

Stalingrad: Verdun on the Volga

Addenda as of April 15th, 2023

The Rules:

12.1 Voluntary Use: Replace the last 3 paragraphs of 12.1 with the following:

E. Increased Replacements During a Refit Phase, the German player may use the Advantage Marker to receive one additional Replacement Point and the Soviet player may use the Advantage Marker to receive two additional Replacement Points.

F. Optional Reinforcements In the Campaign Game on Turn 8 or later, during any phase, either player may decide to use the Advantage Marker to enter all seven of their optional reinforcement units immediately; the units enter using the same rules as if entering during a Reinforcement Phase.

14.4 Fortification Removal (correction): A Soviet Fortification is removed from an Area at the moment the Area becomes both German-Controlled and not contested.

15.2.1 Exception: Soviet units (only) may trace supply from Area 62 through Area 61 and back to Zone L. This is an exception to this rule where normally unbridged ravines prevent the tracing of supply across them.

22.1.1 Soviet Mandatory Setup (correction): Place the following 8 divisions in Zone A: 36 G, 29 R, 66 N, 106 R, 154 N, 157 R, 204 R and 422 R.

22.1.1 German Mandatory Setup (corrections): Move all of the German units listed to set up in Zone A to Zone B instead. Then move the 3 German units (71/1919), (71/194), (71/211) listed to set up in Area 24 to Area 25.

22.1.2 Control Markers (correction): Delete the Soviet Control marker listing for Area 24.

The Examples:

Pg.10 Volga Crossing (correction): The Soviets should get a +1 for a night impulse added to their AV as well, as per Rule 11.4.2F. Adjust the example as follows: +1 for Night, reduce the Storm Group die roll from "4" to "3"; the rest of the example remains unchanged.

Pg.14 Combat (typo): Third Paragraph: Change Area 27 to Area 23 as that is the area being overrun.

Pg.17 Soviet Fortification Construction (typo): Second Paragraph: Change Area 3 to Area 5 in both cases as that is the area with the Minima Workers' Settlement in it.

The Counters:

About Those Extra Markers (clarification): There is both one extra turn marker and two extra German air support markers included with the counter mix; as these counters get handled a lot, these would be the first to show wear, so we gave you some extras.

24th Panzer (omission): The 24th Panzer units lack the "Pz" label on the 14th and 16th Panzer units. Note that this has no effect on play.

4.3.2 Name: It's probably better to have a blanket rule that all Independent units have their CVs and MFs printed in black, and then ink in the Soviet Worker units to match. Or use the images below to paste over the Soviet Worker units.

