

Great War in the East Errata

(As of December 78)

STANDARD RULES

[5.39] *(addition)* Entrained units cannot attack or be advanced during the Cavalry Withdrawal or Combat Phases. However, an entrained unit which an Enemy unit has been moved adjacent to may be detrained in either of these Phases in order to attack or be advanced.

[5.4] *(clarification)* Trenches are considered permanent for game purposes; *i.e.*, a unit attacked in a hex containing captured Enemy trenches *does* receive the defensive terrain benefit.

[10.22] *(clarification)* HQ units of different Command Levels are indicated by the presence of colored bands on the counters. Each HQ units has either two, one, or zero bands.

CAPORETTO

[16.0] *(correction, Case 2.31)* The number on the top left of the HQ counter in Caporetto is the At-

tack Shift, not the Command Strength; see modification of Section 10.0. *(clarification, Case 9.12)* "Lagoon coastal hexes" include 2526, 2524, 2523, 2522, 2425, 2423, 2421, 2325, 2324, 2323, and 2322. "Lagoon hexes" include 2424 and 2422.

[17.0] *(clarification)* The Barrage Strength of artillery units is printed in parantheses on each of the counters.

[25.22] *(correction, lines 6-7)* "and the four extra Depot units provided in the counter-mix, which are numbered 10-13.

SERBIA-GALICIA

Counters

1. Austro-Hungarian 2/6 Brigade starts in s1513.
2. Serbian Be Brigade starts in s0307 (Belgrade).

Map

[17.11] *(clarification)* The owning Player rolls the die to determine if a unit is successfully entrained *after* that unit has been moved to a rail hex.

[24.1] *(clarification)* Cavalry units lose their ZOC during the owning Player's Player-Turn *only*.

VON HINDENBERG IN POLAND

Counters

1. Austro-Hungarian 24th Division starts in 1606.
2. German 3rd Supply Depot should be marked "11A".
3. Russian 61 R Corps starts in 0714
4. Russian 70 R Corps starts in 0714

Rules

[15.0] *(addition to Section 3.0)* The three Russian Supply Depots may be set up anywhere on the Game-Map north of the San-Vistula rivers at the start of the game. The five Austro-Hungarian Supply Depots may be set up anywhere south of the San-Vistula-Itzanka rivers and east of Cracow, but not within two hexes of any Russian combat unit. *(addition to Case 8.3)* Whenever Austro-Hungarian and German units are used together in an attack, the "TCR 2 and 3" row on the Combat Results Table is used for the determination of the combat odds column.