

Chapter 20: The Battle of Stalingrad

Addenda Sheet as of May, 1, 2013

The Map:

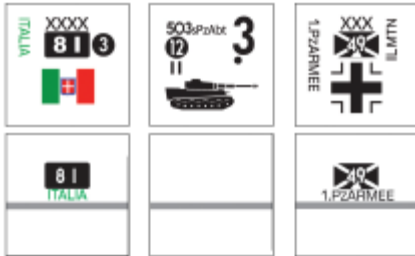
Off Board Holding Boxes (clarification): Note that boxes connected by the same line are all adjacent to each other. For example, you can move directly from Batumi to Maikop and not have to move first to Krasnodarsky.

The Counters:

Italians (correction): The Italian 8th Army (8I) strength marker unit size should be XXXX to denote an army, and not a XXX for a corps, and the turn of entry should be 3, not 11.

Germans (corrections): The 503rd Tiger Tank asset should be battalion sized with a unit size symbol of II; and not a division with XX. The 49th Mountain Corps strength marker has an incorrect unit type symbol (shows a panzer oval, should be a mountain infantry symbol) and also says "IL Pz" along the side – should be "IL Mtn."

Corrected images (front and back) are shown below:



The Rules:

3.2 (reiteration): Understanding how to cancel Zones of Interdiction from this section of the rules is a key concept in this game.

7.0 last paragraph, second sentence (addition): Change the sentence to say, "When the unit moves or retreats...."

8.4 (correction): This rule is mis-numbered as 9.4.

9.1 (correction): The second bullet point should say "the 4th Tank Corps arrives in its reduced (one step) state on turn 3" (to match the counter). The counter is correct.

The Charts:

TEC (clarification): Note that major rivers have all the same effects on play as minor rivers *plus* the strategic movement restriction effect listed for major rivers.

German Armor & Axis Minors Display: Both the 49th Mountain Corps (IL) space and the Italian 8th Army HQ (8I) space reproduce the incorrect images currently printed on the front of those two counters. See the counter images to the left for the correct values.

The Box Wrap:

(Corrections): If you use the box back picture to check your setup, note the German 13th Inf. Corps is shown in the wrong hex, the hex number printed on the counter is correct. Also, the German 42nd Inf. Corps in the Kerch box should be shown flipped.

