**On to Baghdad (S&T 331) Errata**

**COUNTERS**
The British 8-5 division should be a 15-4.
The German “Yild” air unit is part of the Yildirim contingent.
The reverse of the Yildirim units should read “1917” (per 29.0).

**RULES**
2.6 Markers (correction): “Supply Markers (back)” should be “Supplied Markers (back)”.
22.1 Improving Ports (correction): the Allied player expends three supply units to improve one port.
34.0 Scenarios, Allied Infrastructure (correction): in Scenarios I & II, no Allied Infrastructure markers (ports and railheads) have been built. In Scenario III, Basrah port has been built; Abadan port and the railhead have not been built.

**On to Baghdad (S&T 331) Clarifications**

**RULES**
2.3 Nationalities & Contingents (clarification): Partisans are a separate Contingent for each side. Note means that Central Powers partisans can stack and attack alongside other CP contingent forces, but Allied partisans cannot (see 5.1).

4.2 VP & 8.2 Recruitment Points (clarification): friendly unit from any Contingent counts for control of an Objective hex. (Example: an Allied partisan unit in Abadan would provide the VP or RP.)

7.1 Events Procedure (clarification): Event explanations may supersede other game rules.

7.3 Event Withdrawals (clarification): second point should read, “Units removed via specific Withdrawal events are received as reinforcements on the next GT at no RP cost.”

8.4(3) Allied Deployment (clarification): the restriction on not deploying in EZOC applies to reinforcements. Units set up during initial deployment can set up in EZOC (4.0).

8.7 Russian Reinforcements (clarification): Russian units with no contingent designation on the reverse are used for reorganization (18.0). Russian Reinforcements (clarification): the two Russian reinforcement contingents are not separate from each other for purposes of (2.3 & 5.1).

8.8 Deployment Restrictions (clarification): “withdrawn units” refers to specific Events per (7.0).

9.5 Railroad movement (clarification): the railroad leading from Baghdad to Samarra functions from the start of 1914. The railroad from Basrah to Baghdad functions only when built (per 23.0). Both sides can use these railroads (the latter when constructed).

13.7 Retreat & 13.8 Advance After Combat (clarification): mobile supply units retreat normally; static units are eliminated if forced to retreat (13.7). Supply units (mobile or static) cannot normally advance after combat since they cannot attack. (This models the general inability of logistics to keep pace with mobile operations in World War I.) However, supply units which participate in a counterattack can advance.

14.2 Range & Sorties (clarification): depots are not expended by being used as airbases.

16.1 Supply Unit Functions (clarifications):
1) A supply unit expended during the Supply Phase places all units within radius In Supply for movement and combat. Use the “Supplied” markers to indicate units which are In Supply. A unit can move out of a supplied position and still attack in a Second Player Turn. This supply does not carry through to the Attrition phase.
Another supply unit would have to be expended to prevent Attrition checks.
2) Supply expended for infrastructure, railroad construction and entrenchment effects only single hexes. See the designated rules.
3) The example incorrectly states that a single supply unit could build entrenchments for all friendly units within radius; a single supply unit can build a max of one entrenchment.

21.1 Naval Move Capacity & Restrictions (clarifications): Naval moves in a Second Player Turn require the expenditure of a supply unit per (16.1). The expended supply unit can also be used to support regular ground movement and combat.

23.0 Railroad Construction (clarification): built rail line hexes from Basrah to the railhead marker can be used for railroad movement. i.e., it does not have to connect to Baghdad to be used).

25.2 Camel Corps (clarification): camel corps are exempt from attrition in all terrain types (not just desert).

Optional Rules

32.1 Baghdad Station (clarification): a reinforcement unit deployed in the Baghdad Station hex costs normal RP.