

# Stalingrad '42

Errata as of Dec. 26th, 2019

## RULES

**(11.4.2) Single Step Defenders:** Addendum: If there are still friendly units in a hex (ASUs, Disrupted Units, retreated units, etc.) after the last unit that could qualify as a Lead Unit was lost in a *successful* Determined Defense, then the hex holds, and the attacker does not Advance After Combat.

**(11.5.2) Desperate Defense CLARIFICATION:** The Air/ASU +1 DRM is good for every roll of the Desperate Defense.

**13.4 Recovery:** Players may choose not to recover a unit in Full Retreat in order to retain its Automatic Retreat ability.

**(16.5.4) Airfield DRM:** Replace “City” with “Landmark”. It should read: “... an Unlimited LOS to at least one friendly Town, **Landmark**, or Clear Terrain hex that is *not adjacent* to any enemy Combat Units.”

**(16.5.4) CITY DRM:** Add “occupied or ” to the sentence. It should read: “If the unit can trace an Unlimited LOS to at least one friendly **occupied or** Controlled City hex (Major or Minor).”

**(18.3.3)** An ASU in an Entry Area can provide Offensive and Defensive Support to combats within range of the Entry Area.

**(20.5.1) CLARIFICATION:** Axis Ally units may participate in an attack with German units, as long as there is not another Axis Ally nationality participating.

**(21.3.1) CLARIFICATION:** Soviet HQs which have not been released can still be used as an entry location for units rebuilt from the Eliminated Box.

**26.2 CLARIFICATION:** After a Planned Offensive marker has been flipped to its Ready side the HQ can still move 2 hexes.

**31.0 Soviet Reserve Armies:** The 8th Army at Saratov is also released if a German unit moves within six hexes of Saratov.

## CAMPAIGN GAME AND FALL BLAU SOVIET REINFORCEMENT DISPLAY

The 66th Naval Rifle Brigade is unfrozen on Turn 5.

CLARIFICATION: If playing the Fall Blau scenario, the 5th Reserve Army arrives from the map edge (Entry Area M) into any hex between 4100 and 4111.

## PLAY BOOK

On the REPLACEMENT AND MARKER CHART: Soviet Motorized Infantry type units can advance 4 hexes, not 2 hexes.

## COUNTERS

The backside of the Hungarian 23rd Division and the 2nd Hungarian Army HQ is switched. There is a label you can download and print on a sticky label to fix. A replacement will be printed by GMT at the earliest opportunity.

## MAP

The 24 space of the Victory Point Track should say “Turn 28 Minimum”, not Turn 26 Minimum.