

4-10 Case Blue (14 Nov 2018)

Note advertising errata, the advertising says 3640 counters, the correct number is 3500.

Consolidation with GBII & Set Up

1. On the little map layout diagram in the rules, maps J and H are switched.
2. Ignore the entry regarding the Hungarian Security Division (#4) in the Counter Consolidation list. The **GBII** unit and the **CB** unit match and both are correct. 3. Use the **CB** version of Workers Alert units, not those in **GBII**. The Russian player is limited to the 6 in the **CB** counter mix.
3. When combining **CB**'s counters with **GBII**, do not use any unit that does not set up in the **CB** version of the scenario or doesn't enter via the **CB** version of the Order of Arrival.
4. Remove the Russian **GBII** unit 13-3-3 Mtn Inf Div (194) and replace all mentions of it (**GBII** only) with the 12-2-2 Inf Div (194) provided in **CB**.
5. There are two versions of the 1st Gd Inf Div: a 13-3-3 and a 14-4-3. Change all setups, etc. to the 13-3-3 version (treat the 14-4-3 as an optional variant).

Rules (Unless in blue, these are part of Living Rules v2.04, found at The Gamers Archive download site)

1. For Russian Truck rebuilds (off their Variable Reinforcement Table), they can rebuild Truck Points that are either destroyed or captured. Place a Russian Truck Point into the Russian Dead Pile for each one the Axis captures to keep track of what is available.
2. Add to 1.7: The Kerch Strait (marked with the striped pattern on the map) is considered part of the Black Sea; just north of this is where the Sea of Azov begins. When the Kerch Strait is frozen, ports in the Sea of Azov are never functional. Remember this when playing scenarios using just the **EatG** maps (Kerch is not on that map set).
3. The entry requirements of reinforcements (1.8, especially the little paragraph at the bottom of page 4, middle column, regarding Case Blue alone), deals with the requirements of actual "reinforcements" (newly entering units). Note that "transfers" are not controlled by 1.8, but instead apply note #6 from each OOA. For this rule, transfers are not considered to be reinforcements.
4. Assemble all the reinforcements due to arrive each turn on the map sets in play, and then place them at any allowed arrival hexes. You do not need to worry about what map set is designated for any given unit.
5. An "edge" for reinforcements includes the part of a map that juts out—for instance, the "East edge" of **EatG**'s Map C includes some hexes along its north side.
6. In rule 1.8, the hex given for Elista should be H16.19.

7. Soviet Limited Placement (1.8c). Frovlovo, Sal'sk, Elista, and Sevastopol' are limited to no more than 6 RE of reinforcements (combined units and SP) arriving per turn at each location. **Exception:** The limit is reduced to 3 RE if there is no RR connection to the location from the map edge. (Note this always applies to Elista, and often applies to Sevastopol'.)

8. Add to the Fortress rule (2.4): When a Fortress is declared, the German player can "issue" one of the units below to any German HQ which is out of trace supply, no more than one per HQ, in the HQ's hex. Furthermore, for every unit issued to an out of trace HQ, one of these units can be issued to an HQ which is still in trace. The units are: (3)-3-3 Kor Bn (531, 550, 580, 585, and 593). Add all of these units to the set up (with some German HQ) in all scenarios after 19 Nov 42. All will be on the **EatG** maps, three of them inside the Stalingrad pocket, two outside it.

3. German Alert Units (2.6e) changes:

- The Alert Battalion limit is 7 if **only** the **GBII** or **CB** map-set is in play. Otherwise it is 20.
- Entry locations are now Axis airbases, German HQs, and German-occupied city/village. (No RRs.)
- Only 1 Alert can be generated per location (e.g., two could be placed at an HQ + village hex), and "fanning out" path cannot be through enemy-occupied hexes.

9. Massive Assaults (3.1) additions:

- The "Weather" portion of the rule should only apply if a scenario BEGINS with a massive assault. It doesn't allow the Soviet player to "control the weather" when a massive assault is declared at any other time.
- Cannot be declared on the first turn of a scenario unless the Soviets are the First Player.
- Not allowed before 1 Dec 41.

10. Landings (3.2) are made during the Soviet Movement Phase, with no advanced planning needed. The landing hex (or hexes) can be of any terrain. There is no ALT roll; success is automatic. Combat units are landed in Combat or Move Mode; SP are just placed in the hex even if there is no port. There is no movement after landing. The 50-hex radius is changed to:

- In Black Sea must be south of Fxx.17.
- In Azov Sea must be within ten hexes of an unfrozen Kerch Strait hex occupied by a Soviet combat unit. Frozen strait hexes are off-limits!

11. The South Box (3.3) has a 3 SP Port on both the Black Sea and Caspian Sea. It also has nominal dumps for air refit (only).

12. Clarification: 3.4e means that when a Gds aircraft gets killed, you don't have to rebuild it using your Air Repls off the Variable Reinforcement Table, you just select some

other Air Unit to trade in their old aircraft for the newer Gds one. Do this like any other Gds Aircraft Exchange in the turn after the Gds aircraft is destroyed.

13. Clarification: For the NKVD rule (3.5i), **all** options must be taken as step losses, including any that might be normally negated because the attacker retreats, etc. There is no case where this rule is applied yet a Russian option is not taken as a loss.

14. The Russians are restricted to Level 1 or 2 Hedgehogs in the **EatG** or **CB** Map Areas unless the Germans set foot in the restricted area north of the Don. If they do, all bets are off. Exception: Map F (with Sevastopol) is exempt from this rule and can have any level of Hedgehog. (3.5k)

15. In the Historical listing of Strategic Victory Points (5.0), the campaign count is wrong in 1942. At the end of 1942, the Russians should have 4 SVPs and the Germans 3 SVPs. This carries over to the end of the campaign, so the last score should be a 6 SVP to 6 SVP tie, rather than the 5 SVP to 6 SVP tie listed.

16. 1.8b Soviet Reinforcement Entry.

Change:

12. Any East map-edge Rail and Road (any type, including Tracks) hexes.

To:

12. ✓ Any East, North, or South map-edge Rail and Road (any type, including Tracks) hexes. Hexes on the north and south edges must be on the Soviet side of the frontline (determine via the 1.6a method). This is based on the maps being used (so for instance there is still a “north edge” when just using CB). Also note that irregular areas can create additional “edges” (like where EatG juts east of GBII). Apply 1.8c to any “star” hexes along the South edge that are currently west of the frontline.

17. 1.8c Soviet Limited Placement. *Change to:* Frovlovo, Sal’sk, Elista, and Sevastopol’ are limited to no more than 6 RE of reinforcements (combined units and SP) arriving per turn at each location. This limit is

reduced to 3 RE if there is no RR connection to the location from the map edge. (Note this always applies to Elista, and often applies to Sevastopol’.) The limit is further reduced by 1 RE for each adjacent hex occupied by German combat units.

Errata for CB Rules from GBII (2011 printing)

The revised edition of **GBII** contained changes to **Case Blue**. They have been added to this errata sheet for **CB** players who do not own the new version of that game.

1. The Axis **cannot** make use of unconverted Russian Railways south of Rostov (do not apply **CB** 1.12c). The Axis can, however, use Secondary Roads (but never Tracks) for

Trace purposes south of Rostov. The Russians, meanwhile, can use all Secondary Roads and Tracks for Trace Supply purposes south of Rostov.

Exception: In scenarios that begin after the end of July 1942, use **CB** 1.12c as written and ignore the above.

2. Reword the first sentence of 1.6a, replacing “rail entry hex” with “rail, road, or track entry hex.” These include all the “Star” hexes on the south map edge as well.

3. Russian aircraft are restricted in that they can only do Fighter Sweep, Barrage, and Trainbusting missions at or within 20 hexes of their base.

For each player’s Variable Reinforcements, rather than use the modifier for not having all maps in play, roll one

die independently for each repl awarded. 1-2 it goes to **GBII**, 3-4 to **EatG**, 5 to **CB** and 6 to the Main Effort map set. If it goes to a map set which is not in play, ignore it. If it falls on the map sets in play, the player gets it and can use it as desired.

Clarifications

1. Soviets can always use the ports they control, even after the Germans have fulfilled their condition for use of a certain area’s ports. (Rule 1.7.)

2. The Dark Blue lines on the map are either Sea Lines or Lake hexsides (depending on if they are on a sea coast or as part of a lake). They are impassible unless crossed by a road or frozen. Sea Lines do not freeze, Lake hexsides do.

3. Where a RR connection is needed, the ability to use rail cap must exist (with respect to enemy ZOC). Note a slight exception regarding Stalingrad: the RR connection only needs to reach Sloboda. (Rule 1.8a.)

4. 19 Nov 1942 Campaigns. The Soviets have 2 massive assaults available, but the one used on the first turn *does* count against this total.

5. New Order of Arrival Notes:

- Withdrawn air units should be full-strength (if possible). Players should not intentionally create breakdown rgts before a division is withdrawn — be honorable! The only time a Dead Pile unit can be used is when it is the exact unit called for.
- For classes of units you are treating as “generic” (not worrying about designations) to speed setup, withdrawals should all be full-strength (if possible).
- Note that the overlap of **EatG/CB** sometimes causes scenario setups to conflict with Arrival Schedule. For instance, in 7.9 there are Romanians listed as reinforcements that are already in play. Be careful, and apologies in advance for any confusion!

Map & Counters

1. Extend the RR into Sevastopol's port hex (F17.04).
2. Treat these hexsides as Prohibited (sea line): F25.23/26.23, F26.23/27.24, F33.18/34.17, F8.16/8.17.
3. The Russian 5th Cav Corps does not have its Formation Marker. If you have **GBII**, you can use the marker from that game, otherwise it won't hurt to just ignore it.
4. The German 13 Corps HQ is a **GBII** unit that was not reproduced in **CB**.
5. Throw the German (1)-2-5 RR Bn (514) in the trash. It is not used and did not come East until 1945.
6. The Führer PG Rgt (SS-R) in the **GBII** repeats should be part of the SS-DR version of the division.
7. You do not need the Russian 226 Tank Bde, it is not used in the game (never sets up, does not arrive... and should not do so). Let it collect dust in the counter tray.

Scenarios

1. In **any** scenario featuring the German LAH Pz Bde, add the LAH Wpn Bn to any of the brigade's set-up hexes.
2. In the Edge of the World Scenario (6.1), ignore the Russian reinforcement for 26 Sept 42 "68 Gd Arty Rgt". The 4-2-2 Inf Bde (49) in the same bunch is a **GBII** unit that was not reproduced in the **GBII** Repeats, use any 4-2-2 Inf Bde in its place.
3. The Rum Breakdown Regiments in scenario 6.2 should be 3-2-2. This affects hexes A26.07, A28.03, A29.04, and A30.03.
4. In scenario 6.1, ignore the 5 Oct 42 reinforcement 7-3-6 Tank Bde (52), it is already in play. Furthermore, the 5 Tank Bde (12 Oct 42), 43 Inf Bde (19 Sept 42), and 131 Inf Bde (22 Sept 42) are **GBII** units that were not reproduced in **CB**. Use any unit of the same value for this scenario. The listing for the 101 Jg Div on 12 Aug 42 should be the 111 Inf Div.
5. In scenario 6.2, the 2nd Rum Inf Div setting up in A30.07 should set up in A30.01. Add 14 Pz Div (I/36 and II/36 Pz Bn) to A36.02.
6. In scenario 7.1, set up 12-2-2 Inf Div (73) in B20.23. Add II/33 of 9th Pz Div to Dead Pile.
7. In scenario 7.2, ignore the 1-2-2 Latvian Pol Bn (22) in A12.02. Also, the 9 Aufk Bn (9 Pz Div) setting up in A9.32 is an unrepeated **GBII** unit that leaves the map before it can move—ignore it if you don't have **GBII**. Finally, add the Russian 12-2-2 Inf Div (73) to set up hex B20.23.
8. In scenario 7.2, delete the 14-4-3 Gd Inf Div (1 Gd) in A12.24. (The unit is deployed on the **GBII** maps.)
9. (Clarification) In scenario 7.2, the organic trucks for 9 Pz and 16 Mot setup unloaded but when transferred to **GBII** arrive loaded. This is intentionally showing 2 SP from **EatG** helping the drive on Moscow (but we don't force this when playing just **EatG** or the combined game).

10. In scenario 7.4, the (5)-1-1 UR Bde (91) listed to set up in J43.35 is an unrepeated **GBII** unit. Use any Ur Bde in its place.

11. In scenario 7.4 and 7.6 (Axis info only), ignore the +1/4 **GBII** portion of Incoming SPs. Incoming SPs are "normal". The +1/4 **GBII** amount added to Railcap is, however, correct.

12. In scenario 7.8, ignore the 4th Pz Div (I/35 Pz Bn) unit in the dead pile, it was removed from play in June 42 and is a **GBII** unit anyway. Also, ignore the 14th Pz Div (4 PJ Bn), it comes on as a reinforcement in a few turns. Ignore the two Brandenburger Co (9/800zvb, 10/800zvb), they are unrepeated **GBII** units. Also, the Soviet set up for C2.31 on Page 74 is listed twice, you only need to set them up once.

13. In scenario 7.9, the turn length is 26, not 21. Also, the Germans win if they hold all three victory locations, the Russians also win if they hold all three of them. Any other combination is a draw.

14. On page 70 of Scenario book 1 (lower left hand corner), the units supposedly setting up "Near Voronezh" should set up at or within 3 hexes of Voronezh.

15. Note OOA entry # 5 regarding the 63 PG vs 63 Inf Rgt of the 17 Pz Div. Also, in scenarios 7.3, 7.5, and 7.7 the regiment is further miss-identified as part of the 18th Pz Div.

16. In scenario 7.11, add one I.16 and one SB.2 to the Russian air units at start. Also, ignore the relief portions of the Victory Conditions. The Russians win if they meet their conditions; the Germans win if they meet theirs. If both do, it is a tie. A relief merely helps the Germans meet their conditions, but has no "automatic draw" effect.

17. In any scenario not using **GBII** maps, ignore any dead Russian 12-0-4 Inf Div (101) (Red Symbol). That is a **GBII** unit (only) and should not be listed further south.

18. In scenario 7.14, the 7 Pz Div (6 PG Rgt) setting up in B45.35 is a **GBII** unit that missed getting repeated. It has the same values as other regular Panzer Division PG Rgts.

19. In Scenarios 7.10, 7.11 and 7.12, the German Reinforcements affected by the Massive Assault and the scenario special rules are handled as follows: The Bf.109f transfer has already happened (and the aircraft has already been destroyed). The 337 Inf Div has transferred to **GBII** and sets up in any detrainable RR hex containing Axis units that can trace a RR path to the **EatG** maps.

20. In scenarios 7.11 and 7.13, add the following the the Russian Dead Pile: 22 Tank Corps (133, 173, 176, 182 Tank Bde, 22 Mtrd Inf Bde).

21. In scenario 7.12, ignore the 11 Gd and 12 Gd Divisions setting up in H48.11. They have been removed.

German OOA

1. The entry on 26 May 42 for the 6 Hun Inf Div lists the unit as a 7-3-2. The counter is correct, it is a 7-3-3.
2. The PG exchange for the 11 Pz Div on 1 Jun 42 should be on the **GBII** maps instead of the **EatG** maps.
3. The 102 Hun Sec Div transfer on 8 Jun 42 s/b from **GBII**, not **EatG**.
4. On 1 Oct 42, the transfer of the 1 Hun Pz Div (and the Bf110) should be from **GBII** to **EatG**, not **CB** to **EatG**.
5. On 8 Oct 41, the turn's entry implies there is a 2nd truck for the 9 Pz — there is just one of them, so delete the new arrival.
6. The 26 Nov 42 German reinforcement 1-5-2 Fkl Pz Co (Abndrth) should enter **EatG**, not **CB**.
7. On 5 Dec 42 the 7 and 8 LW Div arrive in **EatG**. If they are in the **GBII** Emergency Reinforcements, release them and transfer them to **EatG**. Otherwise, they are just normal reinforcements.
8. In the 12 Dec 42 Transfer from **GBII** to **EatG**, the 63 PG Rgt in the 17 Pz Div should be the 63 Mtrd Inf Rgt version instead (the division does not upgrade to halftracks during the period of the game). Note that this also impacts several scenarios, 7.3, 7.5, 7.7, 7.10, and 7.14. In all cases, the 63 PG Rgt should be the 63 Inf Rgt. See also Scenario entry #10.
9. Between 22 Feb and 29 March the Axis receives lots of Pax and Eq. Treat them like extra repls (not exclusive to **GBII**), rolling to see which map set each is sent to.
10. On the revised OOA charts, the CB mapset indication was dropped from listings on 8 Aug 42 and 15 Aug 42).

Russian OOA

1. The 12-2-2 Inf Div (203) schedule to transfer from **CB** to **EatG** on 19 Aug 42 should do that transfer on 1 July 42.
2. The 12-2-2 Inf Div (73) listed in the 1 Jun 42 reinforcements s/b a transfer from **GBII** to **EatG**.
3. The transfer of the 4-2-4 Tank Bn (212) from **GBII** to **EatG** on 29 Dec 42 should be just a **EatG** reinforcement.
4. On 5 June 42 the entry for 14 Tank Corps should be to **EatG**, not **CB**, likewise when it gets removed on 29 Aug it should be removed from **EatG** not **CB**.
- 3.

5. The "remove all" for the 22 Tank Corps on 5 Aug 42 applies to the units already in play, not the ones showing up that turn.
6. The 3rd Tank Army HQ transferred from **GBII** to **EatG** on 5 Jan 43 is a **GBII** unit that was not reproduced in **CB**. It has the same values as the other Tank Army HQs.
7. The 2-4-4 Cav Rgt (1 Sep) should transfer from **GBII** to **EatG** on 12 May 42 and then transfer from **EatG** to **CB** on 1 Oct 42.
8. The transfer on 26 June 42 for the 5 Gd Tank Bde and 2 Gd Inf Div is in error. Delete it. They transfer in July and the entries there for them are correct.
9. 15 Nov 42 add "**CB**-Remove: 4 Gd Cav Corps (11 Gd, 12 Gd Cav iv)" likewise, when this corps gets transferred to **EatG** on 15 Jan 43, there should be no reference to the 11 Gd or 12 Gd Cav Divs.
10. Change arrival of 5th Mech Corps to 1 Dec (from 12 Dec).

House Rule Options

1. Weather (Ground Conditions). Ground conditions can only improve by one level per turn (so Deep Mud can never jump directly to Dry).
2. Drive for Oil revised victory conditions. Objectives are large ports, oil hexes, and cities in the South Weather Zone of Maps G, H, J and K — basically everything south of Astrakan (inclusive) and east of Novorossiysk (inclusive). There are five large ports: Novorossiysk, Tuapse, Sochi, Astrakan, and Makhachkala. There are six oil hexes: three near Grozny and three near Maikop. There are 15 city hexes: Novorossiysk, Krasnodar (3), Maikop, Kislovodsk, Pyatigorsk, Armavir, Stavropol', Ordzhonikidze, Grozny (2), Makhachkala and Astrakan (2). If an objective is currently held and in trace supply, each city hex is worth 1/2 VP, and each port or oil hex is worth 1 VP. So there are 18 1/2 possible points. At the end of the scenario, each side adds its VPs to see who wins. A Draw if each has the same number; otherwise a Win for whoever is ahead. This gives the Germans some more flexibility in strategy, bases victory a bit closer to the historical outcome (the Soviets won with 11 1/2 VP), and spreads out the objective hexes.