

## THE FIRE IN THE EAST/SCORCHED EARTH/URALS: CONSOLIDATED ERRATA, MAY1, 1989

Provided below is a complete errata for **FIRE IN THE EAST/SCORCHED EARTH/THE URALS**. The errata includes all material not provided in the rule book, orders of battle and charts contained in **THE URALS** and **SCORCHED EARTH**.

### Maps:

Map 6A: The symbol in hex 2904 represents an island. It consists of clear terrain.

Map 7A: Road hexes should be drawn from the western to the northern map-edges as follows: 0617, 0616, 0615, 0614, 0613, 0612, 0611, 0610, 0510, 0509, 0408, 0308, 0307, 0206, 0106 and 0005. This road should pass through the city of Kotlas (0611). Ignore the military district line beginning on the 0409/0510 hexside and travelling to the 0112/0113 hexside. Change the spelling of "Kuybyshev" (7A:4701) to "Kuybyshev".

Map 2A: Road hexes should be drawn from the eastern map-edge to the Arkhangelsk-Vologda rail line as follows: 0600, 0601, 0702, 0703, 0704, 0705, 0706, 0707 and 0708.

Note: When adding roads to existing maps, use a medium point black felt tip marker. Alternatively, a product called "Formaline" is available from most graphic art stores. This product is manufactured by the Graphic Products Corporation of Rolling Meadows, IL. The product number is 4101B. This material is a plastic film with an adhesive backing that appears to exactly duplicate the roads on the existing maps. It may be bent into curves by careful pre-heating with a hair dryer.

Map 29: "Central Asia MD" should read "Central Asian MD".

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### Counters:

Change the unit size symbol on the German 461st Ersatz counter from battalion (II) to division (XX).

Change the unit type symbol of the German 2-1-10 Assault Gun II H,J to a 2-1-10 Pz II H,J.

Change the cadre of the German 17-10 Pz XX 4 from 7-8 to 8-8.

Change the cadre of the German 15-10 Pz XX 2 from 8-8 to 7-8.

### Orders of Battle:

Axis OB:

Initial Forces, Rumanian Reserves: Change 3x1-2-6 MG X 1, 5, Res to 2x1-2-6 MG X 1, Res.

Jan I 43: (Addition to the note): German reserve, ersatz, and training units may be disbanded. German divisions (any unit types) may be disbanded.

Mar I 43: (Addition): German Replacement Pool; Remove: 1x2-6\* Inf III 369 (Cr)

May I 43: The upgradings of the 2nd and 4th Panzer Divisions are scrambled and should be as follows: 1x11-10 Pz XX 2 upgrades to 1x15-10 Pz XX 2, at a cost of 3 arm RPs; 1x10-10 Pz XX 4 upgrades to 1x17-10 Pz XX 4, at a cost of 6 arm RPs.

Aug I 43: (Addition): German: Withdraw: 2x2-10 mot hv AA III 18, 42 (LW)

Sep I 44: 1x2-1-4 Art II 774 should be 1x2-1-8 Art II 774, corresponding to the counter.

Dec I 44: 2x1-2-6 Emrgncy XX 605, 608 should be 2x1-2-6 Emrgncy Cadre 605, 608.

1942 Scenario: Finnish Front: Delete 1x2-8 Mtn Pol III 18 (SS Pol).

1942 Scenario: Rumania: Rumanian Reserves: (Deletion): Change 2x1-2-6 MG X 5, Res to 1x1-2-6 MG X Res.

1942 Scenario: Regauged Rail Lines: a) The line starting with "Riga" is incorrect. It should read: "Riga (1B:1816) to 1B:2212 to 1B:2407. 1B:2608 to Vitebsk (1B:3203) to Vyazma (2A:3425)". b) In the line starting with "1B:3512," "1b:47-4" should read "1B:4704." c) In the line starting with "3B:0710," all references to map 2A should be to map 4A. d) "1B:2006 to 1B:1132" should read "1B:2006 to 2A:1132".

1942 Scenario: (Addition): Conditional Reinforcements: The German player has already received the Kaunas, Riga, Simferopol and Tallinn conditional reinforcements.

**Abbreviations:**

German: RAD stands for Reichsarbeitsdienst. SS: H stands for Hohenstaufen, not Hohenzollern.

**Charts:**

Unit Identification Chart: a) Heavy anti-aircraft units have heavy equipment. b) The Replacement Army indicator for Replacement Army units is not shown. It is a square in the upper right hand corner of the counter. (See a German reserve, training, or ersatz division for an example.) c) The NKVD political troops symbol is shown with a motorized symbol. This is incorrect; the basic symbol should be the NKVD symbol without the motorized symbol. An NKVD political troop symbol with the motorized symbol is combat/motorized, it is AEC/ATEC neutral, and has heavy equipment.

Terrain Effects Chart: Note 5, Addition: Rivers and lakes in Zone G are frozen during cold weather. Optional rule 39E.3 lists salt lakes that do not freeze. Salt marshes, unlike swamps, do not freeze in cold weather.

**Scorched Earth Rules:**

7D. - Railroad Construction. The Soviet player may build railroads starting with the Jul I 41 turn.

28C.2 - Amphibious Landings. The reference to "enemy-controlled" should be "enemy-owned."

32A.2 - Rumania. Change "10 more REs" to "10 or more REs".

32B.1 - Finnish War Aims. When determining if the German RE limit in the Finnish theater is raised due to the presence of unisolated Soviet units within 7 hexes of Helsinki, only Soviet units in Finland are considered.

34D.3 - Reorganization. Note: The phrase "replacement pool substitution" in this rule does refer to the substitution procedure given in Rule 34E1.

34F.8 - Special Replacement Pool Activities. When the orders of battle require a unit to be removed from or substituted in the replacement pool and no appropriate unit is in the pool, the activity is delayed until an appropriate unit enters the pool. For example if the German 3-2-8 Pz III is not in the replacement pool on Jan I 43, the turn the OB lists for its removal, then its removal is delayed until it enters the pool. If it never enters the pool, it is never removed or withdrawn, and there is no penalty for this to the German player.

37B - Victory Determination. When calculating victory, ignore Danzig (1B:2433).

37C - Levels of Victory. Change the victory point total for a Soviet marginal victory from 8-14 to 9-14.

39D.8 - Kriegsmarine Commando. When the Kriegsmarine commando makes an amphibious landing, the rule requires it to use a Kriegsmarine transport for naval transport. However, this causes problems, as Rule 28C requires the transport to end its movement in the hex where the commando landed, while Rule 28B.1 requires it to return to port. The solution to this is that the commando has its own intrinsic naval transport ability when in the Baltic Sea and does not use a Kriegsmarine transport. The unit may use its transport ability during each German movement phase, including the movement phase in the German surprise turn of the Jun II 41 turn.

41B.2a - 1942 Scenario Deployment, last paragraph: Change: In the second sentence, change "inactive" to "inoperative". Add: When activating air units, the Soviet player may choose any six to be Guards. He chooses these units after activating his air units but before selecting his inoperative air units.

**Designer's Notes:**

In note 6) in the section on the Soviet order of battle, change the reference to the 47th Mountain Division to the 79th Mountain Division. Also, add the 66th Rifle Division and the 59th Tank Division to the list of Soviet Far Eastern forces which did not go west.