

Errata: Black sea black death

After some matches with various outcomes I've adjustet some minor things for better balance.

The original readme (also in the zip file) and the „comparison of force“ are not 100% correct due to the errata.

In this final version there are:

- some more mobile units on both side
- little less rough terrain/ less woods / some more roads
- adjusted victory conditions
- some additional victory hexes (owed my axis in the beginning)
- some more smoke for the USSR
- some bugs removed (railtracks)
- less fixed units

From numerous matches I can cleary say it's possible to win with both sides – all depends of the strategy. Running head first in the dog house will definitely result in a defeat. Take your time, scan the terrain, deploy your troops and strike...and not forget to coordinate the strike from the several battlefields all over the map.

Ragnar 10/2020