ENEMY ACTION: KHARKOV

Official corrections and clarifications --21 Aug 2022

ALL GAMES

Combat Chit: The combat chit situation *I.P. Crossfire* applies only when the **German** defender occupies an improved position.

TWO-PLAYER

Rules, page 12, Example of Strategic Movement: The Soviet unit in hex 1313 is a 3T army unit. In paragraph C, the word "Front" should be "army"

BOTH SOLO GAMES

Clarification of Stacking Rules in Soviet Solo 11.4 and German Solo 10.4):

- 3rd paragraph -- the stacking flexibility during retreat and advance applies only to the live player's side.
- 4th paragraph -- the stacking flexibility for the non-player side applies only during movement, not during retreat and advance.

SOVIET SOLO

German Enemy Command cards

- E30 and E31: The Deploy Reserves command applies to Corps Raus, not III Corps.
- E32: The first event is "Guard the Gaps" not "camps".

SS Rules

- Page 10, **Sequence of Play**, Command Phase, German Impulse, third bullet: Last sentence should read "If no action can be performed, the activation command is not conducted."
- Page 10 **Sequence of Play**, Command Phase, Repeat Impulses: "... end the day" should read "... end the game-turn".
- Page 19, **10.13**, step 2: Second sentence should begin "Move to a *non-Soviet* VP hex only if ..."
- Page 20, **Example of Causing Surround**: Third sentence should *read* "If any one German unit were removed, the *Soviet* unit would still be surrounded."
- Page 22, **10.54**, second paragraph: Preference (b) should read "a hex not *occupied by or* adjacent to a German unit adjacent to the same Soviet unit;"
- Page 23 **example**, fifth paragraph: Unit 03 should move to hex 1313 (because it is empty), then unit 01 to 1213, then unit 05 to 1313.

SS rules clarification, German attack actions (10.5, 10.54): When moving German units to participate in an attack action, do so in this order -- 1) lead unit; 2) additional units specified in the action card's situation, in ascending order; 3) then if the action description calls for non-active units in the corps or army to "join" the attack, move those eligible units in ascending order. Furthermore ...

- Don't move a unit that would end its move in violation of stacking restrictions;
- If an attack action card allows a moving unit to "end move in danger of surround", that allowance applies to the unit throughout moves of all units for that particular attack.
- Units that participate in the attack are not eligible to participate in another attack in the current German activation.

SS Player Aids

- **German Garrison Markers**, second bullet: "detachments" should be "garrisons".
- **German Command Event, Delaying Force**: "detachment" should be "garrison".
- **German Activations, 3,4 Action Step 2**: Second sentence should begin "Move to a *non-Soviet* VP hex only if ..."
- **German Activations, 5-7 Action Step 2**: Second sentence should read "Move to a non-Soviet VP hex only if empty or garrisoned and Soviet unit would be proximate after move."
- **German Activations, Conducting Action Card Action with Units**: Preference (b) should read "hex not occupied by or adjacent to German unit adjacent to same Soviet unit;"

GERMAN SOLO

GS Rules

- Page 11, **Example of German Corps Activation by Army Card**: Last sentence should read "IISS and Corps Raus are in 4th Panzer Army for command purposes but only the LVII Panzer Corps is activated."
- Page 16, **9.21 Soviet Movement Methods A**. These movement methods are used throughout Game-turns 1-4 even if the Front objective marker has been removed from play.
- Page 48, *Raus Overrun*: The town of Chuguev is in hex 1009, not 1008. The two German units that start in hexes 1903 and 1904 should be shown in those hexes.
- Page 49, *Bloody Izyum*: The German unit in hex 1604 should be unit 387-/III (reduced). The three German units that start in hex 2001 should be shown in that hex.

GS Player Aids

- **Soviet Activation Step 2, Method 3 Open Supply Line**: Applies on Game Turn 3 and after.
- **Soviet Activation Step 3**, first bullet after chart should begin "Attack if $\geq$ 3:1 or ..."