

LODZ 1914 Errata

Thanks to David Buckland

Moments in History produced some LODZ 1914 errata counters bundled with Drive to the Baltic. You can purchase the counter sheet separately to get these LODZ counters - contact the publisher Critical Hit through their website, www.Criticalhit.com.

Below is an updated errata for Lodz 1914. As before, the wording is my own interpretation of what has been written, so is subject to comment and correction. The post numbers are references to David Bolt's posts.

3.611B Clarification: Cavalry Dismount. Cavalry combat strength is not halved if involved in a combat with only support units. [#67]

3.611B Clarification: Cavalry Retreat Before Combat. Cavalry retreating before combat may not retreat through enemy ZOCs, and may not engage in Off March attacks. [#82]

3.6144 Clarification: Army and Front HQs. The Ruzski and Grand Duke Nicholas HQs may never be moved adjacent to an enemy unit. Should they start the friendly Movement Phase adjacent to such a unit, they must move (assuming that they are able to) so that they are no longer adjacent at the first opportunity. Both these HQs cannot move farther away than six hexes from the eastern map edge. [#137]

7.0 Clarification: Supply. Supply is determined for each side only during its friendly supply phase. [#82]

7.1 & 7.2 Clarification: Supply. A unit belonging to a corps may trace supply to that corps HQ (only), or to the army HQ to which that corps belongs, or to a rail line. A unit with an army designation may trace to that army HQ (only), or to a rail line. A unit that is not specified as part of either an army or a corps (essentially, Front units) may trace supply only to a rail line. [#137]

9.0 Clarification: Stacking. Armoured trains count as battalions for stacking purposes. [#168]

10.42 Clarification: Vistula Crossings. There are three bridges across the Vistula at the start of the game, and three ferry crossings. Bridges and ferries are identical, except when specified otherwise. Both are subject to the unit crossing rules (maximum total of 2 Russian units and 1 German unit may cross the river in any one game turn; crossing costs the entire MA of the units involved). Vistula bridges and ferries may be destroyed by either player in the usual fashion (see 10.43). Ferries, but not bridges, may be rebuilt. Supply may be traced across bridges and ferries. Turns when the Russians may not cross the Vistula apply to both bridges and ferries. [#133 etc]

10.5 Clarification: Reconnaissance. Cavalry reconnaissance is undertaken individually, unit by unit, and is not cumulative when it comes to screening by defending cavalry. Example: a Russian division of two infantry brigades, HQ, and one-factor cavalry regiment is stacked in a

hex. A German one-factor cavalry unit pays two MPs to reconnoitre the hex, revealing only the defending Russian cavalry. If another German one-factor cavalry was to reconnoitre the same hex in the same turn, it would also only reveal the Russian cavalry unit. [#63 & #82]

10.6 Change: Off March Attacks. Defender's modifier is -2 (as in the rules, not -1, as per the Combat Summary Chart). [#61]

10.6 Clarification: Off March Attacks. The ZOC of the enemy unit(s) in the hex that is the target of an Off March attack is negated. Other enemy units do exert a ZOC in these circumstances, so adjacent enemy units could still exert a ZOC requiring a +2 expenditure. [#67]

10.6 Clarification: Off March Attacks. Units in a stack making an Off March attack, including HQs and support units, do not have to participate in the attack. They are exempt from the effects of the combat if they do not take part, but may not move any further that turn. [#67]

10.8 Clarification: Reserve Movement. HQs in reserve may not bombard. [#133]

11.0 Clarification: Entrenchments. Units in entrenchments do not add 4 to their morale roll when attempting to resist retreat. [#133]

11.0 Change: Entrenchments. The morale check to complete entrenchments is not performed for each individual unit in the entrenching stack. Instead, one morale roll is made for the whole stack. The morale level to use is the average morale of the units involved, calculated in the same manner as for combat (round fractions down). [#137]

12.3 Clarification: Retreats and ZOCs. Units completely surrounded by enemy units or impassable terrain must take all combat losses in strength points. Example: a rout result in these circumstances would cause the defender to lose 5 steps. [#82]

13.11 & 13.12 Clarification: Bombardment & Counter Battery Fire. Only the phasing player conducts bombardment, but both players conduct counter-battery fire later in the combat phase. [#18]

13.12 Clarification: Bombardment. Bombardments must consist of at least 1 to 3 odds, or they have no effect, and may not be used to satisfy the requirement to attack all enemy units adjacent to the phasing player's attacking units. [#133]

13.8 Clarification: Combat Resolution. The defender implements combat results first. [#133]

13.91 Clarification: Retreats. If defending units are retreated into a hex which is itself subsequently attacked, those units already retreated may not add to the combat value of the stack in any way. They are affected by retreat results from the second combat, but may only lose steps if all other units in the hex have been eliminated. [#168]

14.5 Change: Resisting Retreat. The morale check to resist retreat is not performed for each individual unit in the affected stack. Instead, one morale roll is made for the whole stack. The morale level to use is

the average morale of the units involved, calculated in the same manner as for combat (round fractions down). If the morale roll is failed, the stack is disrupted, and must retreat two hexes. [#137]

16.432 Clarification: Automatic Russian Release (Russian Army Units). Russian army units are available at start. [#82]

16.433 Change: Lodz (Campaign Game). The Campaign Game ends on December 6th, not December 7th. Starting with "During Game Turn 25...." (half way down the first paragraph of this rule), ignore the remainder of the paragraph. [#83]

16.44 Change: Additional Corps (& Eastern Mapedge Exit). Add: "For every non-cadre strength point that exits the East map edge, the German player receives a Victory Point. Units exited in this manner may return to play if the hex they exited the map from remains in German control. If a unit re-enters the game map, any Victory Points obtained from its exit are forfeited." [#83]

18.211 Change: Battle of Kutno Set Up. Add the following to the Russian At Start set up: 1st Caucasian Cavalry Division within one hex of 2324, with 3 strength point losses. [#82]

19.1 Change: Russian At Start Set Up. The two 5th Army engineer units were omitted from the counter mix. Also applies to 18.211 Battle of Kutno Set Up, and 18.311 Battle of Lodz Set Up. [#65]

19.3 Change: Campaign Game Reinforcement Schedule. Turn 20 (Austro-Hungarian) - 61st Brigade is part of 32nd Division (not 31st, as listed). Turn 22 (Austro-Hungarian) - Delete the reference to the infantry brigade (both brigades of the division have already entered). Add the BH(-) Cavalry Regiment attached to 32nd Division. [#137]