ADDENDA AND FOLLOW-UP

DRIVE ON STALINGRAD
Corrections and Balancing Modifications
by Brad Hessel

Post-publication playtesting has indicated the need for the following additions, corrections, and clarifications for *Drive on Stalingrad*.

Map

"Vornezh" should be "Voronezh"

The Victory Point Index, mentioned in Section 19.0 (Procedure), was omitted.

One cannot move a unit from S1202 to S1304 by way of S1303. "Fractional" land hexes (such as S3243, S2848, and S2452) are off limits — Players should use reasonable judgment, or roll a die if they cannot agree.

Counters

Grosse Deutschland is erroneously indicated to be an SS unit.

Two Soviet HQ units were omitted: 40/Parsegov/ 2-12 and 38/Moskaleko/2-12

Tables

[9.5] COMBAT RESULTS TABLE
(*correction*)

Ae (or De) = All Attacking (or Defending) units are eliminated. Opposing Player may advance two hexes (see 9.86).

[15.5] GAME-TURN RECORD AND REINFORCEMENT TRACK

Turn 3: the Hungarian 1-11 should be 3-11
Turn 8: the Russian receives *two* Guards divisions in the North; zero in the South.
Turn 13: the Mt. troops are Italian, not Rumanian.

[16.23] Directive Contents Index

11th Army deployment is in effect under C and D, *not* under E and F as listed incorrectly (16.7 is correct).

[19.2] CITY VICTORY POINT VALUES
(*addition*)

Nevinnomyssk (hex S2728) is worth 5 Victory Points; the Bonus Points Game-Turn Deadline is 8.

Rules

[5.12] (*addition*) Soviet Control Markers are also placed in the following hexes: Balashov (N0924), Saratov (N0811, N0812), and Tambov (N0132).

[5.2] (*clarification*) Soviet Guards cavalry divisions are selected as reinforcements from among other Soviet Guards divisions.

[5.21] (*correction*) "**six** Untried cavalry divisions"

[5.24] (*correction*) "Up to **14** of the selected initial forces"

[5.31d] (*correction*) "one **3-11** Italian mechanized division"

[5.33] (*addition*) "(d) one 6-9 German Jaeger division"

[5.34a] (*correction*) "**nine** 9-9 German infantry divisions"

[6.38] (*change*) Units may be moved by Rail from hex S1001 or S0601 to hex N1701 or N1001 (or *vice versa)* at a cost of 40 Rail Movement Points. Units may be moved from hex N0811 to N0911 (or *vice versa*) at a cost of 10 Rail Movement Points.

[6.39] (*addition*) Units may be moved from hex N2154 in hex N2253 (or *vice versa*) by expending 4 Rail Movement Points. Units may be moved from either hex N2154 or N2253 to hex N3754 (or *vice versa*) by expending 25 Rail Movement Points.

[6.42] (*change*) "the Axis Player can clear up to **three** Rail hexes"

[6.43b] (*change*) "The Axis Player may clear **three** consecutive Rail hexes"

[6.46] (*correction*) "east" not "west"

[7.1] (*clarification*) Trucks and air units do not count toward the stacking limit.

[7.2] German Divisional Integration (*change: whole Case*) Each German Panzer Division has one Panzer and two Panzergrenadier regiments, and each Panzergrenadier division has two regiments. When stacked together, units of the same Panzer or Panzergrenadier division have *Divisional Integrity*.

[7.21] If all of the regiments comprising a particular Panzer or Panzergrenadier division are present in a single hex, their total Combat Strength is doubled on both attack and defense.

[7.22] If all of the regiments comprising a particular Panzer or Panzergrenadier division are present in a single hex, they may be treated as "one combat unit" for the purposes of Case 7.1. That is, the Axis Player may stack three entire Panzer Divisions (nine regiments) in one hex, if he so desires.

[7.23] If any regiment in a division is eliminated, that division can no longer attain Divisional Integrity. German infantry and non-German divisions never have Divisional Integrity.

[8.13] (*addition*) Zones of Control, except for those of Mountain divisions, do not extend into Mountain hexes.

[9.33] (*addition*) Whenever an attack is made against a unit or stack of units in a Major City hex, all step losses called for on the Combat Results Table *may be doubled* for both the Attacker and Defender *at the option of the Attacking Player*. This option may be exercised only if *both* Players choose to stand; if either Player retreats his units, the results as printed are applied normally.

[9.65] (*change)* All Soviet Untried units have *one* step. Whenever such a unit incurs a combat loss, it is removed from the game and considered eliminated.

[9.72] (*clarification)* A unit that is retreated must always end up in a hex as far away from the hex in which it was attacked as possible; *i.e.,* if a unit incurs a "D2" result, that unit *must* be retreated to a hex that is two hexes away from its initial position (or take step losses).

[10.23] (*correction: the second sentence should be replaced with the following*) "However, no unit may ever be moved through a Don River hexside into a hex that is in the Zone of Control of an Enemy unit that is adjacent to the Don River, unless that hex is occupied by a Friendly unit."

[13.4] (*omit entire Case*)

[14.6] (*correction*) Case "10.4" should be "11.5."

[16.0 PROCEDURE] (*addition*) Should the Axis Player have fewer than 30 Victory Points at any time during the game, the "30 to 39" column of the Hitler Directive Table is utilized. However, prayer would probably be more appropriate. Also, the example should cite a Die Roll Bonus of "7," not "11."

[18.11] (*clarification*) "East" means "in an easterly direction;" *i.e.,* the unit may be moved into hexes to the east, northeast, or southeast of the hex it is in.

[18.12] (*change*) Any Soviet unit that is moved through Enemy Zones of Control in accordance with Case 18.11 during a particular Soviet Movement Phase may not be left in any hex in an Enemy Zone of Control at the end of that Movement Phase. At the end of each Soviet Movement Phase — Initial or Mechanized — any Soviet units that executed a *strategic withdrawal* that Game-Turn that are in an Enemy Zone of Control are eliminated.

[18.15] (*addition*) Any unit that attacks during the Soviet Player's Combat Phase cannot execute a *strategic withdrawal* during the Mechanized Movement Phase of that Player-Turn.

[18.16] (*addition*) Any unit that executes a *strategic withdrawal* during a Soviet Player-Turn loses its Zone of Control for the remainder of that Player-Turn.

[19.13] (*correction*) Reference to Case "18.27" should be "18.22."

[19.17] (*addition*) The Axis Player receives one Victory Point each Game-Turn Indication Phase that a supplied Axis Combat unit is in a hex adjacent to the Volga River.

[20.2] (*corrections*)
Turn 2: delete "51st Army"; add "57th Army"
Turn 8: delete "25th Guard Rifle Division"
Turn 18: add "5th Tank Army"; "58th Army" HQ units.