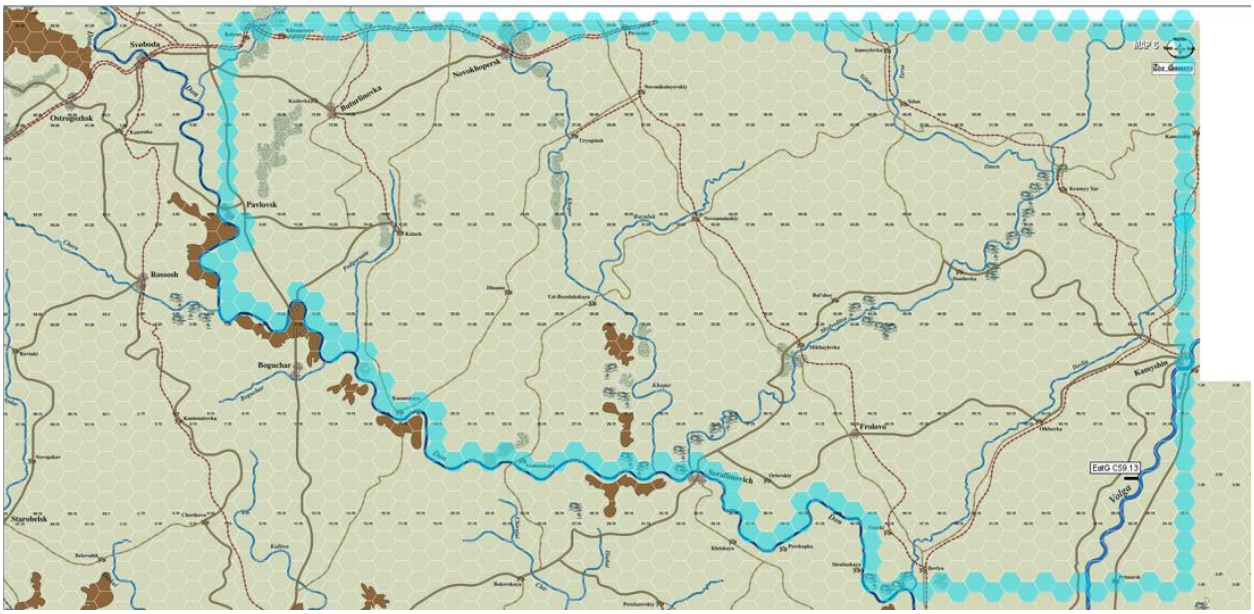
Case Blue "North of the Don" Zone Clarification

Chip Saltsman, 12 November 2020

There are a pair of Case Blue/GBII rules which have generated a lot of questions, so I consulted with Dean Essig to get clarification on exactly how they are applied:

- √ 1.13b Double Russian Repls. The Russian player gets to roll twice on his Variable Reinforcement Table if there are Axis combat units north of the Don River between EatG C7.26 and C46.07 (inclusive). See also 3.5k.
- √ 3.5k Hedgehog Limits. The Russians are restricted to building Level 1 and Level 2 Hedgehogs in the EatG and CB Map Areas until the Germans set foot north of the Don River between EatG C7.26 and C46.07. After the Germans move across the river in this area, Level 3 and Level 4 Hedgehogs can be built.

Clarifications:

The exact zone described by north of the Don River between EatG C7.26 and C46.07 (inclusive) is: EatG 7.26 north to EatG C7.35, east to EatG C62.35, south to EatG C62.07, west along the EatG Cxx.07 hex row to C46.07, then along the north side of the Don River back to EatG C7.26. It is only on EatG Map C. See diagram below.

1.13b and 3.5k are triggered if there are any Axis combat units in the zone at the time of the Soviet player's replacement roll on that specific turn, which results in Double Russian Repls everywhere and increased Hedgehog Limits in the EatG and CB Map Areas. If no Axis combat units is present in the zone on a specific turn, then the Russians have normal replacements and no ability to construct Level 3 or 4 hogs (previously built hogs are not retroactively reduced). Per 3.5k, Russians can always build hogs of any level within five hexes of Sevastopol (F17.04).