

NR! The Russian Front Reprint ERRATA Jan 4th, 2017

Changes in RED (delete barred parts).

Event Card #1 (New Conscripts).

The last line of text is missing: “Move one unit from any of the Destroyed or Surrendered boxes to a Soviet-Controlled city or an adjacent hex, in overland supply. **And not in an EZOC.**”

Rulebook Page 7:

[7.6] Unit Placement

Reinforcement, Replacement, and Recovering units are brought onto the map and placed at no MP cost. *No units can be placed in Enemy Zones of Control (8.5)*, as follows:

- Axis units are placed in **any Axis controlled City** or adjacent hex in Greater Germany, not in EZOCs, and can trace an Overland Supply Path (6.1).

Rulebook Page 13:

[10.7.5] Retreats

When required to retreat, the defender must move his units two hexes further away from the battle (i.e., they cannot zig-zag and end up retreating only one hex further away), toward a friendly Supply Source **and/or not into an EZOC (even in a friendly unit hex)** if possible, within these restrictions.

Rulebook Page 14:

[12.1] Objectives Victory Axis Objectives Victory: During any Victory Phase when they have the Initiative (12.9), the Axis win if they control (12.7.1) and can **put in supply (6.0)** to three of the five gray German Objective hexes (e.g., Moscow). When they lose the Initiative (starting on turn 12), they need to control four German Objective hexes instead

Rulebook Page 17:

[13.5] Game Turn Effects

3 – Begin Soviet Fortifying : Starting on this turn, and for the remainder of the game, Soviet (one-step) *Regional infantry units* (only) ~~that can trace a~~ **Supply Path (6.1)** can be upgraded into (two-step) Fortified infantry units (7.5). On this turn, if the Sevastopol Regional unit is set-up in Sevastopol, it arrives on its red Fortress side