

Brezhnev's War Errata

Updated 03 January 2018

Rules

In rule 3.4, change the sentence that reads: "Put the "City VP x 10" marker into the "10" box of that track..." to read instead: "Put the "City VP x 10" marker into the "2" box of that track..." for an initial Soviet total of 24 city VP as is correctly described in rule 4.5

In rule 10.13, change ". . . and the NATO result was a three. . ." to read instead ". . . and the NATO result was a five. . ."

At the end of rule 12.13, insert this sentence: "If a force attempts to cross a river, and the process above reveals it doesn't have sufficient MP to make that crossing, that force must halt its movement for that phase in its present hex."

Add this text to the end of rule 12.21: "If the move/fight phase sequence is in use, units that used column movement during the movement phase may not attack in any way in the immediately following combat phase. Similarly, if the fight/move sequence is in use, units that attack in that combat phase may not use column movement in the immediately following movement phase."

In rules 13.16 and 13.20, change the reference to "BB" results to "EX" results. "BB" stood for "Bloodbath," and was an early playtesting reference to the result that was then redefined as "EX" (Exchange). The definition given in 13.23 for the "EX" result should be understood to be referring to the same thing as the artifact-references to "BB" in those earlier rules cases.

Combat Results Table

The correct CRT is shown below.

Die Roll	1:2	1:1	2:1	3:1	4:1	5:1	6:1	Die Roll
1	DR	DR	DE	DE	DE	DE	DE	1
2	EX	DR	DR	DE	DE	DE	DE	2
3	EX	EX	DR	DR	DE	DE	DE	3
4	AL1	EX	EX	DR	DR	DE	DE	4
5	AL1	AL1	EX	EX	DR	DR	DE	5
6	AL1	AL1	AL1	EX	EX	DR	DR	6

Final odds less than 1:2 have automatic AL1 results.

Final odds greater than 6:1 have automatic DE results.

Counters

The correct set up hex for the West German 4J (4th Jaeger) Division should be "S3813," rather than the "E3813" shown on the counter.

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