

Streets of Stalingrad = errata

Set-Up

Clarification: units do not have to occupy every hex indicated on the map cards for their initial set-up. Units may only be placed on the indicated hexes, but may be distributed in any combination or manner desired.

Units ordinarily prohibited from entering balka/cliff hexes may set up in balka/cliff hexes. Such units may only exit the balka/cliff hex without crossing a balka/cliff symbol, and without moving along or into the balka/cliff. This movement (unless along a road) is considered straight line from center of exited hex to center of entered hex.

Zones of Control

Non-armored units must stop and move no further (that turn) when they enter an enemy's ZOC. Non-armored units may exit an enemy's ZOC if starting the movement phase in that ZOC, however non-armored units may never move from one enemy ZOC into another enemy's ZOC (even of the same enemy unit).

Armored units may exit an enemy's ZOC during their movement at an additional cost of +2 MPs. Armored units that start their movement phase in an enemy ZOC may exit freely (same as non-armored units), however armored units that start their movement in an enemy's ZOC and move directly into another enemy ZOC hex (even of the same enemy unit) must pay the additional cost.

Balka/Cliff hexes (hexsides)

The increased movement point cost (and prohibition against motorized unit) associated with balka/cliff hexes only applies if the unit actually crosses the balka/cliff symbol during movement into or through the hex. Movement is always considered to be from the center of the exited hex to the center of the entered hex (unless using road movement - in which case it is considered along the road). Foot units that end movement in a balka/cliff hex must always pay the increased cost for entering that hex regardless of whether or not they cross the balka/cliff terrain symbol.

Note that this rule also applies to movement along a common gully (from connected balka/cliff hexes); however common sense should still be applied for units that have already entered a gully and can be considered moving in the gully. Foot units starting movement in a balka/cliff hex should be considered in the gully, and similar to road movement can be considered to be moving along the path of the gully.

Units prohibited from entering hexes may never receive a combat terrain benefit from being on a balka/cliff hex.

Movement through a balka/cliff hex via road movement negates any movement penalties associated with the balka/cliff hex.

Urban Roads

Roads through urban hexes (villages, suburbs, city, fortified) are distinguished by a thin gray line outlining their path. In all cases, these "urban roads" are considered normal roads for movement restriction purposes through urban hexes; e.g. units that would normally be prohibited from entering a balka/cliff hex may do so along an urban road. This same interpretation applies to railroads across balka/cliff hexes. Note that movement rates through urban hexes, even along urban roads is at the hex type rate and NOT the road movement rate.

Slopes/Hilltops

The Terrain Effects Chart is misleading and inconsistent with the movement point costs given on page 3 of the Basic Rules. Entering a slope hex costs 2 movement points unless entered from its corresponding hilltop hex ("downhill"). The cost for moving from a slope to its corresponding hilltop hex ("uphill") is also 2 movement points. Road rates always take precedence when following the road.

AT & AA Units

When using Advanced Game rules, the limitation of AT/AA guns with a Movement Factor of 15 moving and firing in the same turn should also be applied to AT/AA guns with a Movement Factor of 12. Those units are also horse drawn (not self-propelled). Only self-propelled artillery may move and then fire immediately afterwards.

Crossing the Volga

Clarification: The rules covering units moving across the Volga River are vague. Assume the length of the arrow (2 or 3 hexes) is the distance traveled by units moving across the Volga River, at a cost of 2 MP for foot units, 3 MP for vehicle units (MF of 12 or greater). Assume the cost for motorized units entering the west bank cliff hex is 2 MPs.

Combat

At the start of a combat phase, the attacker must predesignate all attacks. They may be resolved in any order the attacker chooses, but they must all be announced before any are resolved.

Defensive Fire

Defensive Fire by units not being attacked, against enemy units in an "open terrain" hex, consists of only a single round of fire per combat phase (DF firing unit gets only one shot). Note that the F&M errata (Combat Q#3) has an

incorrect answer; the defending units are not eligible to DF against adjacent open terrain enemy units because the defending units were attacked. Units using Defensive Fire in this manner, DF at the start of the combat phase (before any other attacks are resolved). "Open terrain" for DF fire eligibility requirements should be considered any terrain that does not give a "defensive" die roll modifier, including slopes and in certain cases the Tarter Wall, balka/cliffs, hilltops, and railroad hexes.

Unattacked defending units on the same hex may combine their DF against a single qualifying enemy unit, or may divide their individual DF against multiple qualifying enemy units; the only stipulation is that an unattacked defending units only get 1 DF and must be against a single enemy unit.

Defensive Fire is performed only after all Reserve and Retreats have been completed.

In the Advanced Game units may use their DF up to their full range; which includes using DF against enemy units in "open terrain" (for DF firing units that are not themselves being attacked/bombarded).

Indirect Artillery may DF against enemy units in open terrain (i.e. clear, city park, slopes). Indirect Artillery units may **NOT** DF (using its AF) against open terrain enemy units, or in support of other combat units if it itself is being attacked (or bombarded). If attacked from an adjacent hex the Indirect Artillery unit can only use its DF and only against those adjacent enemy units (even if the attack against them is from a combination of ranges). If an Indirect Artillery unit is attacked from units all at a range greater than 1, it may DF against an attacking unit using its AF. Indirect Artillery may **NOT** use "blind fire" as DF.

Breakthrough Combat

Armored units that start their movement in an enemy's ZOC are not subject to DF from those adjacent units when they initially leave that ZOC hex.

Unit Integrity

Example A (second column page 11) incorrectly does not apply the Battalion Integrity bonus (-1). In Example E, we see that not all attacking units have to be from the same Battalion in order for the Battalion Integrity bonus to be applied; only all attacking units in the same hex. For example A, 2 hexes contain units from the same Battalion (I & III) so the Battalion integrity bonus should apply (as well as the penalty for a hex containing mixed Battalions).

Only one Battalion Integrity bonus may applied regardless of how many qualifying battalions participate in the attack. The same applies to Regimental Integrity bonus (only one applies per attack).

Reserves

Clarification: All units (German units as well as Russian) using Reserve Movement are required to move into a hex being attacked (not necessarily into an enemy ZOC though). If a unit cannot move into an attacked hex, it may not use Reserve Movement.

Clarification: The rule stating that Russian units adjacent to a Commissar may not use Reserve Movement is misleading. Such units may use Reserve Movement if stacked with or adjacent to a leader.

Line of Site (LOS)

Normal LOS limit is 4 hexes, except as specifically noted:

- OPs on Hilltop hexes have a LOS range of 9 (in "all" directions, however see clarification in OP section)
- OPs on Mamayev Kurgan have a LOS limit of 15 hexes (in all directions, including into any East Bank Box AND any units on the Volga River)

There are 5 elevation levels in SOS:

- double hilltop (level 5)
- double slope (level 4)
- hilltop (level 3)
- slope (level 2)
- ground level (level 1)

Blocking terrain is only forest, city, factory/fortress, suburb/village, and the Tartar Wall. Combat units by themselves are not considered "blocking terrain". Higher elevation is not specifically considered "blocking terrain" (per se); there are special rules (guidelines) for covering "higher elevation" blocking the LOS (see below).

Combat units only block LOS when the LOS is traced between hexes at the same elevation level. Combat units never block the LOS for units providing spotting (observation) for Indirect Fire units (including IF units spotting for themselves).

Blocking terrain (or units) at a lower elevation than the observer and target never blocks a LOS.

A LOS is always blocked if it passes through a higher elevation level than both the observer's and target's hex. Remember that slopes are considered level 2 or level 4 elevations, so this condition may apply when tracing a LOS through a slope hex (the entire hex is considered to be at level 2 or 4, not just the slope symbols).

A LOS traced between units on different elevations is always blocked by any intervening hilltop hex at the same elevation as the upper level hex. Note that this condition does not apply to intervening slope hexes. (The term "same elevation" is relative to the number of slope hexes the LOS traverses; up-slope or down-slope, but not sideways). A LOS that passes directly along a slope/hilltop hexside is considered to be passing through the hilltop elevation.

Units are only considered to be on the same elevation level if the LOS does not pass through any slope/hilltop hexsides, or if the LOS passes through an equal number of opposite direction (uphill/downhill) slope/hilltop hexsides. This means that a unit on “ground level” tracing a LOS to a hilltop hex that does not pass through a slope/hilltop hexside is considered to be at the same elevation as the hilltop hex unit.

When units have an elevation level difference of 1 or 2 (e.g. hilltop to ground level, or slope to ground level), the LOS is not blocked if blocking terrain on the lower level is closer to the upper level hex than the lower level hex. If it is equal distance between the two hexes, the LOS is blocked. When units have an elevation level difference of 3 or 4 (e.g. double hilltop to ground level), the LOS is only blocked by lower level blocking terrain directly in front of the lower level hex. Note that an elevation difference of 1 or 3 is equivalent to an elevation difference of 2 or 4 (respectively), however, blocking elevations levels are different.

When tracing a LOS, use the actual blocking terrain symbol in a hex (e.g. green wood symbols, gray building symbols) to determine if the LOS is blocked. Do not assume that the entire hex is a qualifying blocking terrain hex if the LOS clearly does not pass through a blocking terrain symbol. LOS is always traced from hex center to hex center, regardless of partial terrain features within the hex. This does present some odd cases for hexes containing partial terrain and the target is assumed to be in the cover of that terrain; nevertheless use the “center-to-center” rule, and remember that terrain in the spotters hex and the target hex never blocks the LOS. Note: this “rule” is more of a common sense guideline than an absolute rule. For simplicity, trace the LOS using a string ¼ inch in diameter; if any part of the string crosses blocking terrain in an intervening hex the LOS is blocked.

Range Factor

Clarification: Indirect Artillery units use their AF when using defensive fire in support of other combat units, when firing at enemy armor attempting a breakthrough, or when firing at enemy units in open terrain (clear or city park). They may also use their AF when using DF against enemy units attacking them at a range greater than 1. Indirect Artillery units use their printed DF only against adjacent enemy units that are attacking the Indirect Artillery unit itself.

The boxed rule at the end of this section is misleading; Indirect Artillery may fire at enemy breakthrough armor without themselves having a clear LOS, however they still must have an eligible spotter with a clear LOS.

Indirect Artillery

It's important to note that the Basic Game rules allowing Indirect Artillery with am AF of 6 or less to fire in both an attack phase and defend phase of the same turn does not apply in the advanced game. All Indirect Artillery may only fire once per turn. This applies even for Indirect Artillery firing at enemy armor using breakthrough movement. Indirect Artillery may fire an unlimited number of times at enemy armor using breakthrough movement (although only once per exited hex), however the “only one phase per turn” rule still applies.

Clarification: Indirect Artillery may not provide DF support for other units if their hex is being attacked at any range, not just from an adjacent hex. When Indirect Artillery is attacked by units at a range greater than 1, they may use their AF to DF against those attacking units (assuming they are within the LOS and range of the Indirect Artillery).

Clarification: Indirect Artillery fire may only be directed at a single hex in any given attack. The rule stating that Indirect Artillery supporting a unit with DF may be used against any/all enemy units attacking the supported unit is misleading (when an attack comes from multiple hexes). Indirect Artillery factors applied as DF support can only be directed at a single attacking hex; however the attacking units target hex can be changed for subsequent attack rounds.

Bombardment

Bombardment (even when used as DF) is resolved at the conclusion of all combat, OR at the instant a moving unit enters an empty hex being bombarded. Bombarding an empty hex does NOT prevent units from moving through that hex; they are simply subjected to bombardment results (each moving unit bombarded separately) with the bombarding AF factors doubled and without any terrain modifiers applied.

Bombardment (Blind Fire)

Clarification; if there is a German OP on Mamayev Kurgan, firing into East Bank Boxes is not considered "blind fire" (since the targets can be seen by the OP). Similarly for an OP on any hilltop hex tracing a LOS into the East Bank. Technically it's not "blind fire" only regular bombardment, however the +2 blind fire modifier is still applied in this case (against East Bank targets).

The asterisk result for bombardment applies to regular bombardment as well as blind fire; i.e. leader unit also eliminated.

Blind Fire may not be used to support friendly units attacking the target hex from adjacent hexes. The target hex may only be attacked once per phase, either by blind fire bombardment, or by a regular attack. Blind Fire may be used if the target hex is being attacked exclusively from

non-adjacent hexes, however in this case, regardless of the overall distribution of attack factors, the +2 blind fire die roll modifier is still in effect. These same stipulations apply to bombardment (other than the +2 die roll modifier).

The minimum number of Fire Factors for "Blind Fire" is 10; less than 10 is ineffectual and does not allow the bombarded hex to be considered "attacked" (i.e. defending units in that hex may DF at other units). Terrain modifiers may render "Blind Fire" with more than 10 Fire Factors ineffectual, however this still qualifies as attacking the defending hex.

Supply & Isolation

The initial example (Sept 13-27, Russian unit isolated in German Movement Phase) is incorrect when it states the Russian unit is eliminated at the end of the German Exploit Phase of the "next" turn. Such a unit would be eliminated in two turns; e.g. if isolated on 9/17, it would be eliminated (if it remained isolated) on 9/19.

Observation Posts

Clarification: The limitation on Indirect Artillery only being able to use OPs to spot for them does not apply to mortars and infantry guns. Mortars and infantry guns may use other combat units (within their same organization) to spot for them. All Indirect Artillery units may always spot for themselves for all types of fire purposes.

If an OP directing IF is eliminated during combat (e.g. as a result of DF - see clarification below), then the IF support it is directing is immediately lost and can no longer be applied in that phase. This applies even if the IF was available and used in a previous combat round of the same attack. This rule also applies to IF being directed by combat units; if the combat units directing the fire (providing spotting) are eliminated, the IF is removed.

Clarification: the 9 hex LOS limit is only applied if the LOS passes through a slope/hill hexside of the OPs occupied hilltop hex. If the LOS does not pass through such a hexside, the LOS limit is the usual 4 hexes.

OP units are not automatically eliminated if alone in a hex adjacent to an enemy combat unit during a friendly turn; i.e. an OP unit may move adjacent to an enemy unit, or may have all the other friendly units in its hex eliminated by combat. If alone in a hex adjacent to an enemy combat unit at the start of the enemy's turn, then the OP would be automatically eliminated.

Clarification: OPs cannot be targeted by DF (unless on a "clear" hex - see above for clarification), however if all friendly units in the OP's hex are eliminated due to DF, and the OP is adjacent to enemy units, it is also eliminated.

OPTIONAL RULE - Indirect Artillery Modifications

The following optional rules may be used for players that wish to reduce the dominance of artillery in the game.

Whenever more than half the fire factors applied to a target unit are from Indirect Artillery units not spotting for themselves, use the following for the CRT results:

- = all units in target hex disrupted
- * = target unit eliminated
(see below for leader casualties)

NOTES:

- German Air Units are not considered Indirect Artillery for purposes of this rule.
- Attacks are halted if the CRT result is "No Effect" (a dash), or a disruption result.
- A disruption result disrupts all units in the target hex and halts any subsequent attacks against that hex in the current turn.
- Disrupted units are recovered at the end of their turn (including the turn of disruption for units disrupted by DF or against breakthrough armor).
- Disrupted units may not move or attack. They may use their DF but only against adjacent units that are attacking the disrupted unit's hex. Disrupted units may not retreat nor use Reserve Movement.
- Disrupted units that suffer a second disruption result incur no additional effects.
- Leaders and OPs are never disrupted (a disrupted result is treated as "No Effect").
- Leader losses from an asterisk result when the modified CRT results are in effect are ignored unless the unmodified die roll for the attack (DF or bombardment) is a "1" (and Fire Factors > 9).
- this optional rule applies to all types of fire using Indirect Artillery, including Defensive Fire, Bombardment, Blind Fire and fire against Armor Breakthrough.

For any bombardment attack involving Siege Guns, Field Artillery or Rockets, a plus 1 die roll modifier is applied to the CRT if the spotter for the bombardment is spotting for more than 1 non-adjacent target hexes for divisional OPs or 2 non-adjacent target hexes for Army level OPs. This rule does not apply for bombardment against armor breakthrough units, and obviously not for blind fire (where there are no spotters).

Any attack by Siege Guns, Field Artillery or Rockets against a target hex that is adjacent to friendly units, incurs an additional die roll modifier of +1. This includes attack support, DF, bombardment (including blind fire), or fire against armor breakthrough units.

OPs that are eliminated do not automatically reappear on the following turn. Instead use the following die roll result to determine when they may return:

- 1,2,3 = next turn
- 4,5 = return in 2 turns
- 6 = return in 3 turns