

**3.0 SEQUENCE OF PLAY**

The game proceeds following the phases outlined below. This sequence of phases constitutes a turn, and must be repeated until the last turn is over or a sudden death victory (16.4) is achieved, which immediately ends the game.

- RANDOM EVENT PHASE

Random Event Table Roll Segment

- ADMINISTRATIVE PHASE

Replacements Segment

Reinforcements Segment

- COMMAND CHIT SELECTION PHASE**- COMMAND CHIT DRAW PHASE**

Command Chit Draw Segment

Movement Segment

Combat Segment

- SUPPLY PHASE

In-supply Segment

Attrition Segment

Isolation Check Segment

Supply Status Segment

Isolated Movement Segment

- END OF TURN PHASE

Sudden Death Victory Segment

Clean-Up Segment

Turn Advance Segment

3.5 SUPPLY PHASE**3.5.1 IN-SUPPLY SEGMENT**

Check if any Out of Supply or Isolated units are in Supply.

3.5.2 ATTRITION SEGMENT

Check if any isolated combat units suffer attrition (11.1.2).

3.5.1 ISOLATION CHECK SEGMENT

Check if any Out of Supply units are isolated (11.1.3).

3.5.3 SUPPLY STATUS SEGMENT

Check Supply status for remaining units (11.1.4).

3.5.4 ISOLATED MOVEMENT SEGMENT

Isolated units may move one hex (11.1.5).

4.3.2 COMMAND RANGE USAGE

Delete 4.3.2 point 3.

4.3.4 COMMAND RANGE AND LIMITATIONS

The references should be to 11.3.3; 12.6.

4.3.4 OUT OF COMMAND

This rule should be re- numbered 4.3.5. Also, the last sentence "It can only move during the Out of Command segment" should be deleted.

4.4 INDEPENDENT COMBAT UNITS

The Russian 59R Infantry Div is omitted. Game Note should read as follows:

GAME NOTE: Following units are Independent:

GERMAN: 1/1, 2/1, 41/1, 23/8, 38/8, 40/8, 1 Lw (Div), 35R, 3R, 1Lw (Brig), 2Lw, 70Lw, 9Lw, 6Lw, Ersatz, 69, Bredow, Lötzen, Königsberg, Thorn, Marienburg

RUSSIAN: 72R, 54R, 57R, 59R, 76R, 73R, 4, 15, 2, 6, 3, 1Gd, 2Gd, 1(Inf Brig), 1(Cav Div), 1(Cav Brig)

6.4.1 RAIL CAPACITY

Second sentence read: Check the Turn Track to see how many RPs each side gets each turn.

It should read:

Check Rail Cap Table on the Player Aid Card to see how many RPs each side gets each turn.

10.1.9 HQ AND COMBAT

The reference should be to 12.1.

10.3.5 TERRAIN AND HQ RATIO SHIFTS

The example is incorrect. It should read:

EXAMPLE: A Rough hex with a City provides three Ratio shifts down in favour of the Defender, and thus a 3:1 attack would be reduced to 1:1 (first shift to 2:1, second shift to 1.5:1 and third shift to 1:1). One Ratio shift reduces a 5:1 attack to 4:1.

11.0 SUPPLY – NEW SUPPLY CHAPTER EPC

A unit is either in supply, out of supply (OOS) or isolated (11.2). OOS and isolated units are indicated with the appropriate marker.

11.1 SUPPLY PHASE SEQUENCE

Both players simultaneously determine the supply status of all their units. The Supply Phase is divided up into the following segments, which are followed in strict sequence

11.1.1 IN-SUPPLY SEGMENT (part of old 1.1)

Remove the markers from all units marked OOS or isolated that are now in supply (11.2).

11.1.2 ATTRITION SEGMENT

All isolated combat units now roll for attrition (11.3.5).

11.1.3 ISOLATION CHECK SEGMENT (old 1.1.1)

Units that are still OOS are changed and marked as follows:

- A combat unit not In Command (4.3.1) of a friendly in-supply HQ becomes isolated.
- A HQ marked isolated remains isolated.
- A HQ marked OOS becomes isolated.

Note: For purposes of this rule, there is no requirement that a HQ be activated for a unit to be In Command (4.3.1); nor do the HQ and the unit need to be of the same command—any in-supply HQ can provide supply for any friendly In Command combat unit.

11.1.4 SUPPLY STATUS SEGMENT

Check the supply status (11.2) of all remaining units, (i.e., all those that began the Supply Phase in supply) and add OOS markers accordingly. A combat unit not In Command (4.3.1) of a friendly in-supply HQ becomes OOS. An HQ that is no longer in supply (11.2.5) is marked OOS.

11.1.5 ISOLATED MOVEMENT SEGMENT

All isolated units may move one hex (11.3.4).

11.2 BEING IN SUPPLY

11.2.1 SUPPLY LINE

A supply line is a string of adjacent hexes leading from the hex in question. A supply line cannot pass through unbridged major river hex sides or impassable terrain. A supply line cannot include an enemy-occupied hex, or a hex in an enemy ZOC unless that hex is occupied by a friendly combat unit or HQ. A HQ cannot trace supply through another HQ. A combat unit can trace supply to ANY friendly HQ. It is not limited to the HQ of its own formation.

11.2.2 RAIL SUPPLY LINE

A rail supply line is a string of adjacent hexes along a rail line. A rail supply line cannot include an enemy-occupied hex, or a hex in an enemy ZOC unless that hex is occupied by a friendly combat unit or HQ. The 'gap' in the lines at the national borders (e.g. hexes 42.13 & 42.14) does not indicate the line is broken, just that there are different gauges on each side of the border.

11.2.3 SUPPLY SOURCES

Map-edge hexes A–H are Russian supply sources, and map-edge hexes I–M and Königsberg are German supply sources.

11.2.4 SUPPLY FOR COMBAT UNITS

A combat unit is in supply if it:

- has a supply line (11.2.1) of no more than **five** MPs from its hex to a friendly in-supply HQ (11.2.5); or
- occupies a city hex in its home country; or
- has a supply line of no more than **five** MPs from its hex to a rail hex in its home country (Russia for Russians, Germany for Germans) which in turn has a rail supply line (11.2.2) to a friendly supply source (11.2.3).

11.2.5 SUPPLY FOR HQs

A HQ is in supply if it:

- has a supply line (11.2.1) from its hex of no more than **five** MPs to a friendly supply source (11.2.3); or
- occupies a city hex in its home country; or

- has a supply line of no more than **five** MPs from its hex to a rail hex in any country which in turn has a rail supply line (11.2.2) to a friendly supply source (11.2.3).

11.3 SUPPLY STATUS EFFECTS

11.3.1 IN SUPPLY

In supply units operate normally.

11.3.2 OUT OF SUPPLY

Out of Supply units have their attack factor halved. Their defense and movement factors and ZOC are not affected. OOS combat units may not receive replacements (9.0). OOS HQs may not provide a ratio shift in combat (10.3.5) and must be relocated (12.5).

11.3.3 ISOLATED

Isolated combat units do exert a ZOC but have their attack factor reduced to zero, their defense strength halved, and may not move during the Movement Segment (but see 11.3.4). Isolated HQs cannot activate, and may not provide a ratio shift in combat (10.3.5). Isolated combat units also suffer attrition (11.3.5).

11.3.4 ISOLATED UNIT MOVEMENT

During the supply phase, following the supply status check, all isolated units may, if possible, move one hex if doing so will bring them closer to a hex where they would be in supply. Place any isolated HQs in Movement Mode if they use isolated movement. Isolated unit movement is voluntary. Isolated units may never move into or through EZOC.

11.3.5 ATTRITION

In the Attrition Segment of the Supply Phase roll a die for each isolated combat unit. On a roll of 1 or 2, the combat unit loses a step. One-step combat units are eliminated. HQs do not suffer attrition.

12.5 HQ RELOCATION

First sentence should read:

To relocate a HQ, place it in movement mode, at least 5 hexes away from its current hex in the direction of a friendly supply source.

12.6 HQs OUT OF SUPPLY

Delete this rule.

12.6 ISOLATED HQs

Renumbered to 12.6 from 12.7

12.7 HQ REMOVAL

Renumbered to 12.7 from 12.8

16.3.7 SPECIAL RULES

Clarification of 5) and 6). They should read:

5. Ignore the HQ Command Chit capacity printed on the Turn Track. Each side has 4 Command Points per Turn.

6. The Russian player has a free choice of his four Command Chits on Turns, 12, 13 and 16. On Turns 14 and 15 they must continue to use those selected on Turn 13.

RUSSIAN II CORPS ISSUE

II Corps HQ Counter has a reinforcement number of "2" printed on it. This is incorrect and should not be there. (We are very sorry about this and will try to include a replacing copy in one of our upcoming games in the series.)

The II Corps Draw Chit still have it's 2 as it enters as a reinforcement on turn 2.

The Turn 1 event "Taken by Surprise" override the reinforcement schedule and the Russian player can use it one turn earlier. Hence should the event be changed to:

18.1.3 TAKEN BY SURPRISE

The Russian player must select the II, III, IV and XX Corps chits in the Command Chit Selection Phase. The II Corps draw chit (replacement turn 2) activates earlier due to this event. The other two Command Chits are freely chosen. All are then placed in the Draw Cup.