

# Stalingrad

## Errata and FAQ

Version 1.0 for Next Wave  
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### Errata

#### Components

- There are four Minefields, not three.
- There are also four Immobile tokens.

On the **Fliegerkorps VIII** strategy card, add the words “Determine Drift” after “Target Line 3.”

On the **Molotov Cocktails** strategy card, remove “when attacking” from the second sentence.

On the **Soften the Target** strategy card, the last sentence should read, “Before starting your assault action, roll a 4 dice **suppressive area attack** on the target’s hex.” (see Area Attacks on page 31 of the *TOI:NW* “Rules of Play”)

On the **Turret Salvage** strategy card, the first sentence should read, “Roll a die if a squad is in a hex containing a Heavily Damaged vehicle.”

On the **Soviet Reference Sheet**, add the words “Armor 2” and “Fragile: Is destroyed when heavily damaged.” to the stats for the AZP m1939 37mm AA Gun. **Note:** these are scenario-specific tokens used for the “Shot for Shot” scenario (see page 18 and operations card #051). However, if players would like to utilize these AA gun tokens as normal units in scenarios they create, just use them as you would AT guns, but with MV:\* and not MV:0. You can find the rules for Anti-Tank Guns on page 7 of *Fury of the Bear*, or on page 5 of *Days of the Fox*, but be sure to include the *Days of the Fox* errata.



### Rules of Play and Scenario Guide

Page 7, **City Building Movement and Combat:** To further clarify, change the first paragraph to read as follows:

A single hex in a multi-level building can have up to three floors (elevations 0, 1, and 2) of building hexes. **Each of these floors counts as a separate hex** unless the rules explicitly say differently (e.g. medic and officers abilities only work for units on the same floor). The following rules apply to movement and combat within buildings when playing the *Stalingrad* expansion.

Page 11, **Assault Engineer Unit:** The description for SN-42 should read as follows:

**SN-42:** When Soviet assault engineers are used to assault, the defending Germans must roll one less cover die for every two figures in the assault engineer squad. In addition, when defending, cover dice are successful on results of 4, 5, and 6 (instead of 5 and 6) when assaulted or attacked at close range.

**Note:** The description for Assault Engineers on the German Reference Sheet under the Specializations heading does not need to be changed.



Page 12, **Fire Effects Example:** The second example should read, “At the beginning of the Status Phase squad (C) immediately removes one figure of the owner’s choice, and the StuG III (D) immediately suffers one hit which causes it to become lightly damaged.”

Page 13, **Flame Fougasse:** the third sentence of the second paragraph should read, “Successes are scored on results of 4, 5, or 6 (including friendly units).”

Page 13, **Molotov Cocktails:** The first paragraph should read:

Molotov Cocktails come into play using the strategy card. Instead of a normal attack, a squad using Molotov Cocktails may make a special attack on an adjacent hex. The squad does not receive a range bonus for being at a higher elevation, and may only attack hexes no more than one level higher than its own hex. The squad rolls an attack on the chosen hex with two dice, reducing the cover of the targeted hex by two. Rolls of 4, 5, or 6 are successes for this special attack. As long as at least one hit is rolled after applying defense dice, a fire token is placed in the hex. No enemy figures are removed.

Page 14, **Group Movement:** The last sentence of the fourth paragraph should read, “However, a machinegun (MG) unit using its Rapid Op Fire ability may fire at units using group movement multiple times, but only at one unit per hex, and a unit can be the subject to only one Op Fire attack.” (see page 31 of the *TOI:NW* “Rules of Play” for more details about Opportunity Fire)

Page 18, **Shot for Shot:** the first bullet under “Objective” should read, “1VP for each controlled neutral command objective marker” and not “1VP for each occupied”.

Page 18, **Shot for Shot:** Soviet Division 1 should have 10 Regular Infantry and not 6.

Page 22, **Terminal Station:** in addition to the 4 starting strategy cards, the German player begins play with one of the Critical Objective strategy cards in his play area.

Page 23, **Terminal Station:** In the Special Rules, the third special rule should read, “Once per Status Phase, a player may remove a victory objective marker to draw a card or gain 2 command if they have units in the hex.” Also, the fourth special rule should read, “The four (not six) collapsed buildings in this scenario (Map 46A) are treated as normal buildings.” in so doing deleting the rest, “where the topmost floor provides... ..is the topmost floor.”

## Campaign Rules and Scenario Guide

Page 4 and the back cover (page 16), **Campaign Phase Table and Resource Acquisition Table:** Replace all instances of “advanced set up hex” with “advanced deployment hex.”

Page 4 and the back cover (page 16), **Campaign Phase Table:** Replace text in the Morale column for 0-2 command with “Reduce your morale command to 0 during setup. Reduce your number of starting elite infantry by 2. Replace the removed elite infantry with regular infantry (if able).”

Page 11, **Gully of Death:** The map on the bottom right (southeast) corner of the scenario map diagram should be 47A instead of 48A.



# Frequently Asked Questions

## Rules

### Hand-to-Hand Combat (Optional)

**Q:** What dice rolls are counted as successes for the attacker?

**A:** Rolls of 4, 5, or 6 as normal for attackers, but note that only 5 or 6 for the defenders. Also remember that the attacker rolls one additional attack die.

**Q:** Are cover dice rolled for the defender?

**A:** Cover dice are rolled for the defender as this is still considered an assault.

**Q:** Can you use flamethrowers and submachine guns in Hand-to-Hand combat?

**A:** Yes for submachine guns, but not for flamethrowers.

## Operations Cards

### 052 Lay Mines

**Q:** The card says that there can be one minefield per hex. So if I put one in a multi-level building, does it affect all floors?

**A:** No. Each floor counts as a separate hex. An engineer squad may only place a minefield on a floor which it occupies. Multi-level building hexes may contain more than one minefield (representing booby-traps), but there may only be one minefield per floor.

### 056 Nebelwerfer Support

**Q:** What happens if you fail to establish contact with the Nebelwerfer Support operations card? Can you try again during a later Action Turn? Or do you have to wait for the next Action Phase?

**A:** The Nebelwerfer Support and Katyusha Support operation cards are activated **at the start of the Action Phase** before players start their Action Turns. If contact is not established, the spent command is left on the card and the player checks again next Game Round **at the start of the Action Phase**. If contact is established, the spent command is removed and you resolve the other effects of the card.

**Q:** The card states that you may make the attack at the beginning of the Action Phase. Does this mean that you may make the attack before either player takes an action turn, even if you do not have the initiative?

**A:** Yes. The attack happens at the beginning of the Action Phase, before either player takes an action turn, regardless of who has the initiative. If both players have cards which resolve at that time, the players take turns resolving their cards, beginning with the player with the initiative.

### 059 Sniper Hunters

**Q:** If the card reveals a sniper token but fails to eliminate it can the Soviet player use it later on in the game?

**A:** Yes, the Soviet player may still use the revealed sniper token.

**Q:** Can a regular German squad with LOS to a revealed sniper token destroy it or suppress it with a normal or suppressive attack?

**A:** No. The only way for squads to eliminate a sniper token, other than the Sniper Hunters operations card, is to move into the sniper token's hex. If the Sniper Hunters does not knock out the Soviet sniper, then a squad will have to go into the hex. When an enemy unit enters a hex containing an unrevealed **or revealed** sniper token, the sniper token is removed. (See Sniper Tokens, page 11)



## German Urban Warfare Deck 1

### Fliegerkorps VIII

**Q:** Are you required to roll for drift when using Fliegerkorps VIII, and if so, what is the drift number for the attack?

**A:** Yes (see errata above). You use the standard “Determine Drift” numbers from the *Tide of Iron* base rules (See pages 10 and 11 of the *TOI:NW* “Tools of War”):

### Soften the Target

**Q:** Does the card’s suppressive attack succeed on 4+?

**A:** No, you need 5+ (see errata above).

### Stormwedge

**Q:** Does the card’s special action require the use of an action in order to upgrade the target unit?

**A:** Yes, and it is once per Action Turn. (see page 11 of the *TOI:NW* “Rules of Play”)

**Q:** Does this action activate the receiving squad immediately or does it simply upgrade it without fatiguing it?

**A:** No, it does not activate or fatigue the receiving squad.

## Soviet Urban Warfare Deck I

### “Hugging” the Enemy

**Q:** Is the card really played during the Action Phase?

**A:** Yes. It is played in the Action Phase. Think of it as preparing for an area attack during one of your opponent’s future Action Turns. During your Action Turn, you use one action to purchase this card and place it in your play area. The card is then ready for use when your opponent makes an area attack on one or more of your squads.

**Q:** If drift occurs before the area attack is resolved, is the two hex radius containing enemy units measured from the initial target hex, or the final target hex?

**A:** The two hex radius is measured from the final target hex.

### Vassili Zaitsev

**Q:** Is the ability to place sniper tokens a one-time-use ability, or can it be used multiple times?

**A:** Once the Vassili Zaitsev card is in your play area, it requires a special action. Note that you are limited to only two sets of four sniper tokens. You must wait until a full set of four sniper tokens is available before the Vassili Zaitsev special action can be used. Remember, you only get to select one sniper token per Game Round (See **Sniper Tokens** on pages 10 and 11).

**Q:** Can I place Sniper Tokens on any floor of a multi-floor building?

**A:** No. See Tokens in Multi-level Buildings on page 15.

**Q:** Can mortars attack sniper tokens?

**A:** No. You have to either move through them or have a card that removes them.

**Q:** If a destructible building is destroyed, what happens to a sniper token that was in that building?

**A:** It is removed from play. Please note that this overrules page 10 (see top left) which refers to what happens to Command Objective, Campaign Objective, Victory Objective, Concealed, and Control markers. Sniper and Observation Post tokens should be removed.



**Q:** If a scenario gives the Russians sniper tokens to use during setup, can those tokens be placed after the Germans have setup? At what point in set-up are sniper tokens placed?

**A:** Depends on who sets up first for the scenario. In order of initiative, players place their units and tokens. **Note:** Sniper tokens can only be placed in unoccupied hexes, and sniper tokens are always considered to be at the topmost elevation of a building (page 15, Tokens in Multi-level Buildings).

### **Molotov Cocktails**

**Q:** Can it be used with a fire and movement?

**A:** Yes, but you roll one die instead of two (half firepower).

**Q:** Can Molotov Cocktails be used in Op Fire?

**A:** Yes, but it is a special attack against an adjacent hex, so the moving unit must first enter the adjacent hex before the special attack can be carried out.

**Q:** Why are there Molotov Cocktails tokens?

**A:** Molotov Cocktails tokens were going to be used as specialization tokens. This was later changed to a strategy card. However, they may appear in future scenarios as specialization tokens – instead of a normal attack, a squad with the Molotov Cocktails specialization may be fatigued to make a special area attack on an adjacent hex. See the **Molotov Cocktails** errata above to see how this is used.

### **Surprise Assault**

**Q:** Can you only use the Surprise Assault once, or does it apply to every Russian assault for the rest of the game?

**A:** As currently written, the rest of the game.

### **Turret Salvage and Immobile Token**

**Q:** For purpose of further damage, is the tank with an immobile token destroyed or heavily damaged if it takes one or more hits?

**A:** For the purpose of taking damage, a vehicle with an immobile token from Turret Salvage is considered lightly damaged. **Note:** Future scenarios might have immobile vehicles at set-up (out of gas, broke down, etc.). These vehicles may be considered undamaged, but cannot move. When mixed with Turret Salvage, players may want to place both a lightly damaged token and an immobile token as a reminder.

## **Campaign Ammunition Deck I**

### **Conservation**

**Q:** When making an attack with this card, can a player attack an empty hex or building in order to gain the ammunition command tokens?

**A:** In order to use the card's effect, a player must make a valid attack against a hex or building which contains enemy units. It may be used with an *Artillery* or *Air Support* attack, even if drift results in an empty final target hex.

### **Stockpile**

**Q:** Can the "Stockpile" Strategy card be used with any specialization token, or just specializations that represent weapons such as anti-tank or flamethrowers?

**A:** It can be used with ANY specialization token.

**Q:** When using this card, is the squad fatigued when it removes the specialization token?

**A:** No. It is not fatigued and can be activated later as normal. However, using the card does use an action (Activate Strategy Card action).



**Q:** Can a friendly unit that is already in the hex pick up the specialization token after it is dropped by another unit without leaving the hex?

**A:** Yes, but the squad must first be activated using either an Advance or Fire and Movement action. Even though the squad is activated using an Advance or Fire and Movement action, the squad has the option to remain in the hex. Fatigue the squad to complete the action.

**Q:** Can I replace a specialization token with a different one using this card? For example, can I replace an anti-tank specialization token with a flamethrower specialization token?

**A:** No. Mostly because it requires two Stockpile cards and there is only one in the deck.

## **Campaign Supply Deck I**

### **Broken Will**

**Q:** How exactly does this card work?

**A:** It works like this: If your opponent has 5 supply command tokens, then your opponent can never have ammunition or morale command that would give him more than 5 tokens of that type. Any ammunition or morale command tokens that he would receive above that 5 would go to you instead.

## **Units**

### **sIG 33b (StuIG 33B)**

**Q:** What can you attack with the Stielgranate 42 ability?

**A:** You may only use the Steilgranate 42 while attacking a building in order to destroy it. The special fin-stabilized projectiles were made specifically for building destruction. If a sIG 33b is going to attack a squad inside a building hex, it uses its normal concussive firepower (+3 firepower bonus) instead.

### **StuG III E**

**Q:** On the German reference sheet, the StuG III E stats include rules for laying smoke. Is this a special action that is only available for the StuG III E?

**A:** Yes, this special action is only available for the StuG III E. Future expansions may include other units which can fire smoke, and will be specifically designated as such on the reference sheets.

**Q:** Can the StuG III E lay smoke using a Fire and Movement action?

**A:** No.

**Q:** Does laying smoke replace the StugG III E's attack?

**A:** Yes. Laying smoke requires the use of a Concentrated Fire action and counts as the attack.

**Q:** Does the range of laying smoke increase by 1 if the StuG III E is on higher elevation? (So the range becomes 1-4 no drift, 5-6 drift once, 7-9 drift twice?)

**A:** Yes.

### **AZP m1939 37mm AA Gun (1077<sup>th</sup> Anti-Aircraft Regiment Operations card)**

**Q:** Does a squad need to man the new AA gun token in order for them to perform actions?

**A:** No, because these are scenario-specific tokens, and each token is considered to have an inherent crew for the "Shot for Shot" scenario.

**Q:** Do the AA guns have an armor value?

**A:** Yes. They have an armor value of 2 just like AT guns. (See above Errata)

**Q:** What are the stacking rules for AA gun tokens?

**A:** Normal stacking limits apply, and each token is considered to be a vehicle for stacking and targeting purposes.



**Q:** Can AA gun tokens move or retreat?

**A:** No. They are scenario-specific tokens. Unlike other units with the “Equipment” trait, each AA gun token has “MV:0” instead of “MV:\*”, and may neither move nor retreat.

**Q:** Are AA gun tokens affected by overruns or suppressive fire?

**A:** They have an icon indicating a vehicle, so they are not affected (see 9, *TOI:NW*, “Tools of War” **Overrun**, and page 26, *TOI:NW*, “Rules of Play” **Normal Attacks and Suppressive Attacks**).

**Q:** How many hits does it take to destroy AA gun tokens?

**A:** AA guns are Fragile and are destroyed when they are heavily damaged. (See above Errata)

**Q:** Can AA gun tokens be captured and used by your opponent?

**A:** No. They are scenario-specific tokens with an inherent crew, they are never considered unmanned and can never be captured and used by the German player.

**Q:** Can AA gun tokens be assaulted?

**A:** Yes. AA tokens have a firepower of 2 against infantry, but only hit on 6 (not 4, 5, or 6). When determining the defender’s attack strength, roll the AA token’s dice separately. **AA gun tokens are destroyed if forced to retreat.**

## Specialization and Restriction Tokens

### Assault Engineers

**Q:** Does the assault engineer cover bonus (successes on 4, 5, and 6) apply to all units in the same hex when defending from an assault?

**A:** If at least one squad has the assault engineer specialization, yes.

**Q:** Does the assault engineer cover bonus apply during an Area Attack?

**A:** No, only when assaulted or attacked at close range (from an adjacent hex). Note: when they are used to assault they cause the defender to roll less cover dice. While this may seem odd, it is a game mechanic to emphasize assault engineers.

### Flamethrowers

**Q:** Can a flamethrower start a fire in a hex?

**A:** Yes. Just follow the same exact procedure for Molotov Cocktails. (See errata above and page 13 of the *Stalingrad* “Rules of Play” and “Scenario Guide”)

### Mounted Units

**Q:** Can you move forward and dismount in the same action?

**A:** No. Dismounting is a special action. Fatigue the squad and remove the specialization token. Thereafter it follows the standard rules for infantry movement for the rest of the scenario.

### Unarmed Units

**Q:** Can an unarmed unit use the Munitions Resupply strategy card from Supply Deck 1?

**A:** No.

**Q:** Can an unarmed unit scavenge empty enemy squad bases?

**A:** Yes. Squads with the unarmed restriction may scavenge bases from either side.

**Q:** Does an unarmed squad still defend normally against an assault?

**A:** Yes, so that is why it is recommended to just shoot them instead of assaulting them because they cannot shoot back.



## Fire Tokens

**Q:** When a newly placed weak fire token (yellow) is placed in a hex with pinned squads, do the pinned squads become disrupted? What if they are disrupted?

**A:** All squads in a hex with a newly placed weak fire are automatically pinned. If already pinned or disrupted, they remain so. All squads in a hex with a newly placed strong fire, or one where the token was flipped from weak to strong, are automatically disrupted. If already disrupted, they remain so.

**Q:** Can pinned and disrupted squads be used to extinguish fires?

**A:** No. Pinned and disrupted squads are not allowed to perform special actions. Extinguishing fires is defined as a special action (see page 13, Extinguishing Fire, last part of the paragraph).

**Q:** Can I flip the disrupted token to the pinned side (or remove the pinned token) in a hex with strong fire during the Status Phase after removing a figure?

**A:** Yes, otherwise they would never be able to escape. **Note:** Pinned/Disrupted occurs when placing fire tokens, and taking damage occurs at the beginning of the Status Phase. (page 13, “Placing Fire” and “Damage from Fire”).

## Stalingrad Scenarios

### Gully of Death

**Q:** In this scenario the VP conditions to destroy the six-hex building on map 48A is almost impossible to achieve.

**A:** That six-hex building is a multi-floor building with two floors. The intent was that the upper floors of the building not destroyed yet are still visible even if adjacent hexes have collapsed building tiles paced in them. For this scenario only, collapsed building tiles do not block LOS.

## Campaigns

### Campaign Phase

**Q:** What is the correct procedure for spending campaign command at the end of a scenario?

**A:** At the end of a campaign scenario, the normal Command Phase is replaced with the Campaign Phase. At the beginning of the Campaign Phase, both players total all of their command of each type (ammunition, morale, and supply) and then consult the Campaign Phase Table and follow its instructions for each type and amount of command. After you adjust the command according to the table, you may spend the remainder on the Resource Acquisitions table. Any unspent command is lost at the end of the Campaign Phase. (See the Campaign Phase Example on page 15 of the *Stalingrad* “Campaign Rules and Scenario Guide”)

**Note:** At the beginning of each scenario, each player places 2 command on each of his Campaign Command cards.

**Q:** The Campaign Phase Table states that if you have 0-2 morale command, you have to remove 2 morale command. Is it possible to have less than 0 command?

**A:** No. That is a misprint. The correct wording for 0-2 morale command on the Campaign Phase Table should be: “Reduce your morale command to 0 during setup. Reduce your number of starting elite infantry by 2. Replace the removed elite infantry with regular infantry (if able).”

**Q:** What is the “Wild” command token mentioned in the Resource Acquisitions Table?

**A:** There isn’t an actual command token with the word “Wild” on it. It simply means that after spending one of each type of command, you have to spend one additional command of any kind to purchase a T-70 or Panzer III.



**Q:** Do you have to receive the benefits of the “6-9 Morale” entry on the Campaign Phase Table before you can purchase advanced deployment hexes on the Resource Acquisitions Table?

**A:** No. Advanced deployment hexes are purchased after all the effects of the Campaign Phase Table have been resolved.

## Campaign Scenarios

**Q:** In some scenarios (*Gully of Death* and *Red October*), players are required to purchase advanced deployment hexes. What happens if a player doesn't have enough morale command to purchase them?

**A:** If a player doesn't have enough morale command to purchase all of the advanced deployment hexes in either of those scenarios, he must pay 1 ammunition command and 1 supply command per hex instead. This cost is **not** an alternative to the regular cost of advanced deployment hexes, and is **only** valid when advanced deployment hexes are mandatory purchases. Remember that each player will begin a scenario with 2 command of each type.

### Gulley of Death

**Q:** Does the Soviet squad have to be fresh in order for the extra Op Fire token to be added to the Sewer card??

**A:** Yes, the Sewer card must be occupied by a fresh Soviet unit in order to receive the extra Op Fire token.

### Red October

**Q:** The Reinforcement section of the Scenario Details says that during the Status Phase of each game round after game round 2, each player may purchase reinforcements from the Resource Acquisitions Table. Are those units that must be placed on the reinforcement hexes, or can you pay to unlock Strategy decks and buy new specializations tokens?

**A:** You may only purchase new units to be placed as reinforcements.

## Terrain

### Multi-Floor Buildings

**Q:** If I successfully assault a ground floor building hex (elevation 0) and the defenders have to retreat, can they just move up one floor, or must they leave the board hex completely?

**A:** Remember, each of the floors counts as a separate hex, so by moving up one floor, they are retreating out of the hex into a new one. The Crowded Building Tiles will be useful for such situations.

**Q:** If assaulting a higher elevation (for example, from 0 to 1), and the defender is forced to retreat, do they move to the ground floor, or out of the building hex?

**A:** They must choose a single adjacent hex that all surviving defending units must retreat to. This can be up one floor or to an adjacent hex at their same elevation if it is a multi-level, multi-hex building. If there are no eligible hexes for retreat, then all the defending units are destroyed (see page 33 of the *TOL:NW* “Rules of Play”).

**Q:** How high is a multi-level building if I want to fire over it?

**A:** From page 7, “Building levels are equal in height to all other levels of elevation in the game (such as hills) and all other rules for LOS apply to any LOS traced into or out of multi-level buildings.”

**Note:** Multi-floor buildings are elevation 0, 1, and 2 for one-floor, two-floors, and three-floors respectively, and this is in relation to the squad's position in the building. A squad in a one floor building is at elevation 0 (ground floor), but the roof of that building is at height level 1. For LOS, a one-floor building is level 1 just like a level 1 hill. In a two-floor building for example, a squad can be at elevation 0 or 1, but the building height is level 2.



**Q:** Where are minefields placed in a multi-level building?

**A:** See “Lay Mines” under “Operations Cards” above.

**Q:** When an engineer squad fortifies a building, does the extra cover only apply to the floor the engineer is on, or does it apply to all floors?

**A:** Only the floor the engineer is on. Remember, in a multi-level building, each of the floors counts as a separate hex.

### **Bombarded Terrain**

**Q:** Since units must end their movement when they enter bombed terrain, does that mean that tanks cannot overrun squads in a bombed terrain hex?

**A:** Yes. Tanks cannot overrun squads in bombed terrain because a vehicle performing an overrun may not end its movement in the hex. Also, a squad cannot enter a bombed terrain hex during an Assault action and then immediately perform an assault from that hex. However, a squad that was already in a bombed hex could support another squad’s assault.

**Q:** It says that all units must stop their movement, and then squads may continue next game turn. What about tracked vehicles? Are they stuck in the hex?

**A:** Light vehicles cannot enter bombed terrain, whether or not they have tracks (half-tracks). Heavy vehicles may enter but must roll a die before leaving the hex. Depending on the result, they may not have enough movement points to leave the hex during their activation.

### **Collapsed Building**

**Q:** Several strategy cards say “Ruins” like the Rattenkrieg and Observation Post cards. Is this another term for “Collapsed Building”?

**A:** In this case, yes.

**Q:** Do destroyed buildings block Line of Sight?

**A:** After a building hex is destroyed, a collapsed building overlay is placed on the building hex (see page 10, the fourth page of Destructible Buildings). Collapsed buildings block LOS (see page 5).

**Q:** Can mortars fire from a collapsed building hex?

**A:** Yes. Some or parts of the walls might still be standing, but the floors and roof are gone.

**Q:** Can concussive firepower be used against collapsed buildings?

**A:** No.

**Q:** The rules say, “Surviving squads are pinned and remain on that hex, along with any tokens that were on that hex.” But what happens if the squad is already pinned when the building is destroyed?

**A:** If already pinned, the squad becomes disrupted, and if already disrupted, then it is routed.

