

STURM NACH OSTEN: (Errata & Clarifications)

Errata

Counters: On the Advanced Game counter the 1st Roumanian armored cavalry should have the corps designation underlined (to indicate placement on the board at the start of the campaign game). And on the Advanced Game counter for the German 24th armored corps there should be a "G" for Guderian).

NC4: Add:- Axis units suffering a fuel shortage are considered to have a Movement Factor of 4; Russian Units suffering a fuel shortage are considered to have a Movement Factor of 3. These revised Movement Factors are subject to modification for weather in the normal way.

IV E11: Add:- If a Russian Unit retreats into Hungary, that country is considered activated. However, the Russian player may always choose simply to remove a unit from the map rather than retreat it into Hungary. The Russian player receives no replacement factors for the unit removed, but it is available for use as a replacement.

VIII A3b: Line 2, after the word "than", add:- "to the nearest enemy 'supply threat'". The following word "a" then begins a new sentence.



Armor (German Panzer)



Armored Infantry



Mountain Infantry

West
(etc.)

Soviet Front or High Command



Armored Cavalry



Infantry



Shock Infantry



Factory

VII B3/C: Units which are isolated (i.e. cannot trace supply to a supply source) but which are in or adjacent to a Victory City on the owning player's side of the 1941 border may draw 'seige supply' from that city. Up to 6 stacking factors may draw such supply, units actually in the city counting double towards this total. Units in or adjacent to the city in excess of the 6 SF limit are not all immediately eliminated, however. Instead units totalling half (fractions rounded up) of the SFs involved are eliminated each turn for so long as they remain isolated (see rule C2).

The above also applies to units in Major Cities and hexes adjacent to them. However, there is no seige supply as such; instead half the SFs involved (fractions rounded up) are eliminated each turn they remain isolated, until there are none left. That is, Major Cities, unlike Victory Cities, cannot sustain up to 6 SFs indefinitely.

Clarifications

Victory Points: Note that if a Victory City is in enemy ZOC, even though the City is occupied by a friendly unit, no rail line can be traced to the city. Therefore it is not "controlled" by the occupying player, and does not count for victory purposes.

Armored Advance: Note that only armor and armored cavalry are ever eligible for a 2-hex advance after combat; armored infantry () are not.

The Map: The hexside between 0521 and 0522 is an all-sea hexside.