

KHARKOV BATTLES: Before & After Fall Blau – Errata & FAQ - (22 October 2021)

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.

Rules & Scenarios:

- [19.11] – Change last two sentences to read... “The die is rolled if there is a ‘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 ‘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] – Change where it says to “add **two** to die roll” within the ‘Optional Historical Limitation’ and replace with “subtract **two** from die roll”.
- [20.2] – Under the Scenario Specific Rules (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] – Add to SSR... “**Soviet units may only conduct Mobile Infiltration during the first turn (due to surprise).**”
- [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:

- [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

–2 if Mech unit “Out of Gas”.

Clarifications and FAQ –

Counters:

- All markers on counter sheet #3 can be used with either Kharkov Battles OR Fall Blau (they are interchangeable).

Rule Clarifications:

- [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].

Frequently Referenced Rule –

[17.11] - When [reinforcements are] 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*).

Scenario Clarifications:

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