



ERRATA for Tannenberg Introductory Scenario (as of June 2015)

5-7 The Movement Point costs of crossing a hexside are cumulative. (For example: Crossing a hexside that contains a river, swamp terrain and a single track Rail Line would cost 3 Movement Points: 3 for the swamp terrain, +1 for the river, -1 for the Rail Line.) Note that the benefit for the Rail Line has nothing to do with Rail Movement.

NOTE – Swamp terrain costs 3 movement points per hexside, not 4 as in this rule in the original printing.

6-6 Only German units may enter hexes containing enemy Zones of Control while moving by rail. If they do so, they must immediately detrain and pay cost of entering the Zone of Control.

NOTE – The word “not” was incorrectly inserted in the first sentence of the original printing.