

MOSCOW 1941: Game Errata

The following items represent the current corrections and clarifications of the Moscow 1941 Game.

RULEBOOK

Introduction

Col. 1, Para. 3 (Correction) "The October Blitz scenario is a 4-turn game recreating the opening phase of the battle."

Game Parts

(Correction) The identifications of the Infantry Repl. and Armor Repl. on the Turn Track Box diagram are reversed. The Infantry Replacements is the first of the two values.

1.0 Gaining Initiative Points

(Addition) If both player have the same number of IP's, the German player goes first in the turn.

1.3 Modifying Initiative, Example (Correction) The example is incorrect. The 2/3 modification for weather should be applied before the die is rolled and added to the total. The correct value would be 26 [(12 + 17) x 2/3 + 5 + 7].

2.0 Activation

(Clarification) Each unit can only be activated once per Friendly Phase and once per Enemy Phase (for reaction combat). Once a unit is marked activated it cannot be used again until the activation marker is removed (during Step 8).

2.4 (Clarification) Reaction: IP's must be spent separately to make a reaction move and a reaction attack. Paying for one does not automatically allow the unit to perform the other.

4.0 Effects of Weather

4.3 (Clarification) The Mud column is the Dry, Mud, and Frozen Conditions column on the Terrain Effects Chart.

(Clarification) Movement allowances halved by mud are rounded down, to a minimum of 1.

(Correction) The combat modifiers listed in the rulebook for mud, snow, and deep snow are incorrect. They should be changed as follows to agree with the modifiers printed on the map and player cards.

4.3 "A -2 penalty is applied to all attacks."

4.4 "A -1 penalty is applied to all attacks."

4.5 "A -2 penalty is applied to all attacks."

5.0 Supply

5.1 (Addition) The German forces can also trace supply to Entry Areas A and B, but only after German units have entered the map through these areas.

5.7 (Correction) Force march die rolls are decreased by 2.

6.0 Stacking

6.2 (Addition) Overstacking: A unit can retreat into a hex with another friendly unit, resulting in an overstack situation, if no other route is possible.

8.0 Command

8.1 (Correction) Delete "If the HQ is undamaged, the Command Radius is printed on the counter. If the HQ has suffered a loss, the Command Radius is reduced by one for each loss."

9.0 Ground Movement

9.5 (Clarification) A unit can be overrun more than once, by the same or different enemy units.

9.7 (Clarification) A unit that moved during the Friendly Player Phase is still eligible for reaction movement during an Enemy Phase.

10. Combat

10.4 (Correction) A fortified hexside gives a -1 die modifier.

10.7 (Clarification) Guards divisions placed during set up are not marked with a "Guards +1" marker. This is already factored into the strength of the counter.

11.0 Combat Results

11.3.B (Correction) Remnants have a movement rating of 4 as printed on the counter, not 6 as stated in the rules.

(Correction) Remnants can suffer fatigue but cannot foremarch.

(Clarification) A remnant can retreat as a result of combat. Since a remnant has only one step, if forced to suffer a combat loss it is eliminated.

17.0 Victory Conditions

17.2 (Clarification) The award for capturing Moscow can only be gained once.

GERMAN PLAYER CARD

The Arctic column of the ZOC Chart is incorrect. No unit possesses a ZOC during winter turns.

German Reinforcement Schedule (Addition) The 4Pz Division (3 counters -- 12/4, 33/4, and 35/4) enter on turn 8, through Entry Area B. All units of the division are marked (1F).

SOVIET PLAYER CARD

The Arctic column of the ZOC Chart is incorrect. No unit possesses a ZOC during winter turns.

Soviet Set-Up (Correction) The 252 RD (1) sets up in hex 3111.

Soviet Reinforcement Schedule (Correction) The 312 RD enters on turn 4, not turn 27 as indicated later on the track and on the counter.

The 9 CD should be removed from the Reinforcement Schedule.

COUNTERS

The German 39/17 and 63/17 arrive on turn 13 (as per the German Reinforcement Chart) not turn 11 as indicated on the counters.

The Soviet 40 RD should be labeled the 340 RD.

The Soviet 139 RD and 101 MRD were left off the countermix. Any Soviet RD can be used to replace these.

The Soviet 55 R Bde was left off the countermix. Any R Bde can be substituted for it.

The Soviet 5 CD was left off the countermix. This should be a 5-8 cavalry division.

GAME MAP

(Correction) The IP Table is correct. The IP's listed next to towns is incorrect.

MOSCOW™

THE ENEMY AT THE GATES

