

Strike of the Eagle Errata and Q&A Living Document

Below are detailed Rule and Card clarifications for questions posted to us online. Please download the updated date rules set, since updates and clarifications have been added and are highlighted in yellow for easy reference.

RULE CLARIFICATIONS

1.2 Fortifications

Some areas give defending blocks an advantage. These areas have a fortification symbol facing specific roads and rails. Defending blocks ignore one flanking penalty (7.34) and lose one less Strength Point (SP) during battle if attacked **exclusively from fortified directions. No fortification bonus is applied unless ALL attacks come from fortified directions. Supporting with friendly block(s) (7.34) from other directions to offset flanking penalties will not prevent the loss of the fortification bonus.**

1.3 Key Cities If a player holds a key city with no garrison in it, then moves all blocks off of it, the city becomes neutral (8.1). The player loses any VPs for the city and neither player may trace supply to it.

7.2 Place Orders

An order can only be placed if at least one block can execute it.

Notes: A block can only have one order placed on it and it must be executable.

Ex: The Soviet commander has two blocks in an area. He places a "Defend Area" order and then places a "Reorganization" order on one of the blocks. If only one block were present only one order could be placed.

Ex: The Soviet commander has one block in an area. He places a 'Defend' order on it. He may not place a 'Move Out' order on that same area, since that one block already has an order.

Ex: The same one Soviet block has a 'Defend' order on it. The Soviet may not place a 'Move To' order in an adjoining area, if the block with the 'Defend' order on it is the only one able to reach the adjoining area.

7.3 Order Executions

An order may only go unfulfilled, if it cannot execute an order.

*Ex: The Polish commander has two blocks in an area. He plans to 'Force March Out' one block along the northern road and 'Move out' one block along the eastern road. During orders execution, the Russian commander first force marches a block to the area directly north of the Polish position. The Pole MUST still execute the 'Force March Out' order. Even if he moves the block only 1 area to the north or 2 areas along another path. **Even if moved less than the full movement allowance, the block would fight at ½ strength.***

Ex: Soviet blocks 'Force March' into an area to pin enemy Polish blocks that have un-executed 'Force March' orders.

Result: *The Polish defenders fight at full strength, since their orders were never executed and are no longer valid. The Soviet attackers fight at half strength.*

A block may not execute a 'Move To' or 'Forced March To' order, if it cannot fully execute it.

Notes: You are not allowed to move "towards" an order and come up short, due to entering an area containing enemy units.

Ex: You wish to move a cavalry block to a key city two areas away and place a 'Move To' order in it. During the Forced March executions, the enemy moves a block into the area between your cavalry and the key city. You MAY NOT move the cavalry towards the key city and into the now enemy occupied area.

If you had instead placed a 'Move Out' or 'Force March Out' order on the cavalry block, it could move into the area occupied by the enemy block. This is because blocks do not have to move their maximum distance when executing 'Move Out' and 'Force March Out' orders.

7.32 Attacking and Defending Blocks

Units that force march into a **fortification or area with "defend area" orders** with other units still fight at ½ strength for combat purposes. **The group as a whole still loses 1SP less and has one Flank Penalty negated due to the fortification or "defend area" orders. They also would ignore one flank attack penalty for having friendly supporting blocks move in from that direction.**

Example: An area with a fortification, a “defend area” order, and 1 block moving in would ignore up to 3 flank attack penalties and suffer -2 SP loss.

7.42 Retreating after a Battle

The loser’s units may retreat from a battle to any adjacent open area, if this area can trace an open path to a friendly supply base, no matter how far. These units may be out of supply, and if so, would lose SPs at the end of the phase (see supply rules). Player may decide to split retreating units and move them to different, adjacent locations. He may not withdraw along a road or rail blocked by enemy blocks. If there is no open area to retreat to, the blocks are eliminated and are permanently removed from the game. They are not put into the Force Pool (4.0) and may not be rebuilt in later Reinforcement Phases (8.4). If the ONLY open area to retreat to does not have an open path to a friendly supply base (for example, due to the Soviet cavalry raid card) the player must retreat to that.

QUESTIONS/ ANSWERS

1. Are order markers (provided with the game box) limited?

Yes. Order markers are limited and managing them is an element of the game mechanics.

CARD CLARIFICATIONS

Soviet Battle Card #08 - Cheka. If the Soviets lose the battle while defending, they do not have to retreat, but are still treated as the loser in all other respects.

Notes: The Poles must move back to the area they attacked from and still receive VPs and initiative gains if called for.

Soviet Battle Card #42 - Encircled defense

Play during a battle. Blocks with a ‘Defend Area’ order ignore all flanking penalties and whole area receive +1SP to their Combat Value. If they lose the battle, the Soviets lose an additional +2SP while retreating.

Polish Battle Card #9 and #10 - Heavy Artillery

One of the Polish Heavy Artillery cards refers to having 3 Soviet blocks in the battle. This should instead refer to Polish blocks.

Polish Battle Card #25 - Failed withdrawal

Play when the Soviet wants to execute a ‘Withdrawal’ order. The Soviet blocks may not withdraw and must fight. In addition, the Soviets immediately lose 1SP - before resolving the battle.

Polish Battle Card #43

Play if at least one Polish and one Soviet cavalry Division are involved in a battle. The Soviet cavalry block(s) lose an additional 2SPs total (cavalry blocks must suffer these losses first).

SCENARIO CLARIFICATIONS

Scenario 6. The Trap.

Correct polish Reinforcements text:

Poles: Gora Kalwaria: 5th Round, 3th Action: Inf Div. (3), Cav Div. (3)

Scenario 9: Custom 1920 Campaign Setup

There should NOT BE such soviet reinforcements "Round 1, 4th OP 8DPs Elizatgrad (K8)".