

CONSOLIDATED ERRATA

East Is Red

(as of April 1974)

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This errata follows the sequence of *The East Is Red* rules folder.

[4.2] (*Superfluity*): Players should delete the seventh phase of each Player-Turn. There are no Air Interdiction operations in the game.

[5.21] (*Omission*): Whenever a unit's Movement Allowance is halved, any remaining fraction is dropped. Note: The "forest" hex mentioned in this example is synonymous with a rough terrain hex.

[5.23] (*Clarification*): Soviet Artillery Units may not voluntarily move adjacent to Chinese units. A Soviet Artillery unit may, if forced to, retreat into a Friendly occupied hex adjacent to a Chinese unit.

[5.43] (*Omission*): Mechanized units may use rail mode movement in either the Initial or Mechanized Movement Phase. A mechanized unit using rail mode movement may not, however, move normally in the same Player-Turn.

[5.47] (*Omission*): Units using rail mode movement are subject to the normal Stacking rules, but there is not Movement Point expenditure to stack and unstack a unit which is using rail mode movement.

[6.1] (*Clarification*): Soviet units and Chinese mechanized units expend one additional Movement Point to enter an Enemy controlled hex even if the hex is already occupied by a Friendly unit, i.e., for normal movement Friendly units do not negate Enemy Zones of Control.

[8.5] (*Clarification*): The Soviet Player may not execute substitution after his Second Movement Phase if such a substitution would result in a violation of normal stacking limitations (three units per hex).

[9.5] (*Clarification*): In the last sentence of this case the units referred to as "Friendly" are to be considered friendly to the unit defending against the concentric attack.

[9.61] (*Omission*): Soviet Artillery units may also attack in conjunction with the Soviet Marine Division (2-2-6). There are no special preconditions restricting Soviet Artillery units using their Defense Strength(s).

[10.1] (*Omission*): In an Exchange combat result, the Attack loses Attack Strength Points equal to the printed Defense Strength of the defending units (which are eliminated).

[11.1] (*Clarification*): The Soviet Player traces a supply path to any Soviet or Mongolian rail hex which is linked by a contiguous series of Soviet rail hexes and hexsides to hex #0701 or hex #3131. Alternately, he may trace a supply line to a Soviet supply unit from which it is possible to trace a contiguous path of hexes (of any enterable terrain) to hex #0701 or hex #3131. A Soviet supply path may never be traced through a Chinese occupied hex, a Chinese controlled hex which is not occupied by a Soviet unit, a Major City hex not occupied by a Soviet unit, or a Chinese Industrial hex with an undestroyed intrinsic strength.

[11.12] (*Clarification*): The Chinese Player traces a supply line to any Chinese rail hex which is connected by a contiguous series of Chinese rail hexes and rail hexsides to hex #0132. Alternately, a Chinese Supply line may be traced to any Chinese Industrial hex not occupied by a Soviet unit. A Chinese supply path may never be traced into or through a Soviet occupied hex, a Soviet controlled hex unless occupied by a Chinese unit, or a Soviet Industrial hex with an undestroyed intrinsic strength.

[12.13] (*Correction*): In the example given in this case the correct movement costs are 5 plus 2 plus 1. Five Movement Points to enter the rough terrain hex, two Movement Points to cross the river hexside and one additional Movement Point to enter an Enemy controlled hex. Note: In the Terrain Effects Chart, Chinese Tank and all Soviet units expend one additional Movement Point to enter an Enemy controlled hex and must cease movement upon entering the Enemy controlled hex.

[13.14] (*Omission*): An unoccupied Major City exerts a Chinese Zone of Control identical to that of a Chinese unit. A current Soviet occupation of a Major City negates this effect.

[13.21] (*Omission*): Attacking units which achieve a "Dr, Ex. or De" combat result in an attack on an industrial hex may enter the industrial hex by an Advance After Combat.

[14.0] (*Omission*): Soviet Air units may not move and Soviet Air Strikes are not allowed on the first Game-Turn of any Scenario.

[14.4] (*Omission*): Soviet Air Units may enter Rough Terrain hexes and an Air Strike may be projected from an Air Unit in a Rough Terrain hex.

[17.21] (*Correction*): In the Current Readiness Soviet Deployment in M plus 1 and M plus 30, Soviet units may be deployed (stacked) in adjacent industrial hexes. They may not otherwise be deployed in adjacent hexes.

THE MAP

Note: It is not possible to use rail mode movement or trace a supply line by rail between the two unconnected rail spurs in hex #3228.