

# Fall Blau Errata and Clarifications

## May 15, 2016

### **Errata:**

#### **Maps:**

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

The Mountain Pass between hexes G3303/G3304 should be named "Mamison" and not "Manuson".

#### **Rules and Scenarios:**

4.1 - Add to (A., 3.) Mutual Supply Determination Phase - "Players must roll for Pocket Attrition as needed. (8.4)"

10.21 – Ignore this case because Soviet units may use Rail Movement to enter or leave an EZOC if the hex is already occupied by friendly units.

10:44 - Rules section 10.44 says the Soviets can move units by rail "up to the limit printed on the Turn Record Chart for that turn." The Maximum Soviet Rail chart is not on the Turn Record Chart. It was moved to the Soviet Play Aid (and on Map A) and this notation in the rules was not corrected.

12.81 – Last sentence should read... "Stacks forced to retreat off the map or into hexes they could not normally go (e.g., across Impassable hex-sides, enemy occupied hexes, etc.), instead must lose one step for each unfulfilled hex of the retreat result."

#### **Play Aids & Setup Charts:**

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.

#### **Clarifications and FAQ:**

##### **Play Aid Clarification:**

Counter Value/Symbol Chart: Motorized Infantry units are considered to be Mechanized units. (see. 2.5)

##### **Counter Clarification:**

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.

### Map Clarifications:

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 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 3.0: "White behind the unit size symbol makes a unit count as half for combat stacking purposes (i.e., two such units would count as one multi-step unit for an attack or defense)." ...because of... [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)"

5.3

Q: 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.**"

5.4

Q: The use of the Supply Drop marker, which is placed in the Supply Phase, requires an Air Point. So do we have a bit of a chicken and egg situation here?

A: Nope, everything has its place... I'm not going to worry about the odd chance of the only HQ within range of a hex a player wants to interdict having been placed OOS the turn before. It is a game after all.

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".

9.0

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. For example, 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 army color doesn't 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."

9.0

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: What is the definition of a "named mechanized division" vs an "un-named mechanized division?" Per rule 9.3, if "3rd Motorized" is considered to be "named," what is an example of an "un-named?"

A: There are no "un-named"... that's why there are no examples.

9.32

Q: Can a PanzerKorps HQ give support to non-mechanized units?

A: No. The AG battalions 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: Safe bet with how I write rules is to take it at face value. "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. Most of these will make sense during actual play.

9.3

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

A: No. [9.3] All 'operational' Axis units of named 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)."

9.34

Q: 9.34 says "Each supported Axis-satellite Army HQ may provide full support for their own nationality within its command radius." I wonder 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.

9.34

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 these rules are written "from the ground, up"... In other words, nothing happens unless the rules say you can do it.

9.4

Q: 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)." Which is 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."

10.21

Q: 10.43 contradicts 10.21. Which one is correct?

A: 10.43 came after... and forgot to make a change in 10.21. Remember that because a unit using Rail Movement has to start and finish on a friendly controlled rail hex, there has 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: True that 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). [10.32]" 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!

11.2

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: Except the Procedure for movement (10.0) explicitly states they would not - "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.

11.2

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: "[11.2] MOBILE ASSAULT (Attack During Movement) 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] UNIT TYPE CLASSES: There are two classes of units in Fall Blau. Mechanized units are either tank/assault gun or mechanized/motorized infantry units. Non-mechanized units consist of regular/mountain/naval infantry, air landing, security, commandos, regular/motorized cavalry, and HQ units."

11.4

Q: 11.4 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: My understanding of English is, if a group like "an enemy unit" is used without a specific object mentioned, that it is implied to cover the entire group and not just one... therefore, would be interpreted as "any enemy unit" in this case.

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.

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.

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: 12.6, 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: Well, if it used replacement point then it wouldn't be a cadre anymore would it? You're correct, no bonus when cadre. This "bonus" is just to make the Soviet mech forces as strong as the Germans at the end of the game. No need to double a cadre.

17.32

Q: 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 a operational HQ or supported HQ ?

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.

### **Scenario Clarifications**

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: 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 everybody in supply at the beginning.

#### 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 "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: How can the German 387 Inf. (hex A3906) be given support by anybody?

A: The unit does not need support until the combat phase. (9.1)

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... there are six named 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 named mechanized divisions must check support during the maintenance phase, everybody else only needs full support the moment they declare a Prepared Assault. (9.1)