| t | Thorn |
| Z | Zeppelin |

RUSSIAN

| | |
|-------|------------------|
| art | Artillery |
| bd | Brigade |
| cn/CN | Caucasian |
| cnr | Caucasian Rifle |
| c/C | Cavalry |
| det | Detachment |
| fr | Finnish Rifle |
| gd | Guard |
| gr | Grenadier |
| rr | Railroad |
| r | Rifle |
| s/S | Siberian |
| sc | Siberian Cavalry |
| sr | Siberian Rifle |
| T | Turkestan |
| tr | Turkestan Rifle |

Note both sides have units that have combinations of abbreviations, such KR (Konigsberg Reserve). Capitals are used for Armies and Corps, lower case for Divisions, Brigades, Regiments and Battalions.

MAP

The village of Pillau is missing from the map. It should be in the hex two hexes northwest of Balga, where the paved road ends in a coastal hex (southwest of Konigsberg). Entry hex A should be in Kovno, entry hex D should be in Novo-Georgievsk. The directional indicator includes the directions "East" and "West"; unlike the other six directions indicated, these two do not conform to any hexside and are there for reference only.

On the Phase Cycle the German phases are in blue and the Russian phases are in brown. Also on the Phase Cycle there is a period labeled "Army Mission"; this should be labeled "Mission" instead. (All formations, not just armies, receive mission orders in this period). There are some spelling discrepancies among the city/town/village names (Belostok/Byelostok, Osoweic/Ossovetz, Lomza/Lomzha, Novo Georgievsk/Novo Georgivisk) between the map and the counter-mix. The Germans, Poles and Russians each held these areas and each had a different name for them.

The Terrain Key does not contain an example of a bridge or a blocked hexside. A bridge is anywhere that a road or railroad of any type crosses a river or lake. A blocked hexside is any all water hexside in any sea, bay, or lake.

SCENARIOS

Add the following information to the scenarios:

The German Hoffman counter can be placed anywhere on the map in all six scenarios. The German Konigsberg Reserve Corps, (KR) is not listed in any of the scenarios; its placement on the map is triggered by the provisions of rule 11C in the Exclusive rules. In Scenario 1 ignore the directional indications given in the parentheses in the Unit Location section, use the scenario set up map instead. (The parenthesized directions make sense only if north is straight up on the map).

Scenario One: Whenever a Russian unit is indicated to have a "combat marker" it should read "regular combat marker." Ignore all directional indications given in the parentheses in the Unit Location section, use the Scenario Set Up Map instead. (The parenthesized directions make sense only if North is straight up on the map.)

Scenario Two: Place the Command Counters of the Russian II Corps, with attached formations, on a Corps Command Track on the Strategic Chart. The German detachments in the scenario are from the 2nd Inf. Div. The German player may place three supply units anywhere inside Germany, within the scenario boundaries. Place one Russian 1st Army supply unit at RG.

Scenario Three: Place an 8th Army supply unit at GG and GH. Place the 8th Army HQ and the 8rr bn at GF.

Scenario Four: The German player has 84 prisoner points.

Scenario Five: The reinforcement schedule lists certain units as "depots." These units are supply units and are not to be confused with Main Depots.

Scenario Six: The Russian 68th Inf. Div. is not in the scenario at start. Place one 8th Army supply unit in Friedland, place the Russian detachment "F" at RN.

All Scenarios: All Scenarios have all dummy units available to both sides. All fortifications that fall within the boundaries of a scenario are available to the respective sides.

Any time a formation with an air unit is available in a scenario, its air unit is likewise available. The German Hoffman counter can be placed anywhere on the map in all six scenarios. The German Konigsberg Reserve Corps, (KR) is not listed in any of the scenarios. It is in all scenarios in which the Konigsberg peninsula is in play. Both players may create detachments to garrison fortresses at the beginning of each scenario; these may be placed when the fortresses are.

SCENARIO MAPS

The scenario maps each have three scenarios printed on them, each scenario title is oriented the same way as the set up codes for that scenario.

Set up the strategic charts last, as they contain the scenario maps on their reverse side. It is advisable to circle the letters of each scenario in different colored pen, also to make note of the scenario boundaries before commencing play as the scenario map will be unavailable once play begins.

Letter codes with arrows indicate that the unit may be either in the letter code hex or in any hex containing any part of the arrow.

RULES

Table of Contents: 11A should read "German Leaders"

Additions to the General Rules:

- 1B4: The Combat Options Summary Chart is located on the Fire CRT; the Morale Check Summary Chart is located on the Barrage CRT.
- 5B1: All attachments are done before any mission orders are given.
- 6B4: A Headquarters unit with one strength point of cavalry as an organic combat unit need only reveal the HQ counter itself if the HQ unit is the subject of successful reconnaissance. A headquarters unit without cavalry in its hex must reveal any units in its holding box if it is the subject of successful reconnaissance.
- 7A4c: Clarification: A stack of units equal to or less than one BE expends $\frac{1}{2}$ MP to enter or leave road mode on a dirt road, it expends no MP to enter or leave road mode on a paved road. A stack containing more than one BE expends one MP to enter or leave road mode on a dirt road, and $\frac{1}{2}$ MP to enter or leave road mode on a paved road.
- 9A: Add to the end of paragraph: attacks are explained in Rules 10 and 11 respectively. Each time a unit resolves its attack in the initial combat period, its intensive combat marker is flipped over.
- 10A6: ignore repetition that begins, "combat marker flipped over. . . ."
- 14E: The attacker *can* elect for a unit performing a rearguard to lose morale points from its formation.
- 19A3: Delete the last line and substitute the word "below."
- 20F: Delete "rail line limit," there is no such creature. The Strategic Chart does not give the supply range for a nation's units, it is in Exclusive Rule 4.
- 21B4: *Players Note:* There is no "reminders" section in the middle of the rules booklet.
- 23A1: (add this sentence at the bottom of the last paragraph of 23A1)
Air units may not perform reconnaissance against enemy units in a woods or forest hex.
- 24G: If the number on the prisoner column is *greater* than the morale level of any of the defending units formations, then a prisoner result occurs. (The rules currently read equal to or greater than.)
- 24J: The game map referred to in this rule and elsewhere throughout the rules is not on the back page of the rules book but is on the back of the Barrage CRT.
- 24K: **Abandoning Equipment**
Any artillery unit may abandon its equipment at any time. An artillery unit that abandons equipment immediately becomes a Cadre unit by placing a cadre marker under the unit (see rule 12A). All artillery units with a cadre marker underneath them have a mobility category of L, regardless of what is printed on the counter. Any strength points lost as a result of abandoning equipment are counted as prisoner points by the opposing player.

Exclusive Rules

- 3: An unlimited number of BEs can be moved between Konigsberg and Danzig and Pillau, with the same restrictions on artillery unit transportation. In addition to these ports, the following ports are for purposes of naval movement across lakes: Lotzen, Angerburg, Johannsburg, and Nikolaiken. Note that a unit must be in a port to enter or leave naval mode.
- 6A: The March on Berlin scenario is listed here as the Campaign for East Prussia scenario.
- 9A: The 24th Infantry Division is listed as the 23rd Division.
- 9B: On a die roll of 4-6 the 5th eng bn remains in play throughout the game.
- 11C: Delete the last sentence. The units of the Konigsberg Reserve (KR) are placed on the map in any scenario that includes the Konigsberg Peninsula.
- 12A: (add this sentence at the end of the last paragraph of the rule)
The Russian leader Khan Nachiveansky does not provide a Combat Modification. A gilded turkey if ever there was one.
- 12D: This rule is not in effect in game turn 1.

Units with a morale of more than 6 can forced march a number of movement points equal to the difference between their morale level and six without fear of negative result. (Thus a unit with a morale of 8 could force march 2 MP without danger of any bad result.)

When a corps sized formation takes a morale check, and it has units placed in its Headquarters Holding box, each formation in the holding box must compare its morale level to the die result. It is possible that some formations may pass, and some may fail, due to their differing morale levels.

FIRE CRT

All attacker losses called for on the FCRT are taken in strength points or morale points; this does not apply to morale checks as result of fire combat.

TERRAIN EFFECTS CHART

Villages have no effect on combat whatsoever, the TEC is in error.

Player's Note: Formations without their own HQ unit (most divisions and brigades) must stay on or adjacent to other units of their formation. If a player wishes to move a unit away from the other units of its formation, it will be placing that unit out of command control; this is especially true of German cavalry. The way to avoid this is to create detachments which are not bound by the restriction to stay on or adjacent to the other units of its formation.