

Drive on Stalingrad Official Errata as of 1 Nov 2002.

These errata will be added to the "Living Rules" available for download on the Decision Games web site at www.decisiongames.com.

Add the following to rule 3.3

Soviet units belonging to the Red armies set up in the front line hexes of the "Operation Blue" scenario (see the first paragraph of rule 12.1) are also frozen in place at the start of play. That is, no unit of any starting Soviet front line army may attack or move prior to the game turn of activation of the army of the German side that's opposite it. If a Soviet front line army is opposite more than one army of the German side, that Soviet army activates during the same game turn as the first of its activating German counterparts. A still-frozen Soviet front line army is also considered activated, and is thereby free to fight and move normally, starting the same game turn any unit of the German side moves into any hex on the Soviet side of the scenario start line that is within eight or fewer hexes of any component unit of the still-frozen front line Soviet army under consideration. Similarly, a still-frozen Soviet front line army is also activated the same game turn any unit of the German side attacks any of its component units from any direction. Newly arriving Soviet reinforcement units, and other Soviet units not initially frozen by the strictures of the two paragraphs above, are generally free to fight and move from the first turn of the game or the first turn of their entry into play. If, however, such Soviet units once enter any hex containing one or more component units of a still-frozen front line Soviet army, the new arrivals are then similarly deactivated (can not fight or move farther) in the first such hex they enter, and they remain that way until their new host army is activated by one of the methods described above.

Add the following sentence to the end of rule 4.2: There are no functional differences among VP hexes that have their number values printed in red ink and those with number values shown in blue ink.

8.4 In the first sentence of this rule, change the word "five" to "four."

11.40: In the second line of this rule, remove the two words "Kalach (3023)" and replace them with "Chir Station (3124)." That is, Kalach has an intrinsic garrison while Chir Station does not have one.

Add the following paragraph to the end of 7.18

For both players in both scenarios, all the towns and city hexes on their side of that scenario's start line are part of their supply net at the beginning of play. If the enemy player sends forces across the start line of the scenario being played, and there captures one or more intermediate or ultimate supply points on your side of that line, and you then recapture one, some or all of them, those hexes instantly come back into your supply net. It isn't necessary in such cases to use up a turn or a supply marker; recaptured supply points on your side of the scenario start line instantly and automatically come back into logistical operation for you when recaptured by your forces (any number of times per game).

Add the following two entries to the list of abbreviations in 12.3: FA = Fortified Areas (the 0-6-2 black-on-red Soviet units). MC = Mechanized Corps.

In rule 2.16, ignore the reference to a "storm indicator." That counter was used in an early version of the weather rule. There is no such counter included in the mix and none is needed.

In the diagram in rule 2.5, the terms "Movement Factor" and "Defense Factor" are inter-changed. That is, what the diagram shows as pictured unit's "Movement Factor" is actually its "Defense Factor" and vice versa.

12.1: The set up hex for Soviet 51st Army in the Operation Blue scenario is N4135. It's correctly shown on the map, but the hex number was left off the list on p. 21 of the rules. Add the following to the end of the first paragraph, right hand column, on p. 21 of the rules: "K Kharkov (N2044)."

12.1: Add the following to the end of rule 12.1. Units of the German-side with an "A" printed in their upper-left corners are Operation Blue starting units set up by that player, decided on a unit-by-unit and hex-by-hex basis, in any friendly controlled hexes to the west of the scenario start line. Once such units are set up, for purposes of rule 3.2 they are considered to become part of the army corresponding to the areas in which their set up hexes are located. No more than one may be set up in any given hex.

Map clarification: In both scenarios, for all purposes, the western hex of Voronezh (N1334) and Rostov (N3635) are indeed TOWN hexes, just as shown on the map. Ignore rule 7.4 the word "city" in the reference to Rostov; it is a town.

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Official Errata for Decision Game's "Drive on Stalingrad" as of 3 June 2002.

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