

OSTFRONT CORRECTIONS (FIRST PRINT RUN ONLY)

The first print run of *Ostfront* had several errors. This file lists the important corrections made to all subsequent print runs. Check page 201. If the IL-2 Shturmovik aircraft does not have the Flying tank attribute, use these corrections.

GERMAN

Page 31: Motorised Light Anti-aircraft Platoon

Replace all Sd Kfz 10/5 (2cm) half-tracks with Sd Kfz 7/1 (Quad 2cm) half-tracks for +25 points per half-track, or with Sd Kfz 7/2 (3.7cm) half-tracks for +30 points per half-track.

Page 35: Panzergrenadierkompanie

A Panzergrenadierkompanie may take Panzer Pioneer Platoons from the Panzerpionierkompanie on page 43 as Support choices.

Page 39: Panzer Pioneer Platoon

All Rifle/MG teams in the diagram should be MG teams.

Page 41: Heavy Platoon

The motorcycles or Kübelwagen jeeps of the Heavy Platoon should be armed with Passenger-fired MG's.

Page 53: Schnellschwadron

A Schnellschwadron may have a Looted Panzer Platoon, a Light Anti-aircraft Platoon, or Artillery Batteries as Support choices.

Page 54: Pionierkompanie

A Pionierkompanie may have Anti-tank Platoons, a Looted Panzer Platoon, a Light Anti-aircraft Platoon, or an Artillery Battery as Support choices.

Page 60: Light Artillery Battery

Add the option to equip all 7.5cm GebG36 guns with Gun Shields at no cost. 7.5cm GebG36 guns with Gun Shields are Heavy Gun teams.

The points for a Light Artillery Battery are 270 points for two Gun Sections or 155 points for one Gun Section.

Page 64: Assault Gun Platoon

The Command Sd Kfz 253 half-track counts as a Tank team in an Assault Gun Platoon.

Page 65: Tank-hunter Platoon

The cost to downgrade Marder I tank-hunters to Panzerjäger I tank-hunters is -50 points.

Page 66: Heavy Anti-aircraft Platoon

Replace all 8.8cm FlaK36 anti-aircraft guns and Sd Kfz 7 half-tracks with Sd Kfz 7/2 (3.7cm) half-tracks for -80 points per gun. Remove the Command SMG team and the Kfz 15 field car if you do this.

Page 66: Rocket Launcher Battery

Add the Anti-tank Section for +25 points.

Page 190: Armoured Personnel Carriers

Replace all references to Rear AA Mount in the entries for German half-tracks with Passenger-fired AA MG.

ITALIAN

Page 106: Anti-tank Platoon

The correct cost is 110 points for two Gun Sections or 60 points for one Gun Section.

SOVIET

Page 157: Cossack Anti-tank Rifle Platoon

The PTRD anti-tank rifles cannot fire while mounted as Cavalry teams.

Page 157: Cossack Mortar Company

Replace all 1-horse carts with Cavalry limbers.

Page 157: Cossack Regimental Gun Company

Replace all 76mm obr 1927 guns with 45mm obr 1937 guns at no cost, or with 45mm obr 1942 guns for +5 points per platoon.

A Cossack Regimental Gun Company does not have an Observer Rifle team. Ignore this in the diagram.

Page 158: Horse Artillery Battery

The Horse Artillery Battery costs 210 points for two Gun Platoons or 115 points for one Gun Platoon..

Page 159: Strelkovy Batalon

A Strelkovy Batalon may have a Kazachya Sotnya as a Support choice.

Page 161: Scout Platoon

All Scout teams in the diagram should be SMG teams.

Page 167: Batalon Opolcheniya

Your force cannot contain a Kazachya Sotnya.

Page 168: Gvardeyskiy Strelkovy Batalon

A Guards Heavy Mortar Company may add a fourth platoon for +60 points.

A Guards Storm Group remains rated as Trained, but decreases in cost by -45 points for each Assault, Reinforcement and Reserve Group in the Storm Group.

A Kazachya Sotnya, Guards Heavy Tank Company, or Guards Rocket Mortar Battery remains rated as Trained, but decreases in cost by -15 points for every 50 points or part thereof you spend on it.

Page 171: Guards Rocket Mortar Battery

Guards Rocket Mortar Batteries are rated as Fearless Trained.

Tank and Transport Teams

Name	Mobility	Armour			Equipment and Notes
		Front	Side	Top	
<i>Weapon</i>	<i>Range</i>	<i>ROF</i>	<i>Anti-tank</i>	<i>Firepower</i>	
German					
Tiger I (early)	Fully-tracked	9	8	2	Co-ax MG, Hull MG, Protected ammo, Slow tank, Unreliable, Wide tracks.
<i>8.8cm KwK36 gun</i>	<i>40"/100cm</i>	<i>2</i>	<i>13</i>	<i>3+</i>	Slow traverse.
StuH42	Fully-tracked	7	3	1	Hull MG, Protected ammo, Schürzen.
<i>10.5cm StuH42 gun</i>	32"/80cm	<i>2</i>	<i>10</i>	<i>2+</i>	<i>Hull mounted, Smoke.</i>
Sd Kfz 250 half-track	Half-tracked	1	0	0	Hull MG, HMG Carrier, Passenger-fired AA MG.
Soviet					
Mark III (Valentine VIII)	Fully-tracked	6	4	1	Protected ammo , Slow tank.
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	<i>2</i>	<i>10</i>	<i>4+</i>	<i>No HE.</i>
Mark IV (Churchill III or IV)	Fully-tracked	8	7	2	Co-ax MG, Hull MG, Protected ammo , Slow tank, Wide tracks.
<i>OQF 6 pdr gun</i>	<i>24"/60cm</i>	3	<i>10</i>	<i>4+</i>	<i>No HE.</i>
SU-152	Fully-tracked	7	6	2	Slow tank.
<i>152mm ML-20S gun</i>	<i>32"/80cm</i>	<i>1</i>	<i>13</i>	<i>1+</i>	<i>Bunker buster, Hull-mounted.</i>

Gun Teams

Weapon	Mobility	Range	ROF	Anti-tank	Firepower	Notes
German						
7.5cm LG40 recoilless gun	Man-packed	16"/40cm	2	9	3+	Recoilless, Turntable.
7.5cm PaK97/38 gun	Medium	24"/60cm	2	10	3+	Gun shield.
10.5cm LG40 recoilless gun	Light	16"/40cm	1	10	2+	Gun shield, Recoilless, Smoke.
Firing bombardment		64"/160cm	-	4	4+	
Hungarian						
105mm 37M (10.5cm leFH18) how	Immobile	24"/60cm	1	10	2+	Gun shield.
Firing bombardment		72"/180cm	-	4	4+	
Italian						
Brixia 45mm mortar	Man-packed	16"/40cm	2	1	5+	Can fire over friendly troops.
Firing bombardments		24"/60cm	-	0	6	
47/32 gun	Man-packed	24"/60cm	3	7	4+	
100/17 howitzer	Immobile	24"/60cm	1	10	2+	Gun shield.
Firing bombardments		72"/180cm	-	4	4+	

Infantry Teams

Weapon	Range	ROF	Anti-tank	Firepower	Notes
German					
Light Mortar team	16"/40cm	1	1	4+	Can fire over friendly teams.
Assault Rifle team	8"/20cm	3	1	6	Full ROF when moving.

Aircraft

Aircraft	Weapon	To Hit	Anti-tank	Firepower	Notes
Soviet					
Il-2 Shturmovik	Cannon	3+	9	5+	Flying tank.
	Bombs	4+	5	1+	
	Rockets	3+	6	3+	