

KHARKOV BATTLES: Before & After Fall Blau – Errata & FAQ - (11 Sept 2022)

Errata – Latest Additions

Maps:

- Hexrow 53xx on Map KB is shifted one hex from all other hexrows. This makes the two Soviet units which setup in hexes KB5330 & KB5331 instead should be placed in hexes KB5331 & KB5332, respectively. The setup chart is correct as per the rest of the hex numbering on the map.
- *Stalino (KB1024) should have an Axis supply source symbol. Axis units may trace supply through Stalino via the roads to Entry Area F.*

Counters:

- Soviet 6th and 40th Army HQ unit should have a 'XXXX' size identifier and the Group 'Bobkin' and 'Popov' HQ unit should have a 'Group' written above its icon. Popov should also have 'Out of Gas' on his flip side (and you can make out it faintly printed there if you look at the right angle).
- Soviet NKVD 17 Rifle Brigade doesn't have 'NKVD' on the top of its counter as shown on the setup chart... please remember that rule 14.1 applies to this unit.
- Three Soviet tank brigades (86, 96, [14+180]) should have a yellow oval behind their tank silhouette that signifies they are part of the 38th Army.
- Another printer issue... if you look at the Axis Armeekorps HQ units on the setup charts you will see the commander's name on the Unsupported side which the printer failed to put on a lot of the actual counters. Also some are missing the '??AK' on the front side. All of these were correct on the files sent to the printers... sorry.
- On sheet #3 (Fall Blau Extras) the Soviet 22 Tank Corps cadre side should have a green icon and the front of the Soviet NKVD 19 Rifle Division should have a 'C' to signify use in Caucasus Campaign (23.3).
- The errata for Fall Blau changed the definition of who can conduct Mobile Infiltration which was included in the rules here. However, the wording on the 'Limited Support' markers reference the original limitations... please go by the rules and not what is written on the counters. Units in 'Limited Support' may use Mobile Infiltration as only 'Isolated' units are prohibited.

Rules & Scenarios:

- [9.41] – Change to read... “Mechanized units with limited support or no support may not be present in a hex which declares a Prepared Assault (*having these units in a stack therefore limits the actions of the others and is especially important for following cases 7.26 & 12.1*).”
- [19.11] – Change last two sentences to read... “The die is rolled if there is a 'Clear' and 'MUD?' on the TRT, when the result is within the stated range Clear changes to Mud for a specific turn only. The die is rolled if there is a 'Freeze' and 'MUD?' on the TRT, when the result is within the stated range Freeze changes to Mud for the remainder of the game (ignore any further 'MUD?').”
- [20.1] – Under the Scenario Specific Rules (SSR), add the following... “German 1SS 'LAH' Division and the DR Tiger Tank Company are considered to have full support for turn 1. Starting with turn 2 they revert to normal status.”
- [20.1] – Change the second sentence in the paragraph about Ersatz battalions which starts “Each turn...” to the following... “Each turn for the rest of the game he may select one friendly owned town or city hex and place an available Ersatz battalion in it.”
- [20.1] – Add to that same paragraph... “These units consist of one step, exert a ZOC, and count as a cadre for stacking. These units are strictly defensive; they may never attack nor move. If forced to retreat, they are eliminated instead. If their stack conducts an attack their combat value is not used, but their step can be removed in order to satisfy the combat results. They can be used as the non-mechanized unit to satisfy Combined Arms Defense (12.44).”
- [20.1] – Change in the 'Optional Historical Limitation' where it says to “add **two** to die roll” and replace with “subtract **three** from die roll” and the last parenthesis text where it references Soviet HQ units should instead be “(*ignore any DRM for being a Guards unit*)”.
- [20.1] – Under the SSR, add the following paragraph... “**Optional Historical Limitation** – *Prior to the start of this scenario, Popov sent his armor group on a mad dash for the Donets easily outpacing his fuel supply. For those players requiring a better recreation of the historical event, he must wait a day or two for the trucks to catch up.* All mechanized units with an orange icon may not move on turn 0. Soviet 18th Tank Corps may still conduct a Prepared Assault if desired.”

- [20.2] – Under the SSR, change the third paragraph to... “Axis units may receive full support (9.3) through a supported HQ of any color circle. **EXCEPTION:** Hungarian 108 Light Division is always considered to have full support and may attack as long as it is ‘Operational’.”
- [20.2] – Under the SSR, the paragraph on Supply Roads should define them as follows... “Supply Road hexes (those that are grey instead of white) may only be used by the Soviet Player to trace supply to a source.”
- [20.2] – Under the SSR, add the following rule... “**Soviet units may only conduct Mobile Infiltration during the first turn (due to surprise).**”
- [20.2] – Under the SSR, add the following rule... “German 3.Panzer Division is represented in this scenario by a single counter. Treat this unit as if it were a mechanized regiment (except that it counts as a division if using the III PzK HQ to provide full support).”
- [20.3] – Add following sentence: “Soviet Player receives Replacement Points as denoted on the TRT, including turn **11** (the first turn).”
- [27.3] – Add following sentence: “Axis reinforcement hexes for Map D correspond as follows: A4102 to D5923 (*Kursk*), A2801 to D4621 (*Belgorod*), B3303 to D1324 (*Stalino*), and B2209 to D0229 (*Taganrog*).”
- [27.4] – Add the following sentences: “If forced to retreat via Mobile Assault, they are eliminated instead. If they start the movement phase within the radius of a HQ conducting Strategic Withdrawal, they are immediately eliminated.”
- [27.8] – Add that the new MA/PA Player Aid Card (PAC) is also used for this scenario.

Play Aids & Setup Charts:

- On the MA PAC, the chart should say that Mobile Assaults are allowed against Fortified Zones.
- [13.2] – Soviet Command & Control Table on PAC is incorrect... use this corrected table.

Soviet Command & Control Table (13.2)

Die Roll	Applied Actions
<0-3	May not move or attack, place OOC marker.
4-6	Movement Point Allowance is halved (round down), place OOC marker; units function normally in all other respects.
7-8	Must move adjacent to closest enemy unit (if not already adjacent) and place a Prepared Assault marker.
9+	No effect, unit functions normally.

+1 if a Guards unit
 -3 if Mech unit “Out of Gas”.

- [20.1] – German 393 Sturm Battalion and breakdown regiment shown in hex KB2826 should set up in hex KB2625. German breakdown regiment shown in hex KB2725 should be across the river in hex KB2726. Only one is shown on the setup chart... sorry, there should be **two** German breakdown regiments in hex KB1329.
- [20.3] – Soviet 40th Army HQ shown in hex KB3912 should be in hex KB4012. This allows all Soviet units to be within Command Range at start of the scenario.

Clarifications and FAQ –

Counters:

- All markers on counter sheet #3 can be used with either Kharkov Battles OR Fall Blau (they are interchangeable).
- German Tiger Tank Companies are the ones with a silhouette of a PzKfwVI 'Tiger' and values '*-8'.

Rule Clarifications:

- [7.26] – This rule applies whether the unit crosses a bridged or un-bridged Major River hexside.
- [13.22] – When this rule references “no color” it means the color of regular Soviet units (i.e., beige).
- [20.1] – Normally there is no need to check supply on the first turn of a scenario, in this case turn **1** is considered the first turn (not turn **0**). Therefore, you skip the Mutual Supply Determination Phase (MSDP) until turn **2**.
- [27.6] – Soviet 240 Rifle Division does not replace another counter as the 320 Rifle Division counter does, but simply has been added to the Campaign Reinforcement Chart for use with Fall Blau [23.1].

Maps:

- Yes, those grey hexes on Map KB are Hills terrain.

Play Aids & Setup Charts:

- Soviet Player Aid Card is missing an example of a HQ unit. It should be obvious, but the values are from left to right... Command Range – Movement Point Allowance.
- When determining DRM for a Mobile Assault the odds are free-standing so that a 4-1 would not also be a 3-1. Think of that line as saying “if the odds ratio is exactly (3-1)”.

Scenario Clarifications:

* Historical Weather for Second Kharkov scenario is... Turn **3** - Clear, Turn **4** - Mud.