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# Fury in the East Unofficial Errata

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## Soviet Militia

Soviet militia units enter the game during the Soviet Reinforcement Phase.

## Placement

Militia units are placed within two hexes of Leningrad or Moscow if the city in question is threatened by Axis units as described in the Leningrad and Moscow subsections. Militia units may not be placed in an enemy ZOC, except for Leningrad units which may be placed adjacent to a Finnish unit. When placed, the units may not exceed stacking limitations.

## Leningrad

The Soviet player receives up to six militia units if there is at least one non-Finnish Axis unit within four hexes of Leningrad.

## Moscow

The Soviet player receives up to six militia units if there is at least one Axis unit within four hexes of Moscow or if at least one of the following cities has been entered by an Axis unit: Rzhev, Vyazma, Kaluga, Tula, Ryazan, Stalinogorsk.

## Insufficient Units

There are only 11 militia units. Therefore, if both Leningrad and Moscow are threatened, the Soviet player must choose to deploy only five militia units at one of the cities and six at the other.

## Movement

Militia units may not move more than three hexes from Leningrad or Moscow, else they are eliminated.

## Combat

Militia units are removed from play permanently after being eliminated in combat. They cannot return to the board during a future reinforcement phase.

## Leader Movement

Leader units are treated as tank units for terrain movement effects.

## Combat

Soviet units must attack all German units in a Soviet ZOC and all Soviet units in a German ZOC must attack, except for attacks across rivers.

The Soviet player combat terrain effects chart on the map has a confusing column label. *IF ATT/DEF* refers to the Germans and is better understood as *IF DEF/ATT* for the Soviets. As stated in the rules, the Soviet column shift when defending is printed to the left of the slash.

## Overruns

Overruns cost three movement points in addition to the terrain cost.

## Reinforcements and Replacements

The 3-8 Romanian unit listed as an Axis reinforcement for turn two should be the 2-6 Italian unit instead.

Reinforcements may be placed in enemy ZOCs, but replacements may not.

Leaders produce replacements even when out of supply or in enemy ZOCs.

## Supply

A German Supply Head in a Soviet ZOC is eliminated if it is not stacked with another German unit.

## Victory

A Soviet decisive victory occurs at 49 or less victory points, not at 40 or less as indicated on the map.

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<sup>1</sup> <https://www.savarese.org/>