

## Errata for 1914, Twilight in the East

March, 2011. Items new since January 2009 marked >>.

### Rule Book

- 4.2.5: Remove “or fortress unit” from the header of the second column of the chart.
  - >>4.3.1: Add at the end: The line may pass between enemy units and their supply sources only through hexes that are either friendly occupied or in a friendly ZOC.
  - 6.1: Clarification: No hex can be in more than one AoA (AoA’s may not overlap).
  - 6.1: In the second paragraph, first sentence, substitute the following italicized phrase for the word “head”: An Army’s boundary line must start on the enemy’s Front Line (4.3.1) and *run along hexsides* in a mostly straight line....
  - >>6.2.4: Add a new subsection:  
**Cross-Nationality Attachment Limits:** A maximum of one German RESERVE division can be attached to an A-H command at any one point in the game. Exception: the 3 LW Corps and its two divisions can be attached to an A-H army command during GTs 4 through 18. A maximum of one A-H cavalry division can be attached to a German army command at any one time in the game. Asset units may only be attached to Formations of the same nationality (e.g., a German artillery unit cannot be attached to an A-H infantry division.)
  - 6.4: Clarification: Supply units are not considered Asset Units.
  - >>6.4.1: Replace all of the original rule with the following:  
**6.4.1 Attachment:** An Asset Unit’s attachment and Combat Effectiveness Level (CEL) are determined by the Assets Unit’s proximity to friendly formations.
- (1) Stacked with a Formation:** When stacked in the same hex with a formation, the Asset Unit is considered attached to (i.e., to be a part of) the formation’s Force (2.1). The Asset Unit is considered to be part of the formation’s Force for all purposes. During the Supply Phase it will take the supply status of the formation it is attached to. If an Effectiveness Check (EC) is required, the Asset Unit never takes the EC independently; it suffers the formation’s EC result. Any step loss suffered by an Asset Unit due to a SLRT result effects the attaching formation’s EC DRM (11.3.1). If stacked with more than one formation, the owning player decides which formation it is attached to prior to any EC.
- (2) Stacked without a Formation:** Asset Units that are not stacked with a formation unit are considered attached to the formation they are closest to on the map. (The owning player decides in case of a tie). This “closest formation” must be within the same Army’s Area of Attachment. In this case, Asset Units do not automatically assume the supply status of the attaching formation; the Asset Unit must seek supply independently. However, the Asset Unit’s supply sources are restricted by its attachment. If an EC is required, an Asset Unit uses the Base Combat Effectiveness printed on its counter (encircled) to resolve the EC. If two or more Asset Units are stacked together AND not stacked with a formation, the stack is considered to be one “Force” for all purposes. Use the Base Combat Effectiveness of the largest sized combat unit (3.3.2). If units are of the same size use the highest Combat Effectiveness number.
- 7.3.1: Add new bullet: A Demoralized cavalry unit that is Out of Supply may not exercise Cavalry Reaction (see 9.1.4).
  - 8.1.3: Clarification: Only one side of the crossing needs to have a spur. For instance, units may use the road rate when crossing between hexes 48.75 and 49.75.

- 8.2.1: Clarification: Each RP may only be used once during the three GTs following the Inter-Phase (not once per turn).
- 8.2.3(3): Change the fourth paragraph to read:  
Important: If a unit’s destination hex becomes enemy-controlled or in an EZOC, a new destination hex must be designated immediately. The new destination hex may be any RR station hex in friendly controlled territory, a minimum of three hexes away from enemy units and within a maximum of ten hexes of the old destination (traced along a friendly operational RR line). In addition, a Combat Strength 1/2 marker (8.2.5) is placed upon the entrained unit. This marker’s effects (and its removal process) begin after the unit detrains in the new destination hex.
- 8.2.4: Change the fifth bullet and add a new bullet:
  - If an enemy combat or artillery unit moves adjacent to it, it must displace, moving along a friendly operational RR line, up to 15 hexes toward its intended destination. The 15 hexes can include RR line hexes that were changed to non-friendly (17.1.4) during the current phase (this includes hexes that are currently enemy occupied). After displacing, the unit is immediately marked with a Combat Strength 1/2 Marker. The marker’s effects begin the moment the unit finishes detraining in its destination hex.
  - If an entrained unit begins a friendly movement phase with no way to reach its destination hex (i.e. the RR line has been cut by the enemy), before it moves it must either: 1) displace, moving along a friendly (and formerly friendly) operational RR line, up to 15 hexes toward its intended destination. The 15 hexes can include RR line hexes that were changed to non-friendly (17.1.4) after the previous friendly movement phase (this includes hexes that are currently enemy occupied); OR if displacing would not alleviate the problem, 2) designate a new destination hex along the RR line between the entrained unit’s current location and the original destination hex if possible. If not possible, the closest reachable RR station becomes the new destination hex. After displacing or designating a new destination hex, the unit is immediately marked with a Combat Strength 1/2 Marker. The marker’s effects begin the moment the unit finishes detraining in its destination hex.
- 8.2.5: Change the second bullet and add two new bullets:
  - If an entrained unit’s destination hex was changed due to an enemy unit (8.2.3 point 3).
  - If an entrained unit was forced to displace because of the proximity of an enemy unit (8.2.4).
  - If an entrained unit is forced to displace or change its destination hex because there was no way to reach its original destination hex via rail movement (8.2.4).
- >>8.3.1: Add to the end of the section: A unit cannot perform a Forced March in any movement phase in which it conducts CEL Recovery, recovery from Disorder, or en/detrains.
- 8.3.3a: Add to the end of the rule: (and ignore any unsatisfied combat effectiveness reductions).
- 8.5.1: In the second, non-Play Note paragraph, remove the second sentence and add the following: A retreating stack may make only one Repulse attempt during a retreat. There is no limit on the number of times a defending hex can be the target of a Repulse during a phase. A stack retreating from a Repulse may not itself attempt a Repulse.
- 8.6.1: Add a new bullet: One hex away (adjacent) from the nearest enemy unit(s) if stacked with a fortress unit that is part of a Fortress Complex (2.1).
- 8.9.1: Add to the end of the section: Tasks may not be conducted concurrently.
- 9.1.2: Add to the end of the second paragraph: After the non-active player has announced his intention to (or not to) react, the active player

continues the movement of his unit (i.e., the unit that created the “reaction” situation).

- 9.1.3: Add: There is no limit to the number of reactions an eligible cavalry unit may exercise in an enemy movement phase.
- 9.1.3: In the Example, change the second sentence to read: If the Russian unit moves into hex 21.86 it is an adjacent hex to adjacent hex move.
- 9.1.4: Add: Demoralized & Out of Supply Cavalry: Cavalry units that are both Demoralized (7.3) and Out of Supply cannot exercise Cavalry Reaction.
- 9.5.1: At the end of the first sentence, change the parenthetical phrase to read: (traversing a maximum of three hexes).
- 10.2 (1.) add: White attack markers can be placed either pointing at the hex to be attacked or on top of the hex to be attacked (either way works fine). *Clarification:* The intention is that during this step all enemy occupied hexes that will be attacked are indicated. Which units will attack them is not important at this stage.
- 10.3, third paragraph add: Any attack performed by a unit after it removes a Prepared Attack marker is no longer considered a Prepared Attack.
- 10.4.2: Clarification: Consider a depot to be an Asset Unit for purposes of Flank Attacks.
- 11.3: Add to the end of the main section: Never make an Effectiveness Check for a Depot unit stacked alone.
- 11.3.2b(2): Change this case to match the charts: If it fails by between 4 and 7 (inclusive), retreat the unit one hex, remove two steps from it, and Disorder the unit.
- 13.0: Clarification: An IP (even one printed on the map) is not directional and its effects apply regardless of the direction from which a unit in one is attacked.
- 13.1: In the first paragraph, add after the first sentence: Only one unit may expend MPs to construct an IP in any one hex per phase.
- 13.5.1: Replace the last sentence with the following: It may be increased to Level 4 (after GT 20) through the normal building process. If an IP printed on the map has been rebuilt to Level 3 prior to GT 20, it will increase to Level 4 with other printed IPs.
- 14.4 (6): Clarification: If an asset unit is out of supply and not stacked with a formation, then it loses a step instead of a CEL level.
- 14.4.1: Change this rule and the example that follows to read:  
**Isolated Definition:** An Out of Supply unit is “Isolated” if it is unable to trace a supply line (of any length) to a friendly operational RR line hex, that does not pass through enemy units, nor through a hex in an EZOC that is not also friendly occupied or in a friendly ZOC (including the unit’s own ZOC), nor through more than six enemy controlled hexes (4.3).

*EXAMPLE: The Russian division 22/1 in hex 68.35 cannot trace a valid supply line to its supply source (1 Corps Train unit in hex 65.37) for all surrounding hexes are enemy occupied or in an EZOC. In addition, the 22/1 division is isolated for it can not trace a valid supply line to a friendly operational RR line (hex 65.37) since all the hexes adjacent to the six hexes surrounding the division either contain enemy units or are in an EZOC while not in a friendly ZOC.*  
*If the German unit in hex 68.36 were in hex 69.36 instead then the 22/1’s own ZOC would allow it to not be Isolated (although it would still be Out of Supply).*

- 14.5.2: Add new bullet: If it is a Demoralized cavalry unit, it may not exercise Cavalry Reaction (see 9.1.4).
- >>15.0: Add: German points can be spent only on German units and A-H points only on A-H units.
- 15.1.1: Add to the end of the paragraph: To be eligible to incorporate a REPL, a unit cannot be Isolated or eliminated.
- 16.1: Add to the end of the second paragraph: Reinforcements that enter play on a map edge hex must pay the appropriate terrain cost for the first hex entered. Units that do not enter on a map edge do not pay any MPs to enter play.
- 16.2.3a: Clarification: The Train/3 C unit is a substitute for the FR Corps Train unit.
- 16.5: Add: **Withdrawals:** As per 3.3.6, units that bear a Withdrawal Indicator are simply removed from the map during the Reinforcement, Withdrawal and Activation Phase of the specified GT.
- 17.1.4: Change to read: **Enemy Units and RR Lines:** The state of a friendly operational RR line changes to non-friendly when: 1) an enemy unit passes through or stops in the RR line’s hex and/or 2) when a RR line’s hex is behind the enemy’s front line (i.e., RR lines change from friendly operational to non-friendly by the presence of an enemy unit or when behind the enemy’s front line.)
- 17.5.3: Once deployed a Field Railway cannot be moved and used again elsewhere.
- >>21.1: In the first paragraph, change the fourth sentence to read: The Player Turn after the army has achieved one of its objectives the Army’s units are no longer bound by the restrictions found in 21.1.1 and 21.1.2 below.
- >>21.1: Add a new third paragraph: An army that abandons its Strategic Plan (during the Attachment Phase) is no longer bound by rules 21.1.1. and 21.1.2 beginning the same Player Turn (i.e., the player turn that the plan was abandoned).
- 21.1.1: Add the following exception at the end of the section: The Russian Second Army is allowed to detach and attach formations from the Warsaw Garrison whether or not the Second Army is still subject to its Strategic Plan.
- 21.3: Clarification: While the A-H FIRST Army and the A-H FOURTH Army each has Lublin as an Operational Objective, the declaration of abandoning each army’s Strategic Plan and the VPs awarded for that action are separate, and the abandonment of Lublin by one army does not affect the other one.
- 22.31: Clarification to the second bullet: The 3 LW Corps Train gets two APs total for all turns prior to GT 10, not per turn.
- 22.51: Change the first bullet to read: It is automatically in Supply (i.e. it does not need to trace supply) and it may allocate APs without tracing a supply path to a depot unit (the AP is drawn from the Königsberg fortress magazine). It may provide supply and APs only to units attached to the KG Corps.
- 23.8: Add: Marsch Units: Austro-Hungarian Marsch units (those bearing an M in their Unit Identifier—see 3.3.1) cannot be assigned the first step loss as a result of an A-H attack (unless there are no other unit types present).
- 25.6.1a: Clarification to 2): Francois may only use his combat benefit once per game.

- 27: Replace the second sentence of the introductory paragraph with: The player with the most Victory Points at the end of the game wins. There are levels of victory in Scenario 29.1. (See that scenario's Victory Conditions rule.)

- 27.2 (2): Clarification: Each army may be awarded Strategic Plan VPs only once per game, no matter how many objectives may be captured. Corps objectives do not provide additional VPs, but can cause VPs to be lost.

### Play Book

- 28.2.1: Add to the end of the second bullet: In any scenario, if a unit is listed as starting outside the bounds of that scenario, it may enter play the first GT unless there's a specific mention otherwise.
- 28.3L: Any pontoons not deployed at the beginning of a scenario are available for use during the scenario.
- 28.3M: Stacking limits apply during set up. If the number of units designated to start in a hex is over the limit, displace enough units to an adjacent hex or, for a fortress complex, any other hex in the complex to conform to the limit.
- 28.5: Change: "units attached to an inactive army may not move until..." to "units attached to an inactive army may not expend movement points in any way until..."
- 29.2.4: Change the Play Note to read: *The A-H player must withdraw these units on GT 9. Simply remove the units from the map.*
- 29.3.5: Clarification: Do not count any VP hex west of the Vistula River in this scenario.
- >>29.4 D: Remove 61.67 from the list of Russian railheads.
- 29.6.3d B: Change the last phrase to read: ...and may not move until activated during the *Russian* Reinforcement, Withdrawal and Activation Phase of GT4.
- >>29.6.4 C. RUSSIAN, GT 26: Remove 55r.
- 29.6.7: Add: The Central Powers player starts with 7 VPs, 1 for Mława (63.39), 3 for Czesochowa (79.70), and 3 for Piotrkow (72.63). The Central Powers player also controls these locations.
- 29.7.2: The Germans have only 7 Rail Points available starting Turn 4, not 20 (to account for the movement of I Corps.)
- 30.0: In the Playthrough on page 26, the 6 Corps Train should have paid an extra MP to leave the EZOC. It would therefore not have had enough MPs to enter hex 54.34, as the first hex would cost 3 MPs, 2 for the hex and 1 to exit an EZOC.
- 30.0: The modifiers for the Russian leaders Artamonov and Blagoveshchenski are listed incorrectly here. Those modifiers are listed correctly in 25.4 of the main rules.

### Austro-Hungarian Setup Grid

#### Corps Units (and detachments)

- For Scenario 29.2, change the setup for the Train/2 and 25/2 units to 4:38:80.

#### Independent Infantry Brigade Formations

- For Scenario 29.6, change the entry hex for the 1 pol unit to 75.86.

#### Independent Infantry Asset Units

- For Scenario 29.3, remove the track information for the 35 ls unit.

#### Artillery Units

- For Scenario 29.2, change the setup for the GAR 3 unit to 4:38:80.

#### Other Information, Units, and Markers

- Change the Map Used line for Scenario 29.4 to read: Back of South Map.

### Russian Setup Grid

#### Northern Scenarios

##### Independent Infantry Asset Units

- Remove the first entry for the 22 unit. That unit was removed from the game during development.
- Change the footnote to start: "270/68r enters on GT 12...."

#### Southern Scenarios

##### Corps Units (and detachments)

- For Scenario 29.2, the Train/3 CN unit and the 52/3 CN unit should arrive GT 9 at 32.56.
- Remove the note at the end of the section and the asterisks next to 46/25 and *det 46/25*.

#### Cavalry Divisional Formations

- Change the 10 c line for Scenarios 29.3, 29.4, and 29.6 to read 15.86.

#### Cavalry Asset Units

- For Scenario 29.3, set up the *gd c bd* in 50.70.

#### Other Information, Units, and Markers

- Change the Map Used line for Scenario 29.4 to read: Back of South Map.

#### Army Units & Leaders

- Change the *EIGHTH* Major line for Scenario 29.4 to read: 01.91.

#### Artillery Units

- Change the 2/4 *hvy* line for Scenario 29.4 to read: 7: 01.91.

### Campaign Scenario

#### Independent Infantry Asset Units

- >>The arrival hexes for the Lomza and Ostroleka units are reversed. The Lomza unit arrives at hex 47.39 & the Ostroleka unit at 51.40.

### German Setup Grid

#### Corps Units (and detachments)

- For Scenario 29.1, place the attachment marker for all Corps Trains that start on the map on the *EIGHTH* Army card. That includes the trains for the following corps: GD R, 1, 11, 17, 20, and MO.
- >>For Scenario 29.7, the 35/17 and 36/17 units do not start in Rail mode.

- For scenario 29.6, the Train/3 C unit is a substitute for the FR Corps Train unit.

#### Independent Infantry Divisional Formations

- In Scenario 29.1, place the attachment marker for the Bredow division on the Ind. / *EIGHTH* track.

#### Independent Infantry Brigade Formations

- Change the hexes for the 9 lw and the kg ez units for Scenario 29.7 to 50.19.

### Railroad Engineer, Rail, and Replacement Points Table

- For Scenario 29.4, change the A-H Repl Pts for the 2<sup>nd</sup> Interphase to 5.

## Turn Track

- For Game Turns 1 to 3, the number of Central Powers Rail Points should be 6 / 0. The number of Russian Rail Points should be 0 / 0 / 0.
- For Game Turns 4 to 6, the number of Central Powers Rail Engineer Points should be 2(3) / 3.
- For Game Turns 19 to 21, the number of Central Powers Rail Engineer Points should be 5(5) / 5. The number of Russian Rail Engineer Points should be 10.

## Organization Displays

- Change the display for the German EIGHTH Army to have 8 infantry tracks (one of which is for the KG Corps) and 2 cavalry tracks.

## Map

- The Bukowina Holding Box (23.4) is missing from the South Map. Designate and use any convenient section of border area as the box.
- On the north map, the border between East Prussia and Russian Poland should be a national border. The border just north of the Posen region (near Thorn) should be a provincial border.
- The Dniester is a Grand River from hexside 17.99 / 18.100 (Nizniow) southeast to the map edge.
- Hexside 7124/7225 is a Major River hexside.

## Counters

- The backs of the A-H and German RPs x 10 markers should be blank. The information that appears there now (RPs x 1 + ½) should instead appear on the backs of the RPs x 1 markers.
- The Corps ID text or background colors are wrong on some Russian units.
  - 2C: Change the color on the attachment marker to medium blue.
  - 3C: Change the text on the attachment marker to black.
  - 4C: Change the color on the attachment marker to light blue.
  - 12: Change the color on the four attachment markers and on the 12/12 infantry division to brown.
  - 18: Change the text on the Corps Train to white.
  - 20: Change the color on the Corps Train unit to blue-green.
  - 27R: Change the color on the Corps Train and attachment marker to tan.
- Similarly, the stripe indicated the corps color is wrong on the Incomplete markers for the Russian 3 Corps (should be brown) and the Russian 20 Corps (should be blue-green).
- The size of the Russian 2 Op formation on its attachment marker should indicate a division (XX), not a brigade.
- The attachment marker for the German 3 r division is missing its corps identifier. It is part of the MO Corps.
- Change the ratings on the German EIGHTH army marker to 8 +2C (see Organization Displays above).

*(Counters correcting all of the above issues were published in issue 20 of C3i Magazine.)*

- The unit symbol color for the following Russian cavalry brigades should be pale yellow (indicating usage in the southern scenarios) rather than the tan/gold they are now: *tr cs 1*, *tr cs 2*, and *tr cs 3*. *(Corrected counters were published in issue 23 of C3i Magazine.)*