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RACE TO MOSCOW
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Official Errata and FAQ, April 2022

ERRATA

The following errata correct errors in 1941: Race to Moscow rulebook:

p. 5

3.2 replace “Plastic cards” with “Plastic cars”.

p. 8

Replace the text with the following:

SOLITAIRE GAME

In a solitaire game you cannot capture double-colored spaces unless you are playing as White. If you are playing Gray or Brown, use markers of the non-player Army Groups to block double-colored spaces.

p. 16

Replace “Kaunas” with “Kedainai”.

p. 20

Replace **Section 18** with the following:

18. SOVIET REACTION

Your turn always finishes with a Soviet Reaction, where the Soviets counter-attack and/or place one or more Soviet markers on the board based on the instructions on your Front card.

18.1 FRONT CARDS

Each player has a dedicated Front card.

The Front card is double-sided. The side with the ‘’ is the Advanced system, the other side is the Basic system.*

The Front card provides instructions to each player on where to place the Soviet markers. Perform the priorities in the order set out on the card. If the first priority is not possible, move on to the second priority, and so forth.

For the Basic system:

- a) For Counter-Attack, you counter-attack once, targeting another player's spaces (you only target your own markers if you are playing the Solitaire variant);*
- b) For Objective and Victory City Protection, these just apply to your spaces on the board.*

For the Advanced system:

- a) For Counter-Attack, you counter-attack as many times as you can, including against your own spaces.*
- b) For other priorities, follow the specific instructions set out on the card.*

If there is more than one Soviet marker placement choice that meets the placement criteria set out on the Front card, the player to the left of the active player determines the Soviet reaction. (Gray is left of White, who is left of Brown, who is left of Gray.)

18.2 COUNTER-ATTACK RULES

You remove a marker of the targeted player from the board back to their pool (as indicated by the Front card).

The removed marker:

- cannot be in or adjacent to: a) a starting Area or b) an area containing any Army miniature;*
- must be adjacent to (connected by an arrow in any color) an uncontrolled area or an area with a Soviet marker on it.*

18.3 PLACEMENT RULES

Placing a Soviet marker

In the Basic system, you may place 1 Soviet marker on any land area which:

- *is adjacent to another area with a Soviet marker and*
- *has no player marker or printed player symbol.*

In the Advanced system, place the Soviet marker where instructed, it does not need to be adjacent to another area with a Soviet marker, but may still not be an area with a player marker or printed player symbol.

If there is no valid placement, then discard the Soviet marker to the game box, it is no longer used in the game.

After placing the last Soviet marker from the pool (or discarding it to the game box), the current round is played until its end, i.e. remaining players in turn order still do their turns, and then the game ends (even if during these subsequent player turns Soviet markers would return to the Soviet marker pool).

Example as per current Section 18.

FREQUENTLY ASKED QUESTIONS

BOARD

Q: Why are the cities connected by arrows rather than normal lines?

A This is for thematic purposes only. It shows the general direction of the Axis advance or Soviet counter-attacks. It has no impact on gameplay.

Q: Are Moscow, Leningrad and Rostov fortified areas? They contain a used ammo icon but no fortification icon.

A: Yes. They are fortified areas and should start with a fortified marker on them.

Q: How many sea zones are there?

A: Four:

- Danzig
- Leipaja
- Riga
- Talinin/Leningrad

Q: What are the yellow, green and white north-to-south lines for?

A: They are used to determine the placement of Soviet counters in the Soviet Reaction phase if you are using the 'advanced' side on the Front cards (side with an '*'). For example, the 3rd placement priority for the South Western Front is "Green line not crossed". That means that if no single Axis army of the Army Group South has crossed the Green line on the map, you should execute this priority. Otherwise, go to the next priority. The Winter (white) line is also used for the Winter Counter-Attacks advanced rule (19.4).

MOVEMENT

Q: I understand that I must pay a fuel to move an armored ('tank') army up to three areas, and then pay another fuel if I want to continue my movement after winning a combat. Do I pay a fuel to move through a 'friendly' area other than the initial fuel cost?

A: No. You can move up to three friendly spaces on one fuel. You only need to pay an additional fuel if you wish to continue movement following combat. Note that even if you pay this additional fuel after combat, you can still only move upto a maximum of three spaces from your original starting point.

Q: When do I issue the 'Forced March' order? Is it before or after the first move is taken?

A: You issue it *after* your first move, once you have resolved the outcome of your first movement. Note it may not always be possible to force march - for example if you draw a 'mud' card or have combat.

Q: What is the purpose of discarding a bunker after an Axis unit enters the space? Are these areas no longer considered fortified? What happens if it is retaken by the Soviets with a counter-attack?

A: The bunker is discarded the instant that the Axis army pays the one ammo to enter the fortified space. This happens before a card is drawn from the Pursuit or Soviet deck. Once the bunker has been discarded - i.e. after entry by an Axis army into the space - the space is no longer considered fortified for the rest of the game, even if it is reoccupied by a Soviet marker.

COMBAT

Q: When I draw a Soviet army card from my Pursuit Card deck and win the combat, do I treat it the same as if I defeated a Soviet army from the Soviet Card deck?

A: Yes. You take the defeated Soviet army card and add it to the resources space of your player area.

While the Soviet armies in the Pursuit deck are weaker and do not provide the player with individual medals, they still provide ammo symbols. At the end of the game, for every three such ammo symbols (rounded down) on Soviet army cards without medals in their reserve space, the player earns a medal.

Q: When a Soviet marker is removed from the board, is it removed from the game, or is it placed in the Soviet pool so it can be placed out again during the play (as part of the Soviet reaction)?

A: When a Soviet marker is removed from the board it always goes back to the Soviet pool (though note that if you are attempting to *place* a Soviet marker and there is no valid placement for it, it is then removed from the game).

CARDS

Q: What happens if a player finishes their Pursuit deck?

A: Form a new deck from the discard pile, but only include the following cards in this deck: 'Soviet Bombers', 'Mud', 'Partisans' and 'No Effect'. All other cards are removed from the game.

Q: What happens if I move an Army into a space with a Soviet counter and there are no cards left in the Soviet card deck (i.e. they have all been drawn)?

A: In this situation all players must exchange the Soviet army cards in their resources area (not from the Pursuit deck, just the Soviet card deck) for medal tokens (to be able to count medals resulting from the cards) and use those cards to form a new Soviet deck. Note that Soviet cards that have been obtained from encirclement should remain facedown in players' resources area and are not exchanged or used to form a new Soviet deck.

Q: What does it mean to add Soviet cards obtained from 'encirclement' unrevealed to the resource area? When are they revealed?

A: These cards are never revealed. They remain face-down in the player's resource area until the end of the game. They are solely used to resolve tie-breaks if two or more players have the same number of medals when determining a Standard Victory. In this case, whoever has the most number of face-down cards is the winner. If there is still a tie, the game is drawn.

Q: How does the Stukageschwader card work? The rules under Air Support (section 15) seem to contradict the rules under OKH card (section 16).

A: Apply the rules as set out in section 16. The Stukageschwader card may be used to reset your Air Support maker to allow you to use it again before the next Theatre Re-Organization, on either your Pursuit deck or the Soviet card deck.

SOVIET REACTION

Q: Can a player do a Soviet counter-attack anywhere on the board or must it just be in their area (with their coloured spaces)?

A: Counter-attacks generally occur in other players' spaces on the board, but with an exception.

On the basic side of the Front priorities card (the side without '*') the player must perform a single Soviet counter-attack in any other players' space on the board, and if there are multiple options it should be one that cuts an army from its supply base (if multiple of these the player may choose which). In the basic system, counter-attacks on the player's own spaces only happen if playing the Solitaire variant. If no counter-attacks are possible the player then goes to the second or third priority, both of which are only relevant to their coloured spaces on the board.

On the advanced side of the Front priorities card (the side with a '*') similar rules apply, but: a) the player must perform as many counter-attacks as they can (not just one), b) the player must also attack their own spaces on the board if possible, and c) the player must also do the first possible of the 'local' priorities listed on the priority card.

Q: I'm confused by the word "if possible" on the Basic side of the Front cards. Do markers always need to be placed in areas adjacent to another marker?

A: Yes, in the Basic system the Soviet markers need to be placed adjacent to each other. However, in the Advanced system this is not the case (e.g. for the South-Western Front priority you place a Soviet marker in Kiev even if there is no adjacent Soviet marker).

Q: How does the Victory City priority work? What happens if you have a marker on all the cities around the Victory City?

A: You keep placing additional markers going outwards. Consider it like lines of defense: once the closest cities have markers on them the next line of defense is formed.

Q: For the Winter Counter-Attacks optional rule do you have to perform a counter-attack on every single of your army/markers exposed in winter area, hence possibly 3 counter attacks per turn if you have 3 markers in the Winter area?

A: Yes. Soviet markers are placed in each area that you lose, either through the loss of your control marker or if your army withdraws or is lost. Note that the Winter Counter-Attack is not an additional counter-attack; it is part of the standard Counter-Attack, but without the restrictions of 18.3.

VICTORY

Q: Does the Immediate Victory occur before the Soviet Reaction Phase, or could the Soviets react and cut the continuous connection to the supply base, thus denying the victory?

A: Yes, it occurs before the Soviet Reaction Phase, before the Soviet Reaction.

SOLITAIRE RULES

Q: The rules say that if the non-player is Gray and/or Brown, double-colored areas of those colors are in play. What about if the non-player is White?

A: If you play Gray (Nord) or Brown (Sud), the areas belonging to the non-player colors are permanently controlled by the non-players, including double color areas.

If you play White (Mitte), the areas belonging to non-player Gray and Brown are permanently controlled by the non-player Army Groups, but the double color areas in White may be controlled by you.