

## **ERRATA – OSTKRIEG: WWII EASTERN FRONT**

**By**  
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These rules errata and corrections contain both the official errata published by Compass Games and those noticed and listed by independent players in the various forums on the game.

### **Rules**

#### Country Definitions

(Addition) Country Definitions: The countries are defined as follows:

Soviet Union: Areas 1-75

Finland: Areas 76-77

Norway: Area 78

Germany; Areas 79-87

Slovakia: Area 88

Hungary: Areas 89-91

Romania: Areas 92-95

Yugoslavia: Areas 96-99

Bulgaria: Areas 100-102

Greece: Areas 103-104

Turkey: Areas 107-118

Iran: Areas 128-130

#### Status of Turkey and Iran in Ostkrieg Scenarios

4.1.3 (Addition) All areas in Turkey and Iran are out of play for this scenario.

4.2.3 (Addition) All areas in Turkey and Iran are out of play for this scenario.

#### 8.3 Move

##### 8.3.2.1 Entrenchment

(Addition) Infantry units which move into an area where there are friendly Infantry units entrenched, do not become automatically entrenched themselves.

##### 8.3.3.1 Overrun

(Addition) Infantry points which are overrun are considered to be destroyed and are removed from the board. They do not get a return shot at the overrunning Armored points. Overruns may be performed in the first and/or second area of the Armored points movement. (Thus, it is possible to overrun two areas in a row. It is even possible to overrun two areas in a row and perform combat against a third area, making a move into the third area by advance after combat if victorious. However, this places the Armored points way ahead of their supporting Infantry and liable to a possible counterattack.)

##### 8.3.4 Air Unit Movement

(Addition) Air units are not flipped over to their Moved sides and may be used in combat that turn.

##### 8.3.5 Air Rebase

(Last sentence should read) Air units that are flipped over to their Moved sides may not be used in combat.

### 8.3.9 Forced Enemy Rebase

(Addition) Enemy air units on their Moved sides also move up to two areas and remain on their Moved sides.

## 8.4 Attack

### 8.4.2.2 Resolution

#### Resolve Losses

(Addition) However, if a player runs out of Infantry points and there are still losses to resolve, then the losses must be taken in Armor points and then Air points, even if no **sixes** were rolled.

It is suggested that the following priority table be used when taking losses and no **sixes** were rolled.

1. Infantry points which retreated into the hex from a previous battle.
2. Infantry points.
3. Entrenched Infantry points.
4. Armor points which retreated into the hex from a previous battle.
5. Armor points.
6. Air points which retreated into the hex from a previous battle.
7. Air points.

If at least one **six** is rolled, then one Armor or Air point is removed first if present in the area, then the above table is used for the rest of the units in the area.

## 9.0 Years End

### 9.2 Determine Country Control

#### **Finland**

(Addition) If Helsinki is controlled by the Russians then all Finnish units are removed from the board.

## 10.0 Play Example

Last, the Axis player resolves the attack on Rovno.

(Correction) This starts at the 5th paragraph on page 18. The text that is changed is in **bold**.

The Axis player rolls **four dice** ( $6/2 =$  three dice from units, one from Armor advantage). Note that the divisor is two because at least one German Armor or Infantry unit is attacking.

The Soviet player has two Infantry and one Armor and receives  $3/6$  rounded up to one die for ground forces. The defending units are in supply and **the Infantry units are not entrenched**.

The Axis player rolls **2, 5, 5, and a 5**. The Soviet player rolls a **6**.

All the Soviet forces are eliminated

The Axis player takes one damage which must be an Armor.

The Axis player advances two Hungarian Infantry, two German Infantry, **and one German Armor** into Rovno. (There are no Air points to advance as they were previously eliminated.)

## **Cards**

Soviet Card #54 (Clarification) Leningrad Reserves – This card is discarded after it is used to cancel a

German advance.

### **Counters**

There is no Game Turn counter for the Game Turn Track on the map. Use a spare counter for it.

### **Player Aid Card**

Determine Additional Dice

Defender out of supply line – The Number of Dice should read “Subtract one die (can never be less than **one**).

### **Map**

Oufa and Molotov are both printed as area 8. Oufa should be area 9.

On the East Front Production Track, the German start should be 13, not 12.