

ERRATA

9.2 Deployment Instructions & 14.2 Passage of Lines (clarification)

Generally, reinforcement can not deploy in the same hex as units of different sub-commands. The special case is for different Russian sub-commands which can deploy together.

10.1 Command Pool Setup & 22.3 von Kaufmann (clarification)

If at the start of any Command Marker phase the Russians occupy four or more fortresses, add the second British Command marker to the Khanate pool. If on a subsequent turn, the Russians occupy less than four fortresses, do not add the second marker. This situation can change any number of times in a scenario.

Note: per (10.1) second bullet point, since the Khanates pick at random the Command markers to be placed in the pool, then zero, one or both British markers may end up being played in a turn.

14.0 Stacking (additional)

Russian units can not end a phase stacked with units of Intervention units even if friendly controlled.

17.2 Retreat Guidelines (clarification)

Third and sixth bullet points: "over-stacking" refers to violation of sub-command stacking restrictions. See (14.1) and (14.2).

22.3 von Kaufmann

See errata for 10.1

22.3.1 "Important" note.

Change "Von Kaufmann remains activated" to "Von Kaufman remains on the map"

25.1 Scenario 1 special rules. Dot point 2.

Replace with "On GT 1 skip the (A) Initiative and (C) Russian outfitting segments. During the First Operations Phase, the Russian player activates one Russian sub-command without drawing a command marker (this is in addition to other Command marker picks).".

25.1 Scenario 1 special rules. Dot point 3

Replace with "On GT 1 if the Persia Command marker is picked, then the Russian player activates it, regardless of who picked the marker"

Incident Markers Table (omission)

The Option marker is used for future game variants. Do not use it in the Standard rules.

OPTIONAL RULES

26.0 RAILROAD CONSTRUCTION & RAIL OPERATIONS

The Russians can build the Trans-Caspian Railroad. The Railroad connects Krasnovodsk to Khokand fortress.

26.1 Starting the Railroad

Railroad Construction is done as part of the Russian activation of the Caucasus Sub-command, during the Movement sub-phase. To start Railroad building, the player must have a Railroad Engineer in the start hex (Krasnovodsk). Expend one OP (8.0) to move the Railhead marker in the hex.

26.2 Continuing the Railroad

To further extend the Railroad, move the railroad engineer unit up to its movement factor along contiguous railroad hexes. For each such hex, expend one OP and move the Railhead marker.

26.3 Railroad Movement

To use Railroad movement, a mobile ground unit starts or moves onto a railroad hex. Expend one MP and move the unit an unlimited number of hexes via contiguous railroad hexes. If the unit has movement factors remaining, it can continue to move normally. Railroad and non-railroad movement can be combined in the same Movement phase.

EZOC: A unit may start in in an enemy ZOC when it begins rail movement . It must cease its rail movement when entering a hex in an enemy ZOC. (This is a special case for 15.0).

26.4 Railroad Supply

Units on a railroad are automatically in supply if they can trace a line of railroad hexes back to a Russian controlled port or fortress hex. All intervening hexes must be clear of enemy units and their ZOC. ZOC do block rail lines of supply.

26.5 All the Live Long Day

Only Russian mobile ground units can use the railroad. Once built, a railroad hex can not be destroyed. The railhead marker has no other effect on play. The Railroad Engineer can also move without building RR hexes.

26.6 RR and Victory Points

When playing a scenario ending on Turn 8, modify Victory Points (5.2) by one of the following:

No RR built: -6
RR reaches Geok Tepe: -3
RR reaches Merv: 0
RR reaches Bokhara: +3
RR reaches Samarkand: +6
RR reaches Khokand: +9

27.0 MORALE

Historically, winning big battles did much to shift overall morale in Central Asia.

27.1 Incident Markers

- 1) if the attacker plays an Abject Lesson marker and pursues into a fortress, raise the Great Game index by one.
 - 2) if the attacker plays an Agent marker and pursues into a fortress, lower the Great Game index by one.
- Note: these effects are in addition to the index shifts for gaining control of the fortress.

28.0 RUSSIAN REORGANIZATION

In the 1870s the Russian military went through an extensive reorganization and modernization of armaments. Therefore...

27.1 On turns 1 to 3:

- 1) Recruiting: the Russians pay one additional OP for each regular cavalry, infantry and artillery unit recruited. Other units are recruited per the Outfitting Chart.
- 2) Cavalry Pursuit: Russian regular cavalry can Pursue only one hex instead of two hexes (19.0).

27.2 Starting with turn 4:

The above special cases are dropped; use the normal rules for Recruiting and Pursuit.

29.0 ANGLO-RUSSIAN WAR

Historically, both the Russian and British empires were reluctant to engage in open armed conflict with each other. Therefore...

29.1 Open War

The first time in a turn a Russian unit attacks a British Empire unit or vice versa, raise the Great Game index by one. Open War is applied on each such turn. It is applied only once per turn, regardless of the number of such attacks.

29.2 Empires Only

This applies only to the three Russian and the British Empire Sub-commands, not to other Sub-commands controlled by the players.

29.3 Apocalypse in the Steppes

If as a result the Great Game Index is pushed above the max number, the game comes to an immediate end (special case for 7.1). Check victory per (5.2).