

SPRING PRELUDE

Second Kharkov, May 1942

New Optional Rules & Official Clarifications as of 5/22/25

New Optional Rules

The 11+16 Feldzeug Battalion

While the game was playtested with the German 11+16 Beutepanzer Bn, players may wish to substitute the historically accurate 11+16 Feldzeug Bn (which had no tanks at all) using a spare non-mechanized step counter with values of '2-6'.

Alternate EZOC Rules

Designer Greg Blanchett suggests the following changes to make the gameplay experience more fluid and to prevent units from being eliminated so easily when they cannot leave an EZOC during normal movement:

- **[6.0]** – Change the second paragraph to read... “A friendly unit will negate an enemy Zone of Control (EZOC) in its hex only during friendly combat and supply phases. A Zone of Control never extends over an unbridged Dnepr hexside.”
- **[6.2]** – Remove the second paragraph.
- **[14.7]** – Change the first priority to read, “Enter an empty hex free of enemy ZOC or to a friendly occupied hex. If not possible;”

Competitive Adjustment - Scenario #1

The Support Points shown for this scenario are based on historical values. If the players want to make things a little more competitive, increase the Soviet SP total every turn by 6 instead of 4 as shown on the TRT.

Clarifications

Rulebook

▪ **[8.0]**-The last sentence of the first paragraph refers to a Support Point track. This is the Support Point Summary found on each player's PAC (upper left corner).

▪ **[21.0]** – Scenario #2 Set-up italic text should read: “*Note that German 211/71 & 179/62 Inf Rgt start at reduced strength, draw and flip a strength chit for each unit before play.*”

▪ **GAME TURN OUTLINE** (*back page of rulebook*) – Last sentence cuts off and should read... “Play proceeds until the end of the scenario and a victor is declared.”

Counters

▪ **Victory Hex** counters without VP values are for scenario 1. The color differences on these counters are not tied to gameplay. All hexes with a value printed on the maps have a corresponding counter to show ownership for scenarios 2 & 3 and have proper colors for their relative position on the map.

▪ **Units** with a small '4' on the left side are used only for scenario #4.

Player Aid Cards

▪ **Soviet Setup Chart: Scenario 2 & 3** - The Front Reserves at the bottom of this chart are used for Scenarios 2 AND 3.

▪ **Scenario #2 Historical Axis Variable Reinforcement Chart** - Should have the colored stripes one line up to match how they are in the Hypothetical chart below (i.e., the blue stripe should cover the header text of Release Turn, Release Location, etc.).