FALL BLAU: AGS, June to December 1942 – Errata & FAQ - (18 December 2021)

Errata – Latest Additions

Counters:
- The paper insert describing the errata counters forgot to mention the "Mountain Freeze" counter. This counter is not errata, but rather has been added as a memory aid for players.
- German 291 & 337 Infantry Divisions were assigned to AGC, remove them from the game.
- German 60 Motorized Division should have two regimental counters 92/60M and 120/60M, the 110 on the current counter is a typo.
- Soviet 22 Tank Corps should only have one counter; the replacement on turn **12** is an error. Use the original until it is replaced by the 5 Mechanized Corps on turn **22**. The initial counter should be used for the Gates of Stalingrad scenario (*22.6*).
- This errata changes the definition of who can conduct Mobile Infiltration (11.1). Wording on the 'Limited Support' markers reference the original limitations… go by the rules and not what is written on the counters.

Maps:
- Mountain Pass between hexes G3303/G3304 should be named "Mamison" and not "Manuson".
- Railroad line between A3605 and A3412 did not exist in 1942.
- Hexsides B1127/B1227, B1127/B1228, and B1127/B1128 should be Minor River instead of Major River.
- Oboyan' in hex A3602 should be a village instead of a town.
- Oil Derrick hexes currently in C2812 and G3911 did not exist in 1942 (in fact, G3911 was not drilled until after the war). Move these markers to hexes C3007 and G4014 to better represent the oil fields available.

Rules & Scenarios:
- [2.2] – Change the end of third sentence to… "(*6.2, 10.0, 11.0*)"
- [4.1] – Add to (A., 3.) Mutual Supply Determination Phase: "Players must roll for Pocket Attrition as needed. (*8.4*)"
- [4.1] – Add to (A., 4.) Axis Maintenance Phase: "**d**. 'Pontoon Bridge' markers may be placed if available. (*18.2*)"
- [4.1] – Change (C., 1.) steps b. & c. to the following: "**b**. Roll for each uncommitted HQ unit with a Commit Roll marker against the Army Commitment Number (ACN). If the die roll is less or equal to the ACN, the HQ unit is committed. If the die roll is more than the ACN, place an "Auto Commit" marker on the HQ unit. (*13.21*) Place a "Commit Roll" marker on the HQ unit of any army whose area is adjacent to one that is committed or has an 'Auto Commit' marker. (*13.24*) **c**. If there is an ACN for a Reserve Army, roll for it. (*13.22*) If the die roll is less or equal to the ACN, the HQ unit is committed. Some reserves are committed as outlined in scenario rules."
- [4.1] – Add to (C., 2.) Soviet Construction Phase: "**c**. 'Pontoon Bridge' markers may be placed if available. (*18.2*)"
- [5.3] – Add to the definition that Interdiction may be placed in a **road or railroad** hex.
- [5.32] – To match the updates in *Kharkov Battles*, this section should read… "Axis Air Points used for Interdiction only affect the ability of Soviet units to move by Rail or Strategic Movement. Any interdicted Rail hex may not be entered by a Soviet unit utilizing Rail Movement; the Soviet Player must stop in an adjacent hex. Any interdicted Road hex may not be entered by a Soviet unit utilizing Strategic Movement; the Soviet Player must stop in an adjacent hex. The interdicting Air Point prohibits units starting in the hex from using Rail or Strategic Movement this turn. They have no other effect; units using Tactical Movement may freely use the hex as normal."
- [6.21] – Change the third sentence to read… "However, units with their size symbol on white count as half a multi-step unit (*2.2*) and Soviet Guards or NKVD rifle divisions will count as having only one step for purposes of this rule."
- [7.12] – Add following sentence: "Both sides may exert a ZOC into an empty hex and it would be 'controlled' (*2.4*) by each side."
- [7.14] – Change so it reads… "Units in a city hex lose their ability to exert a ZOC."
- [9.3] – Change the first sentence to read… "All 'Operational' German units of mechanized divisions (e.g., 3 Motor, 14 Panzer, Gross Deutschland, etc.) must check at the end of the Axis Maintenance Phase whether they receive full support for the entire turn."

- [9.4] – Units in 'Limited Support' may now use Mobile Infiltration, remove that reference in the second sentence.
- [9.4] – Add the following sentence: "**Exception:** Cadre units with a 'Limited Support' marker may still use their full MPA if moving closer to a friendly supply source or HQ unit."
- [10.21] – Ignore this entire case because Soviet units may use Rail Movement to enter or leave an EZOC if the hex is Soviet owned (*2.3*).
- [10.44] – This section says the Soviets can move units by rail "up to the limit printed on the Turn Record Track for that turn." The Maximum Soviet Rail chart is not with the Turn Record Track. It was moved to the Soviet Play Aid (and also on Map A) and this notation in the rules was not corrected.
- [11.1] – Change the first sentence to read… "German mechanized units which are not 'Isolated' have the ability to ignore EZOC for purposes of a One-Hex Movement (*10.78*)."
- [12.23] – Change last two sentences to read… "If units in a single hex are attacking different hexes, no combat results may be applied until all attacks have been resolved. These units will only follow results from the combat they participated in or if not designated as attacking, one result of owning player's choice."
- [12.5] – Replace the exception with… "This bonus may not be granted against defenders in a city hex or if the defender has friendly units in any adjacent hexes. (*Also remember 7.31*.)"
- [12.51] – Ignore this entire case because it was deemed too deadly considering how easy the bonus was to achieve.
- [12.6] – Change to read… "*After a Soviet Counteroffensive (14.1) is announced*, Soviet **tank or mechanized corps** units will have their *attacking* Combat Strength doubled *after* all other adjustments. **Note:** *This does not apply to Mobile Assaults (11.2). Cadre units may not use this bonus.*"
- [12.72] – Remove following part of last sentence… "as pertains to advances (*12.9*)." It pertains to *all* results.
- [12.72] – Add after last sentence the following text: "The losing side will always resolve their result first, then the victorious side. **Example**: A defending Axis force receives a 'D(2)r2' result. The Axis Player reduces two units in a stack by one step each (*12.71*). (*Alternatively, he could choose to reduce any one unit by two steps instead.*) Next, the Axis Player must choose one of the following options: 1. Take two more step losses and not retreat (*only, of course, if he has these steps available to him in the rest of his units*).   2. Retreat two hexes as normal (*12.8*).   3. Lose only one more step and retreat the rest one hex."
- [12.81] – Last sentence should clarify… "**must lose one step for each unfulfilled hex**".
- [12.83] – Add after last sentence the following text: "If the defending stack contains a unit(s) which is capable of Mobile Infiltration (*11.1*) which loses the combat and must retreat through an EZOC, that stack will be allowed a Breakout Attempt. Roll one die and consult the Breakout Table. This is entirely optional and results may always be applied normally." ***Breakout Table is included at end of FAQ***.
- Fourth paragraph of the combat example on page 14 is altered by the above changes and should read as follows… *"Soviet Player, as losing side, now applies the results of the main combat. One step (unit) must be eliminated to satisfy the 'D(1)' and will be permanently removed because the surrounding enemy units and ZOC block any supply lines. He can either permanently remove the remaining units to satisfy the retreat hexes of the 'r2' allowing no advance; or retreat the two hexes through the EZOC. A retreat into either hex A or B will cause one unit to be eliminated by the step loss, but because those two hexes can trace a supply line, the unit (if one of the rifle divisions) would be placed in the Replacement Pool for possible return on a later turn (16.31). However, this option also allows the Axis mechanized units to advance two hexes, and may not be the best choice given the situation."*
- [13.21] – Change steps to match text in Sequence of Play… "Soviet Headquarters with an "Auto Commit" marker become committed. Roll for each uncommitted headquarters bearing a "Commit Roll" marker against the Army Commitment Number (ACN). This will determine whether they will become committed. The player may roll in any order. Cross-reference the current turn with the line for that particular Army to find the Army Commitment Number (ACN) for that roll. If the roll is less than or equal to the ACN, all units of that army area are committed, remove the marker and flip the HQ unit. If the Army fails to be committed, place an 'Auto Commit' marker on the HQ unit to remind the player that it will be automatically committed in the following turn. Place a "Commit Roll" marker on every HQ unit which is in an adjacent set-up area to a HQ unit that is committed or has an "Auto Commit" marker."
- [15.17] – Change the end of the description to read… "*This may give the Soviet player too much of a headache, but is recommended when using any Historical Limitations with a novice Axis player.*"
- [15.17] – Add to the first sentence that it should be… "a friendly **committed** HQ unit".
- [16.36] – First sentence should read… "Units with a Combat Rating, those with two steps, and those

labelled 'No Repl', are placed in the Permanent Dead Box when eliminated."

- [17.11] – To clarify, the first sentence should read… "When placed on the map, all units are considered 'Operational' (*8.31*), Axis mechanized units have received full support (*9.3*) from an off-map HQ unit, Soviet units are Committed (*13.0*), and Axis HQ units are Unsupported (*unless the scenario rules specify otherwise*)."
- [17.2] – Add following text: "Entry Areas are strictly holding boxes for Soviet reinforcements and there can be no combat into or out of them as they do not represent space on the playable map. Soviet units may enter from an Entry Area using Strategic or Rail Movement as long as the actual entry hex is three hexes from an enemy unit. Axis units may freely exit through them to satisfy victory conditions even if occupied by Soviet units (these Soviet units would immediately be subject to 17.21 and placed on the TRT for later arrival)."
- [18.21] – Second sentence should read… "'Pontoon Bridge' markers may be placed during the Axis Maintenance Phase or Soviet Construction Phase in friendly occupied hexes adjacent to Major or Volga River hexsides."
- [19.33] – *Regular Freeze should have an effect on Minor Rivers within the Stalingrad Air Zone (not just during Volga Freeze), but they still will maintain their combat effects.* Add the following sentence… "Also, the movement effects of crossing a Minor River in Air Zone Stalingrad are ignored."
- [19.34] – Remove the last sentence.
- [22.3] – Second sentence under **14th PanzerKorps** heading should read… "The five Axis units (100J, 8/3M, 29/3M, 92/60M, 120/60M) entering via B4036 have their Movement Point Allowance reduced by **two** on this turn of entry."
- [22.4] – In the Victory Conditions, change "Beslan Oil Derrick (G3911)" to read "Beslan (G3811)" as the hex G3911 no longer has an Oil Derrick.
- [23.1] – Change SSR to read… "Soviet Naval Assets may be used on Map C and south of column **K12xx** on Map K (*inclusive*). (*15.4*)"
- [23.1 & 23.2] – Change the requirement on Star Hexes from 6 multi-step units into the following: "Axis Player has moved **three** or more different units".
- [23.1] – The Victory Conditions sentence… "For each selected Hitler Option taken by the Axis Player during the game = **- ?? VP**" actually refers to the OKH Options listed earlier in the scenario rules.
- [23.2] – To be accurate, the paragraph on Axis support should read… "For Support Point (*9.0*) allocation purposes during this scenario, use the following restrictions: **Turn 1-3** = All German HQ units of the Second Armee/Fourth PanzerArmee (Purple) and Sixth Armee (Green) only, are supported. **Turn 4-6** = Six Support Points may be applied to German HQ units of the First PanzerArmee (Yellow) and Sixth Armee (Green) only. One PanzerKorps HQ unit of the Fourth PanzerArmee (Purple) may be considered part of the Sixth Armee (Green) for purposes of this rule only. **Turn 7-10** = Six Support Points may be applied to any HQ units of any color."
- [23.3] – Under the Scenario Specific Rules, the first sentence regarding supply sources should read… "Axis supply sources are any road hex along the northern or western boundary of the scenario (B2301, B2602 to B2627) or Taganrog (B2209)."

Play Aids & Setup Charts:
- Axis Play Aid with tracks and tables has a list of unit withdrawals. For turn **11** there is a listing for "German 11 Panzer, 68 & 257 Infantrie Division". The German 68 Infantry Division was shifted from the First PanzerArmee to the Second Armee at this time, but remained just northwest of Voronezh. Remove its notation so the listing reads… "German 11 Panzer and 257 Infantrie Division."
- Soviet Play Aid with weather, command and commitment tables has a list of unit withdrawals. Add the following to the list… "Turn **22** - 9 Guards Rifle Division & Turn **37** – 1 Guards Rifle Division." Also note that both tank corps (23 & 24) will now have places on the Campaign Reinforcement Chart for returning to the game (Turns **57** & **54** respectively).
- Axis Gates & Campaign Setup Charts have the old image for the Italian "Barbo" Group. Of course, the new counter with a cavalry symbol and values of 2-8 should be used.
- Rumanian 18 Infantry Division scheduled to enter on turn **4** should be placed on hex A1401 and not B3303 as shown on the Campaign Reinforcement Chart.
- Soviet 154 Naval Brigade was in the Krymskaya area prior to being sent by train to the Stalingrad Front. It should be included on the Campaign Setup Chart with 47th Army in hex K1119 (Krymskaya) to start as well as be removed as turn **7** reinforcement on the Campaign Reinforcement Chart. *However, this makes it unable to execute that historical move, so purists should allow this unit to commit on turn **7** and use Rail*

> *Movement.*
> ▪ Nal'chik Setup Chart has the Soviet 3 Rifle Corps in hex G4011 start in a Fortified Zone, but that hex is High Woods and therefore cannot have a FZ. Ignore the FZ marker placement for this unit.

Clarifications and FAQ –
Play Aid Clarification:
▪ Counter Value/Symbol Chart: Motorized Infantry units are considered to be Mechanized units. (see 2.5)
▪ The Soviet Army Commitment Number table is comprised of everything below the title. Therefore, all Die Roll Modifiers apply to rolls of regular armies AND those of the reserve armies (63, 6, 7Res).
▪ 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)".

Map Clarifications:
The original intent was to have actual separate Bridge symbols. In case you were wondering, the following hexsides indeed only have Bridges and there are no roads connected to them: G4108/G4109, B2224/B2324, B2120/B2220, B2115/B2016, & B2849/B2949. Also, the hexsides B1350/B1351, B2439/B2440, B2741/B2841, & B4306/B4406, have a road connected to only one side of the Bridge and road movement is allowed in only that one direction.

Q: How can I tell the difference between regular woods and "high-level" woods. The examples on the terrain key look slightly different...
A: Woods have a green background (i.e., on clear terrain) and High Woods have a brown background (i.e., on hills terrain).

Q: Is the terrain on the eastern parts of Maps C and G in the Kalmyk and Nogai steppes supposed to be sand? It looks more yellowish.
A: Yes, the yellowish hexes are sand hexes.

Rule Clarifications:
2.2
Q: Are [two] units that count half for stacking able to act as "one unit"' for purposes of mobile assault?
A: No. Note it is "combat stacking" as each unit uses its normal size for regular stacking. From **2.2**: "If the symbol backed with white, it counts as half a unit for combat, but still counts as an individual unit for movement (*6.2, 10.0*)" & from **6.21**: "Only one multi-step combat unit (*2.7*) may participate in combat out of a hex during a Combat Phase. Units with their size symbol on white count as half a unit for purposes of this rule only. (*2.2*)"

2.4
Q: It seems to read that 'both sides' can control a hex.
A: Yes, for rule purposes an empty hex can have a ZOC from both sides and therefore be controlled by both sides. Units may or may not negate a ZOC within their hex depending on the phase. This is why a unit must stop when entering a hex occupied by a friendly unit which is in an EZOC. However, the unit negates the control during a retreat in the combat phase...
Units can negate an EZOC; a unit's ZOC never negates an EZOC.

2.7
Q: It's not clearly stated or mentioned, but are Soviet brigades eligible for replacement or are they permanently eliminate once destroyed?
A: Under 2.7... "(c) All HQ units, cadre units, breakdown units, Soviet rifle divisions, and most units smaller than a division (including German security divisions), consist of one step only. If any of these units are ever forced to lose a step in combat, they are immediately removed from play (*see 16.3*)."
HQ units, silhouette mech units, and Soviet rifle divisions, are the only one step units which may come back into play after losing their step. Of course, breakdown regiments are generic and return to the pool...

5.3
Q: Rule 5.3 says the Axis can place Air Points on Interdiction within 20 hexes of an Operational HQ. However,

whether an HQ is Operational or not is determined in the Mutual Supply Determination Phase, which is after the Air Allocation Phase when the Air Points are placed. It seems to me that the Air Allocation Phase should therefore follow the Supply Phase. Or should we assess the supply situation for the HQs used for attrition (a max of 3) in the Air Allocation Phase, too?

A: Remember 8.0 (*my emphasis*) - "Each side has three possible general supply states which a unit may enter during the Mutual Supply Determination Phase (*MSDP 4.1, A, 3*): Operational (*8.31*), Out of Supply (*8.32*), and Isolated (*8.33*). **A unit that is considered to be in a certain supply state is in that state until the next MSDP** (Exception: 8.34)." Also, "[8.31] Operational - When units are able to trace a supply line of any length to a supply source during the Mutual Supply Determination Phase, they are considered to be 'Operational'. **Units begin the game 'Operational' unless stated otherwise**."

6.0

Clarification – Combat units are defined as any unit which may initiate combat by themselves. HQ units are NOT combat units.

6.2

Q: Is breaking down an Axis infantry to 3 regiments for the purpose of stacking 2 of them with a multistep unit to enhance the total attack value in the spirit of the rules?

A: Yes, most definitely... also a good way to absorb step losses. Thing is… you can only go to that well so many times before you realize most of your multi-step infantry is gone and those little 3-6 regiments won't stop a determined Soviet offensive.

8.11

Q: Though 8.11 doesn't specifically mention it, I assume that a supply line can't be traced into or through prohibited terrain, such as mountains.

A: Clarification – There is no supply trace through prohibited hexes or impassable hexsides.

8.34

Q: What constitutes a "parent formation"?

A: This refers to mechanized divisions which are made up of two units (regiments)... and the 17 Cavalry Corps since it also has two units of the same parent formation.

9.0

Q: Support affects all Axis units in combat but only named Axis mechanized divisions for movement, correct?

A: Yes... the panzer & motorized divisions are more reliant on the fuel from being "supported" and therefore have their movement affected when in "Limited Support".

Q: Can the ArmeeKorps HQ of one Germany Army provide full support to the units of a different German Army?

A: Normally, yes, but it also depends on the scenario rules. In the "Fall Blau" campaign: "For support purposes during turns **1-3**: Axis HQ units of up to two different colors are automatically supported (*9.0*). Axis units may only receive full support (*9.3*) via a supported HQ unit of the same color. Starting on turn **4**, Support Points are acquired and used normally." For that scenario, only after the first three turns will army color not matter. For the Historical July Campaign... "On turns **1-6**, Axis units may only receive full support (*9.3*) via a supported HQ unit of the same color."

Q: Can an ArmeeKorps HQ provide full support to a non-divisional mechanized unit? (E.g., StuG battalions?).

A: Yes, that is where the AG battalions receive their support.

9.3

Q: Can non-mech units be in a state of limited support?

A: No. [9.3] "All 'Operational' German units of mechanized divisions (e.g., 3 Motor, 14 Panzer, Gross Deutschland, etc.) must check at the end of the Axis Maintenance Phase whether they receive full support for the entire turn. Those unable to receive full support will only receive limited support and are marked with a 'Limited Support' marker. All other Axis units will check for full support at the moment of Prepared Assault attack declaration (*12.1*)."

9.32
Q: Can a PanzerKorps HQ give support to non-mechanized units?
A: No. All silhouette units are the only German mechanized units that fall under the AK HQ and not PK HQ.

9.33
Q: Rule 9.34 states that Axis-Satellite HQs can give full support to "any number" of units of their nationality. Rule 9.33 does not make that stipulation for German Army HQs. However, unlike the rule for PanzerKorps HQs, it does not list a maximum number. So, is there a max or should it be an unlimited number of non-panzer units?
A: You must take it at face value. Most of these will make sense during actual play. "Supported German ArmeeKorps HQ units may provide full support for German units that are within its Command Range"... Limited only by the number of units you can fit in those hexes.

9.34
Q: Rule says "Each supported Axis-Satellite Army HQ may provide full support for their own nationality within its command radius." I wonder [if] this means that "Axis-Satellite Army HQ provide full support only for their own nationality" or not. In other words, can it provide full support for German units?
A: No, it cannot provide full support for German units.

Q: Can German HQ provide full support for Axis-Satellite units?
A: No... "Supported German ArmeeKorps HQ units may provide full support for German units that are within its Command Range." *Basically nothing happens unless the rules say you can do it.*

9.4
Q: Case 9.4 is quite clear on what a limited support unit can do. Not so much regarding no support. Should we take it to mean that units with no support can't move (even at half MA) and they can't attack?
A: [9.0] "All Axis units must have full support in order to conduct a Mobile Infiltration (*11.1*), Mobile Assault (*11.2*), or Prepared Assault (*12.0*). Support only applies to a unit's ability to attack; it may conduct any other game function no matter what its support condition (see *9.4*)." Units are only restricted by... [9.4] "Axis units with a 'Limited Support' marker may never attack (Mobile or Prepared Assault) or infiltrate, and they have their Movement Point Allowance halved (round up). They may function normally in all other respects."

Q: Don't ArmeeKorps HQ units need Support to attack?
A: Yes, they do... unsupported HQ units may not attack.

10.0
Q: Does a road negate the +1 for Fortified Zones?
A: Yes, if following the road (but not when conducting a Mobile Assault).

10.21
Q: Rule 10.43 contradicts 10.21. Which one is correct?
A: Case 10.43 came after... and I forgot to make a change in 10.21. Remember that because a unit using Rail Movement has to start and finish on a friendly owned rail hex, there doesn't have to already be a friendly unit in the hex in order to enter an EZOC. (*10.4*)

10.32
Q: For strategic movement, the rules specify that a unit can use strategic movement if it is at least three hexes away from an enemy unit at the start and end of the unit's movement.
Shouldn't the rule state that the unit can use strategic movement if it starts and ends the phase at least three hexes away? For example, if a unit starts the phase adjacent to an enemy unit, and then other friendly units destroy the adjacent enemy unit by a mobile assault and there are no other enemy units within three hexes, under the terms of the rules as stated now, the unit that started the phase adjacent to an enemy unit could use strategic movement? It seems that the game system intends to block strategic movement if a unit at any time during the movement phase is less than three hexes from an enemy unit--is that correct?
A: A unit moving closer than three hexes to the enemy during movement would be making a Tactical move. In your example, yes, the unit could "use Strategic Movement if it remains at least three hexes away from Enemy units

while moving (*including at the start and at the end of the move*)." Note it doesn't say movement phase; just the unit's actual move. This is intentional and one major way of exploiting weak points in the enemy line. If your MA can open a wide enough gap to be able to use a Strat move... boom, it's off to the races!

11.1
Q: Can mobile [mechanized] units use infiltration across major rivers/Volga if across a bridge/pontoon?
A: Only if there is a friendly unit on the other side... [11.11] "This may not be done to cross a Major or Volga River into an empty hex or enter an empty Fortified Zone hex."

11.2
Q: Is there any strict prohibition of two multi-step German units (or Soviet multi-step mech units after a Soviet counteroffensive is declared) conducting a mobile attack together from the same hex?
A: Yes, the procedure for movement (*10.0*) explicitly states they cannot - "The Phasing Player's units may be moved in any order he desires. Eligible units are moved **individually**, tracing a path of contiguous hexes through the hex grid." *Bold type is in the rules.

Q: Which multi-step units are eligible for mobile assault? Those with Armor band (yellow/blue) only? Or do we include those units whose identification has wheels? Which units are considered mechanized purpose of movement?
A: By definition, "[11.2] Each fully supported German mechanized multi-step unit has the ability to conduct **one** attack (Mobile Assault; MA) during Tactical Movement against certain target hexes." In addition, "[2.5] Mechanized units are either tank/assault gun or mechanized/motorized infantry units."

11.3
Q: When an HQ is overrun (11.32), I assume it goes on to the Turn Record Track five turns into the future, yes?
A: Yes... "[15.13] If taken as a step loss, HQ units are placed on the TRT, five turns from the current turn. They become eligible for return on that turn (*16.33*)."

11.4
Q: Does "any one committed army HQ" mean only 1? In other words can multiple HQ's decide to perform a withdrawal or is it limited to 1 per turn?
A: Yes, one really means one... "[11.41] At the end of the Soviet Command Phase of turns 3 through 10, the Soviet Player may declare any one committed army HQ capable of giving itself and other units this ability" means only one per turn (i.e., one every Soviet Command Phase of turns 3-10).

Q: Also, the rule says "All units (*including HQ units*) within the Command Range of that army HQ unit are eligible for Strategic Withdrawal". What do you mean by "including HQ units"? What happens to the combat units under the HQ that might happen to be in range of the withdrawing HQ?
A: There may be committed HQ units within the designated HQ unit's Command Range which would then be allowed to use Strategic Withdrawal (i.e., "[11.42] Units using Strategic Withdrawal have their Movement Point Allowance increased by 3 for Tactical Movement after all other adjustments"). However, only one HQ unit may be designated to use its Command Range as per 11.41 (this gives you one group, no daisy chain).

Q: Rule says that a Soviet unit using Strategic Withdrawal must end its movement "at least three hexes from an enemy unit...." I assume that should read "from all enemy units" or otherwise the Soviet player could just point to an Axis unit across the board and say that's the unit he's ending at least three hexes from even though the Soviet unit is adjacent to another Axis unit.
A: Clarification – Second sentence should technically read as, "These units must start their move within three hexes of enemy units (*which would force the use of Tactical Movement*) and must end their move closer to a supply source, at least three hexes from any enemy units."
If a unit starts its move eligible for Strategic Movement, it is **not** eligible for Strategic Withdrawal.

12.1
Q: No minimal odds or constraint for soak off attacks?
A: No minimum, but pretty much the attacker is eliminated in most cases (remember they still must have full

support available). Remember [12.74] "Combats conducted at odds of **1-6** or less (after all shifts are applied) are considered to be a "**A(3)r2**" without an actual roll of the die."

12.23

Q: What is the purpose of 12.23?

A: This rule is a hold-over from SPI's Operation Typhoon game. It is covered as part of the Combat Example included at the end of the section. If more than one unit is attacking out of a hex as different combats, they all must be rolled before results applied. Normally you would resolve each combat before the next, but not in that case.

Q: In a multi-hex attack where two units are attacking from the same hex, you roll for the first chosen attack, but don't resolve the result. Then roll for the second attack, resolve that result, and then resolve the result of the first attack. I was just wondering whether after the second attack was rolled for, [if] the attacker could choose the order in which they are resolved or is the above sequence mandatory?

A: Within the parameters the precise order is up to the Phasing Player.

12.3

Q: If all attacking units attack across Major River hexsides, both rules 12.31 (combat strengths halved) and 12.32 (odds shifted) are applied. Correct?

A: No... units attacking across a Major River are halved, but the 12.32 shift is only when attacking across a Minor River. If all units are attacking across a Major River only 12.31 applies.

12.42

Q: The combat example on page 14 gives the German attack a combined arms bonus based on the participation of the 60th Motorized Division--isn't this incorrect since the division does not have an armor band?

A: The example is correct, see 12.42. German motorized divisions qualify to provide a Combined Arms bonus if both units participate in the same combat.

12.43

Q: It's correct that you can only get one combined arms shift, no matter how many units or stacks qualify?

A: Correct.

12.6

Q: Winter Combat Bonus says that a Soviet tank/mech corps unit can't use the bonus "if the unit becomes a cadre." Does this mean it can't use the bonus during the time it's a cadre? or at any point after it becomes a cadre? That is, if a cadre gets steps back via replacements, is it once again eligible for the bonus or not?

A: Units which subsequently receive replacements are not cadre anymore and are again eligible. This has been clarified in the errata. This "bonus" was given to make the Soviet mech forces as strong as the Germans at the end of the game. There was no need to double a cadre.

12.8

Q: What happens if the stack containing a retreated unit is subsequently attacked?

A: This will never happen...

"[12.84] If the only possible end hex of the retreat is either Enemy-controlled (remember EZOCs are negated by Friendly units), or adjacent to Enemy units which have Prepared Assault markers, the stack must continue its retreat until a free hex is found (note these extra hexes have no effect on the enemy advance)."

12.82

Q: If for example after a MA the opponent may retreat my units, may he enter a ZOC so that I have to lose a step even if other retreat options are possible?

A: No, you must follow 12.82 and only if there is no hex free of EZOC do you follow 12.83.

"[12.82] Retreats are conducted by the owning Player (**Exception**: *11.2*). When a retreat is called for, he moves the stack as a whole (not each unit individually) **one hex at a time into a hex which is free of EZOC** (remember *7.32*) toward a hex that is closer to a Friendly supply source, or if that is not possible, to a hex that is closer to a Friendly HQ unit."

Note that in the above the "or if that is not possible" refers to the phrase "that is closer to a Friendly supply source"

not "a hex which is free of EZOC".

12.92

Q: Units crossing a major river after combat can only advance one hex - even if advancing over a bridge?
A: Correct... "If this first hex is a city hex, high elevation hex, or the hex is entered by crossing a Major River hexside, no further advance is permitted."

Q: …I ask because the rules imply they may advance over a major river during advance after combat at the second or subsequent hex if moving across a bridge.
A: Yes, they can… "[12.93] Units may never advance across a Major River hexside after the first hex of the advance, **unless that hexside is traversed by a bridge (*Road, Rail, or Pontoon*)**."
It's easier to capture a bridge during an enemy retreat than when they are deliberately defending the opposite side.

15.41

Q: I know that 15.41 says that Soviet naval assets can be used for both attack and defense purposes, but can an individual asset be used for both in the same turn? That is, if an asset is used to assist a defense in the Axis Player Turn can the same asset also be used to assist an attack in the Soviet Player Turn?
A: Yes, the Soviet naval assets represent more than the one ship on the counter. Normally there won't be more than a couple eligible combats anyway and remember that a "Sunk" result on the Loss Table means the counter is eliminated. That's why the naval assets are assigned before AP… so the Axis Player can try to eliminate the fleet without the need for separate rules.

16.0

Q: Per 16.22 and 16.34, units that receive Repl Pts to rebuild or to build up a regiment to a division get a "Repl" marker. But a unit that is converted to a Corps or Guards unit or that is a rifle div brought back from the dead does not get a "Repl" marker, correct?
A: Correct. Becoming a Guards unit was usually not much more than a name change. Reorganizing via replacements is more time consuming. A rifle division returned is more of a new division reaching the front-line and therefore no delay.

16.21

Q: Maybe I am playing incorrectly...am I supposed to remove the reduced chit and pull a new chit if I reinforce the flipped chit... Or only if it is cadred?
A: The chit goes back in the cup when a reduced strength unit receives replacements.
"[16.21] Units which receive RPs will normally do so with one RP equal to one step. A unit with a reduced strength chit takes one RP to remove the chit and return the unit to full strength (*no strength chit needed*)."

16.3

Q: The Soviet silhouette units have "No Repl" on the back and 16.31 specifically says that they are permanently eliminated. However, other Soviet units like the motorized infantry divisions have blank backs and as you've posted they can't return to play, either. So unless I've missed something, as far as replacing them goes, there's no real distinction between the units with "No Repl" on their backs and the units with blank backs, correct?
A: Correct, only units which could normally by rule be replaced/returned are labelled on their backs or have an untried side. Units with blank backs are simply one step units and may never be returned.

Q: Since Soviet rifle divisions are placed in their Untried (U) sides when placed back in the pool, I assume that when the Soviet player spends 2 Repl Pts to return one to play that he picks a unit randomly and places it in play on its U side, yes?
A: Yes, returning rifle divisions should be randomly drawn. You can choose to flip it when being placed on the map if not using rule 2.72.

17.11

Q: When reinforcement move to hex 0917 from Entry Area Q, does that unit spend one movement point?
A: Yes, they start the movement phase in the Entry Area so the entry hex (K0917) would be the first hex of movement. Important that as the Designer's Note to 10.44 says, they can use Rail Movement upon entry and you

can also use Strategic Movement if applicable, because both the rail and road are considered to continue into the Entry Area (even for O-Q). This is reinforced by the sentence, "It is permissible for reinforcements to use Strategic Movement (*10.3*) or Rail Movement (*10.4*) in their Game-Turn of entry, as long as they follow the rules for the chosen movement."

17.12
Q: I have the two [17CC] Cav (a & b) in different hexes with different status: one is depleted to cadre, the other fully intact inside a beleaguered Tuapse. Could I choose which one I replace?
A: Clarification – When replacing the Soviet 17 (Kuban) Cavalry Corps with the 4 Guards Cavalry Corps, two units are being replaced by one. If either has been eliminated or is 'Isolated', then 17.12 applies and another cavalry corps would be replaced. In all other circumstances, the Soviet player has the choice of which unit is physically replaced, but both are still removed.

17.32
Q: Rule 17.32 says "The unit is placed in or adjacent to the nearest Axis owned town or city hex to the eligible HQ that is also..." I'm wondering what the "eligible HQ" means in this section, since there's no definition of eligibility in 17.31 or former part of 17.32. Does this mean just an operational HQ or supported HQ unit?
A: It's the sentence right before..."The HQ unit may not be 'OOS' or 'Isolated', but does not need to be supported." In other words… any 'Operational' HQ unit.
Clarification – Note that units still follow 17.11 when using this option (i.e., mechanized units will be placed already in full support).

18.1
Q: Do HQ's in FZ's exert ZOC?
A: Yes. "[18.12] All units within an FZ exert a ZOC no matter what type of unit is actually in the hex."

18.2
Clarification – What is represented by the Pontoon markers are major bridgehead apparatus and not a typical quick bridge you'd throw up during an advance. You can cross major rivers fairly easily, but you need a bridge to sustain supply lines for an advance. That is what the 'Pontoon Bridge' markers are for.

Scenario Clarifications:
Q: Is it necessary to check for supply on turn 1? In other words, do any units begin the Campaign Game out of supply?
A: All scenarios were designed with all units in supply at the beginning.

22.1 - Attack of the First PanzerArmee Scenario
Q: Am I correct that the FB game package doesn't have a German/Russian setup chart for the Learning Scenario?
A: Correct, there aren't many units so I left everything in the rules. Most people will play it once or maybe skip it altogether, so I figured why waste a fancy chart.

Q: Can the Soviet Player use any rail movement?
A: Yes. All rules are in play unless the scenario specific rules change them. (Use the normal limit for turns 4 & 5)

Q: Can the Soviet Player make Strategic withdrawals?
A: Same as above... *you may have found the secret to Soviet victory*.

22.5 - Operation Uranus scenario
Q: In the Uranus scenario, only the 2 Rumanian Headquarters have support on turns 1 and 2. No German HQs have support during turns one and 2. Does that mean no German units may attack?
A: The scenario has three turns (49, 50, 51). Turn **49** ("1") is just the Soviet Player Turn, so support is moot. Turn **50** ("2") only Rumanian HQ units have support. On the last turn **51** ("3"), the Axis Player uses 2 SP as normal.

23.1, 23.2 - Campaign set-up
Q: It seems to me that by flipping both 55 and 48PZ, you can provide support to pretty much all of the units on the

top portion of the map. Is that correct?

A: No... in that portion there are six mechanized divisions. 48PzK HQ may only give full support to three of them. (*9.32*) 55AK HQ could then give full support to all the AG battalions and infantry within its command range. Remember, only the mechanized divisions must check support during the maintenance phase, everybody else only needs full support the moment they declare a Prepared Assault. (*9.1*)

Q: I just noticed that the 14 Panzer Korps HQ and the 210 AG Bn are shown on the campaign setup as part of the Seventeenth Armee but the designations and the colors on the units say they belong to the First Panzer Armee. Is there something special about these units?

A: Standard setup is within areas by color as per the scenario rules. Use the colors on the counters.

Historically they happened to form up behind 17.Armee... so when playing with the historical setup variant, use the setup chart, that's where they go.

23.1, 23.3 - Campaign reinforcements

Q: On Turn 18 the 4th Gds Cav Corps is supposed to replace the 17 CC; I cannot find this unit - is it supposed to be the two 17 Kuban A/B units? If so which one?

A: Yes, it replaces both units as together they make up the 17th (Kuban) Cavalry Corps.

This corps historically fought well during the southern withdrawal from the Don and was made a Guards unit. However, it was so worn out from being pushed from its native area that it performed poorly for the rest of the campaign. This is shown in the game by going from two B-8 units into one...

Clarification – The Soviet 138+139 Tank Brigade is a "No Repl" unit which starts in the Replacement Pool. Once it enters play through RP expenditure it may not be sent back to the pool when it takes a step loss, it will be permanently eliminated.

BREAKOUT TABLE

Die Roll	Result
<0	D
0	D
1	N
2	N
3	N
4	ZOC
5	ZOC
6	ZOC
7	ZOC
8	ZOC+1
9	ZOC+1

All DRMs are cumulative.

Soviet units subtract one.
Subtract two during Mud turns.

D = Parenthesized loss result is doubled. If no mandatory loss called for by CRT, must lose one step.

N = Resolve CRT result as normal.

ZOC = Ignore any EZOC in the first retreat hex.

ZOC+1 = Ignore any EZOC in first retreat hex, and may retreat one extra hex above result (does not affect advance).