

## Official Errata – Ostkrieg: WWII Eastern Front (as of 28 January 2020)

### Rules

#### Country Definitions

3.1 (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 and 104

Turkey: Areas 107-118

Iran: Areas 128-130

#### Status of Turkey in Ost Krieg Scenarios

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

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

### Play Example

10.5 (Correction) This starts at the 5<sup>th</sup> paragraph on page 18.

The text that is changed is in ***bold/italic***.

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 rounding up to one die for ground forces. The defending units are in supply and are entrenched.

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

### Cards

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

### Map

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