Streets of Stalingrad © L2 Design Group
Errata, Clarifications, and Frequently Asked Questions

Last Update: 2/01/2003 – through post #6096

[Notes: This list was compiled from questions posted in the *Streets of Stalingrad* forum on ConsimWorld. The vast majority of the answers were supplied by Dana Lombardy or Art Lupinacci. Those that were not are labeled as *Unofficial*. Only those questions that addressed specific rules issues are included here. Those that covered design or strategy issues were omitted.

   The format and organization of this document follows the format of the Table of Contents on page 2 of the *SoS* Rule Book. Even though a particular question and answer might apply to several sections of the Rule Book, it is listed in only one section here. A few of the questions in the CSW forum were duplicates. Sometimes the duplicates questions are listed here, sometimes not. New rules and those with modified wording are marked in blue type.

   At the end of each answer should be a notation like [6035 – 1/23/03]. The left hand number refers to the post number from the CSW posting. The right hand entry is the date of the CSW posting. Be aware that the CSW post numbering system is dynamic and the post numbers may have changed by the time you read this.

   For the most part the questions and answers here are transcribed verbatim from the CSW questions with only minor spelling and format changes. Occasionally, the questions and the answers were edited or condensed for clarity. Any mistakes in those items are mine alone.

   Finally, special thanks go to Bob Davis for his careful compilation and tracking of the questions.
– Ken Nied]

1.0   INTRODUCTION

2.0   COMPONENTS

2.1 Game Maps

Errata*:* Hill 115.4 is labeled 1235, not 1635 as it should be. Impact to the game is negligible, but it does have an EXTREMELY HIGH annoyance factor due to the fact we scrapped one map at a cost of $4,500 only to end up with this minor, pain-in-the-neck mistake. Sorry folks. DO NOT MARK YOUR MAP OR ATTEMPT TO FIX THIS IN ANY WAY! JUST BE AWARE OF IT. [5685 – 1/03/03]

Q. What is the TEM in hex 0417 (The Pump House)?
A. Note that the color of that hex (0417) is the color for suburb/village, so the TEM is +1. [6051 - 1/23/03]

2.2   Units (Playing Pieces)

Q. One of the German 245th Assault gun counters doesn't seem to have "StuG" label underneath the picture. Is this by design?
A. Darn! No it is not. Luckily, it has no impact on play. Another one of those gremlins that should be corrected with the Gamer's Guide! [5565 – 1/01/03]

Q. There is no star on the back of the 62 HQ unit (front of sheet 5, 10th row down from the top, 8th counter from the left). Is this a mistake?
A. That is not a mistake. That HQ is a substitute HQ in the event Chuikov should be killed in battle. The HQ comes on sometime after it happens. [5336 – 1/26/02]

Q. Mystery unit time! On Countersheet #1 there is a German independent unit with an eagle motif for a unit symbol and a unit designation of "800". It indicates that the unit appears in Scenario 6, but I can find no sign of it anywhere.
A. That is the Brandenburg Unit. We will have the rules for it in the Gamer's Guide. For now, consider it a spare counter. You can use it if you wish by applying the OLD SoS rules. [5562 – 1/01/03]

Q. I have two counters for the Soviet AMMO table that have two different colors on them with the 10's and 1's on the face. Is this an error?

A. No, that was intentional. We had no extra room on the counter sheets and the space for those markers fell on the boundary between two colors. No problem – they are functional the way they are, albeit a bit weird looking. We will correct these to look the proper way when we publish the Gamer's Guide. [5685 – 1/03/03]

Q. The German 295th division's Hiwi unit does not have the division number on the front, but the German 24th armoured division's Hiwi does. The setup sheets are marked correctly (the 295th does not have the division number, but the 24th does). Naturally it makes no difference to the game, but it just strikes me as inconsistent.
A. *Errata:* Yes, you are correct. Although it does not affect setup or play, the Hiwi unit of the 295th Infantry Division should have the number "295" on its front just like the Hiwi unit of 24th Panzer Division and the Cossack unit of 14th Panzer Division. [6031 – 1/22/03]

Q. The German 305th infantry division, the mortars for 576/II and 576/III have the 576 part of their name in the same color as the 577 regiment. The 576/I does not; it has its orange number. The color on the explosion markers is correct, so I suspect this is trivial stuff.
A. *Errata:* Yes, you are correct. The color behind the number 576 on those two mortar units should be more orange in color (just like the infantry units of 576 Regiment) and they are currently too close to the color behind the 577 on the mortar units next to them. [6033 – 1/22/03]

2.3 Scenarios and Set-up Maps

Q. Where are the infantry counters for the 276 Inf Regt on the German Scenario 1 OB card? I don't see the infantry; all I see for the 276 Inf Regt on the Scenario 1G card are artillery counters. On Setup Map #1 I see hexes marked for the setup of 276 Inf Regt infantry on the right flank of the 94th Inf Division setup area, but on the scenario OB card for the 94th Inf Div I only see infantry companies for the 267 and 274 Inf Regts. Can someone help/explain?
A. OK, have a look at scenario card G1. Take a good look at 94th Infantry Division. It is made up of....I, II, III Battalions of 267 Inf. Regt., I, II Battalions of 274 Inf. Regt. and II, III Battalions of 276 Inf. Regt.
 The scenario card calls for 14 x 3-4-1-8 Inf. Companies and the one show is I Battalion, 267 Regt. 94 Inf. A look at you counter sheet should tell you that there are only 2 such counters in the mix, followed by a whole lot more counters from the same division only made up of the regiments mentioned in the Order of Battle for 94th Infantry.
 So, to make up the 14 counters, you can pick:
- 2 x 267, I
- 2 x 267, II
- 2 x 267, III
- 2 x 274, I
- 2 x 274, II
- 2 x 276, II
- 2 x 276, III

 All these are 3-4-1-8 Infantry companies belonging to 94 Infantry division whose units are listed on the OB but not individually shown because you simply can't afford FULL COLOR POSTER CARD SETUPS to show each unit! ☺ [5562 – 01/01/03]

Q. How many 45 AT guns are there in the 171 PAK Battalion? Scenario 2G shows two, but I have only one counter. Have I lost a counter already?
A. The 45mm AT unit shown on Scenario Sheet 2G is a mistake. Scenario Sheet 2G should show two 2-1-2-15 50mm AT units for the 171 PAK Battalion of the 71st Infantry Division. One of these 50m AT units is shown correctly under the 171 PAK Battalion on Scenario Sheet 4G. There should be two 2-1-2-15 50mm AT gun units in the 171 PAK Battalion in Scenario #2 and these two units are provided on die cut counter sheet #2.
 The 45mm AT unit shown on scenario card 2G is a mistake. Scenario card 2G should show two 2-1-2-15 50mm AT units for the 171 PAK Battalion of the 71st Infantry Division. One of these 50m AT units is shown correctly under the 171 PAK Battalion on scenario card 4G. There should be two 2-1-2-15 50mm AT gun units in the 171 PAK Battalion in Scenario #2 and these two units are provided on die cut counter sheet #2. The 45mm AT unit shown incorrectly on Scenario Card 2G is not supposed to appear until Scenario #4, and it is shown correctly on scenario card 4G under the 194th Infantry Regiment where it belongs. This 45mm AT unit has a number "4" in the division's color stripe on the reverse side of the counter. The "4" indicates that it is a unit that appears later in the game (Scenario #4) and is not a starting unit in Scenario #2. [5751 – 1/06/03]

Q. The counter mix contains many more counters of a specific type than are listed on the scenario sheet. Should I receive the scenario card amount or the counter mix amount?
A. The scenario card is correct. Extra units, such as immobilized tanks, minefields, and fortifications, are provided in case any more units of those types are created during the scenario. [Consolidated from 5685 – 1/03/03]

Q. On the bottom of the Scenario 1/2/3 sheets it says that Russian movement restrictions are in effect beginning Sept 13. What are these movement restrictions exactly?
A. Game Notes, top of the 1S and 2S scenario cards: "Soviet movement restrictions on 13 September only – for all movement phases MP are halved." [5695, 5696 – 1/04/03]

Q. An early question I have is with regard to Scenario 5. I would like to play it as a learning scenario, but the victory conditions on the scenario card only apply if it is combined with scenario 4. How could you determine victory just playing Scenario 5 by itself?
A. Scenario #5 is a training scenario only. There is almost no chance for the Soviet player to prevent the encirclement and elimination of his units in the Orlovka area. In fact, historically these units were sacrificed in order to gain time and distract German forces from being deployed against the city. As a separate, stand-alone game Scenario #5 is useful only to become familiar with the rules (as is noted on scenario cards 5G and 5S). Combining Scenario #5 with #4 provides many more options for both players and is a much more balanced game. [5841 – 1/10/03]

Q. Scenario Card 6G – 79th infantry Division Explosion markers: On the sheet is mentioned x1 of strength 9 (it should be x2) and x2 of strength 11 (it should be x1).
A. *Errata:* Yes, you are correct. The 79th Infantry Division (reinforcements noted for 20 October) should have two (x2) 9-point IF artillery explosion markers and only one (x1) 11-point explosion marker on that date. [6037 – 1/22/03]

Q. I am setting up Scenario #5, proceeding slowly. Am I correct to assume that Soviet immobilized tanks may only set up in city or industrial/fortified hexes?
A. At the start of a scenario, Soviet immobilized tanks noted as available on the scenario card may be placed on ANY hex noted for Soviet starting units. Historically, there was a line of dug-in (immobilized) Soviet tanks on the edge of the city in Scenario #1. New immobilized tanks can only be created on city and industrial/fortified hexes when, and only when, a Soviet tank unit is eliminated (as determined by a die roll). I guess if the Soviet player really wanted to, he could voluntarily convert a tank unit into an immobilized tank unit on any hex, but I don't know why he would give up a powerful armored unit with anti-tank capability in exchange for a weak unit with no AT capability. [6053 - 1/23/03]

Q. It's still unclear to me whether the engineers in Scenario 1 are considered "infantry" units which have to set up on the solid lines.
A. In Scenario #1, the two starting Soviet engineer units that belong to the 13 Tank-Destroyer Brigade must set up in the dotted line area of the 244 Rifle Division. As it notes on the far right on scenario card 1S: "Unless a rear area is noted by a dotted line, all units of these starting divisions & brigades (including attached units) must set up on the solid line hexes indicated." Since there is a rear area noted by dotted lines for 244 Rifle Division, the units of 13 TD Brigade (attached to 244 Division) may set up anywhere in this area, including the solid line hexes. Only the infantry units of the 907 and 911 Rifle Regiments must set up on the solid line hexes noted. [6054 - 1/23/03]

Q. Are Engineers counted as "infantry" for:
   A. Set-Up (specifically referring to whether or not they have to set up on a solid line or within the dashed area)?
   B. Replacements? Rule 21.42 says infantry may be replaced with AF points. Just want to make sure here. I would say 'yes' right now, but Engineers are SO important, I just wanted to make sure!
A. Note that the next rule (21.43) specifically lists the units that may not be taken as replacements. Engineers are not on that list, so, yes, engineer units may be taken as replacements. [6055 - 1/23/03]

Q. On the Scenario #2 Set-Up sheet, I noticed that the two Soviet 7-pt mortar units (belonging to the 416th and the 188th) do NOT have yellow AF values as most other independent units. Any reason why? These ARE independent units, are they not?

A. *Errata:* Although they belong to independent battalions, Soviet mortar units that do not have their AF in yellow may be spotted for (called-in) by ANY Soviet unit. The Soviet 62 Army OP unit is not required to spot for these mortar units, although it may do so. In other words, these Soviet independent mortar units are considered to belong to anyone's chain of command and therefore are not penalized on the spotting table for calling in these mortars (DRM = 0 for Soviet non-OP unit spotting for these independent Soviet mortar units). [6055 - 1/23/03]

Q. In Scenario #2, the 518th Reg of the 295th Inf Div has the ability to set up adjacent to the NKVD 269th Inf. Reg. If this happens and both sides are adjacent at the start of the scenario, exactly when does the Soviet player roll for NKVD reliability? Do you do so before play actually commences, or as the first thing during the German Movement Phase?
A. *Errata:* Rule 16.84 should add this to the end of the rule: *"In Scenarios 1-3 the NKVD Regiments must roll for reliability as soon as a German unit is adjacent to them – this includes setting up the scenario, in which case a reliability check may be required before the first phase of the first turn of scenarios 1-3."* [6055 - 1/23/03]

Q. In scenario #2, there are a great many formations that have been amalgamated into one unit, but that still have different brigade (or divisional) designations. For example: the 112th Soviet Div has the 99th Tank Bde attached to it per the scenario instructions. My question is: Should the 112 and 99 units all be treated as the same formation for the purposes of unit integrity or not? So, if there are units from the 112 and the 99 stacked in the same hex, do they incur a combat mod? (And this question could apply to any (every?) scenario where this is stated in the set-up, I think.)
A. The designation on the backs of the counters determines unit integrity for divisions and brigades. If units of the 99 Tank Brigade and 112 Rifle Division are on the same hex, they do not get battalion integrity benefits and the German player gets -1 DRM if he attacks that hex. [6055 - 1/23/03]

2.4 Preparing to Play

3.0   VICTORY CONDITIONS

4.0   SEQUENCE OF PLAY

5.0   STACKING

Q. How do you resolve an overstacked situation at the end of a phase? Specifically, if a moving unit is passing through a hex already containing the maximum number of friendly units and is pinned by Opportunity Fire – in that situation, the hex will be overstacked at the end of the phase, since pinning applies to all units in the hex.
A. Good point. Use the following new rule.
Errata: Add to the end of section 5.0 Stacking: *5.8 A hex may be stacked over the limits outlined above only if moving units are pinned in that hex. As soon as it is possible to do so, units in this overstacked hex must be moved so as to satisfy the stacking limits set above.* [6034 – 1/22/03].

6.0   ZONE OF CONTROL (ZOC)

7.0   HIDDEN UNITS

8.0   MOVEMENT

Q. Rule 8.07 states: "Units with different MP may split up or join together in the same hex during movement at no additional MP cost. The movement allowance of the new group remains that determined at the start of movement." This implies that if a motorized infantry unit (MP 24) that joins together with a regular infantry (MP=8) creating a new stack, that that stack's movement allowance is 24. I'm sure this isn't the intention, correct?
A. Note that at the end of rule 8.07 it refers back to rule 8.06: "A stack of units moves together as a group at the MP of the slowest unit in the stack." [6051 - 1/23/03]

8.1 Terrain Restrictions

Q. Rule 8.12 states that a vehicle unit can "enter, remain in, and move along balka hexes." The TEC doesn't list a MP cost - is the cost that of the other terrain in the hex? Also, since vehicle units don't receive any terrain modifiers when in a balka, are they considered actually moving along the outside of the balka? My impression was that some of these, like the Tsaritsa Gorge, are huge gullies that a tank could easily drive inside of.

Finally, am I right in assuming that infantry units pay only to enter a balka, and not to leave it?

A. When we redid the map, we had a dilemma. Do we alter the actual city blocks or other natural terrain features to fit a hex? I decided *no*. Why? It would ruin the historical flavor of the map and the game. I wanted it to be exact. So, we went with the original layout. We made a list of every questionable hex on page 25 of the rule book to make it as clear as possible.

So, a TANK can move into the hex that has a balka symbol but CANNOT CROSS IT. It can move along it at the cost of terrain in the hex. So, a balka in a city hex it 1 MP. A balka on a road hex is the cost of moving along the road. The armor unit is considered to be ON THE ROAD.

Remember, these are 300m hexes. It is not realistic to say a tank cannot move in. A tank definitely gets *no* benefit from a balka. Trust me, a tank would not venture inside. These things had VERY STEEP sides. If you found a way in and moved along it, there was no guarantee you would ever get out.

So, you can move to it and along it but not across it.

INFANTRY UNITS move to get into it, not out. Terrain is paid for as you move into it. [5556 – 1/04/03]

Q. As I understand the balka terrain rules, balkas that extend across city hexes would also block armored unit movement through that city hex, same as in the clear. That certainly funnels the direction of German armored jabs, especially in the Grain Elevator scenario!

A. You are correct. And, yes, that is exactly what happened historically. [5685 – 1/03/03]

Q. The Rule Book on page 25 lists Hex 0969 under the "Vehicle Units May Cross Blocking Terrain in these hexes" column. Should this be Hex 0869?

A. You are correct. It should say Hex 0869. [5685 – 1/03/03]

Q. Don't players have to remember what side a motor unit entered a Balka hex from turn to turn if they ended a movement phase in that hex?

A. Possibly, if it isn't clear. The hexes are large enough that you should be able to place the motor unit within the hex toward the side that it entered from. [5685 – 1/03/03]

Q. Could a motor unit move from 0970 to 0971 to 0869?

A. No, a motor unit may not move across hex 0970 to 0971. [5685 – 1/03/03]

Q. Could a motor unit move from 0971 to 0970 to 0869?

A. Just as it notes on page 25 of the Rule Book, in the first column noting hexes that block vehicle movement, a vehicle unit may not move from 0970 to 0971 or from 0970 to 0870 or vice versa (crossing the balka). A vehicle unit in hex 0970 may move into hex 0869 as that is not crossing the balka. [6034 – 1/22/03]

Q. Can mortar units that were used in a Breakthrough Attack also move in the *same* movement phase? Rule 14.13 says that they may bombard and then move in their *next* movement phase. I assume "no", that they may not do *both* in the same phase. What about OP units?

A. You are correct. Since it fired in its movement phase, the mortar unit may not move until its next (exploit) movement phase. Ditto for OP units. [6055 - 1/23/03]

8.2 Deployment Movement

Q. Deployment Movement, 8.24, third bullet: "Units making deployment movement may not move into a clear hex within the range of a direct fire enemy combat unit."

For the purpose of this rule, does "direct fire unit" include an IF unit firing in direct mode (i.e., with a LOS to the hex)? How about mortars, which can use Opportunity Fire?

A. Yes, in this case a mortar unit that is self-spotting (has a clear LOS and can see the target hex) is also considered a "direct fire" unit. [6035 – 1/22/03]

Q. Rule 8.24, fifth bullet, "…move closer to enemy units than the nearest friendly unit…" There are two ways to read this. Which is correct?

1. Way I think was intended was that once movement is stopped, the unit can't be any closer to the enemy units than the nearest friendly unit to the one that just moved is to enemy units, i.e., unit ends its move, and nearest friendly unit is four hexes away from the enemy. Therefore the moving unit can't have ended movement three hexes away from the enemy.
    2. The way it sounds to me "logically". The friendly unit can be closer to enemy units than any other friendly unit, as long as it's closer to a friendly unit than an enemy unit. Unit 1 ends its movement two hexes away from Unit 2 (friendly). It is closer than Unit 2 (and any other friendly unit for the sake of clarification) to any enemy unit, being three away from enemy Unit A.
A. Interpretation #1 is correct. [6035 – 1/22/03]

8.3 Reserves Movement (Soviet/German Reserves Movement Phases)

8.4 East Bank and Off-map Boxes

8.5 Breakthrough Movement

Q. I know that only armor units can use Breakthrough Movement, but I don't see anything in the rules that says Breakthrough Attacks can only be undertaken by armor units. Can non-armor units adjacent to enemy units in the movement phase conduct Breakthrough Attacks on their own or in conjunction with armor units?
A. Yes. All infantry units, and direct fire artillery units (such as AT and AA guns), may make Breakthrough Attacks by themselves or in conjunction with armored units if they start that phase adjacent to enemy units. Mortars are the only type of IF artillery units that may participate in Breakthrough Attacks. [5685 – 1/03/03]

Q. Can a breakthrough attack be declared on an empty hex? The idea here would be to place a breakthrough marker and negate an EZOC.
A. No, a breakthrough attack may only be declared against a hex with enemy units. [6051 - 1/23/03]

8.6 Crossing the Volga

8.7 Dismounted Motorized Units

Q. Rule 8.75 states that it is not necessary to mark motorized units (MP=24) as dismounted for combat and further states: "However, if they move at their higher MP and are not dismounted they are vulnerable to opportunity fire from anti-tank units using the ATTC." Does this mean that motorized infantry can be considered dismounted for movement as well until they use the 9th MP? Or must they be marked as dismounted to act as infantry (i.e. cross balkas)?
A. Unless they are marked as dismounted, assume a motorized unit that is moving *even just one hex* is moving in its vehicles and therefore vulnerable to opportunity fire from AT units using the ATTC. It is only when they are actually attacking that they are considered dismounted from their vehicles and not vulnerable to defensive fire from AT guns using the ATTC. In this case, a motorized infantry unit would be considered a foot infantry unit only during the actual attack phase for defensive fire. [5842 – 1/10/03]

9.0   COMBAT

9.1 Combat Basics

Q. In the Examples of Play Book on page 12, left column, 5th paragraph, it states that the Germans in hexes F and D have 33 AF including the 14 artillery AF. Shouldn't it be 43? [2 inf bat =,5, pioneers = 6, tank unit = 15 (5x3 for firing at armored target?), armored car = 3, artillery = 14] It appears in the example that the AF of the tank unit in hex D was not tripled. Why?
A. You are correct. The German tank unit should be tripled as you note and that makes the German total 43 AF points, not 33. However, this does not change the column used on the CRT (30-49). [5842 – 1/10/03]

Q. Opportunity Fire: If different moving enemy units enter the same hex later in the same phase, are these moving units vulnerable to Opportunity Fire even if other previously moving units already entered that same hex and were fired at?
A. *Errata:* Additional exception to follow rule 9.14: *For opportunity fire, only moving enemy units in a target hex may be fired at.*

Also, add this rule to the Opportunity Fire section: *11.10 If different enemy units enter the same target hex later during that phase, these moving units are also vulnerable to Opportunity Fire at the time they enter that hex.* [6032 – 1/22/03]

Q. When exactly does the attacking player allocate IF to attacks? Is it when he places the attack marker? Before Reserve Movement? Defensive fire?
A. Reserves Movement Phase occurs before an Attack Phase – before attacks are resolved and therefore before IF markers are placed. See rule 9.02 for the order in which an attack is done: The attacker allocates his IF artillery to an attack just before the defenders attempt retreat before combat, and before enemy DF fire. [6051 - 1/23/03]

9.2 Fire Range

Q. Rule 9.22 says that the DF points of all Indirect Fire (IF) artillery units may be used only when they fire at attacking enemy units in adjacent hexes. Should this say "must"?
A. A unit is not required to fire defensively, so IF artillery units may use their DF points, and only their DF points, when they fire at adjacent enemy units. [5685 – 1/03/03]

9.3 Line-Of-Sight (LOS)

Q. The example from 9.40 says, "A unit in Tartar Wall hex 2638 must declare which side of the Wall it is on as it can be fired at from only one side of the Wall." This seems to contradict 9.35, "Do not count the terrain in the hexes of the firing and target units to determine if LOS is blocked." Is the Tartar Wall an exception to 9.35?
A. Yes, VEHICLE units on Tartar Wall hexes, and only TW hexes, must announce what side of the Wall they are on. And, yes, this is the only exception to 9.35 that you ignore the hex that the target unit is in when you fire at it. Dismounted and non-vehicle units on Tartar Wall hexes do not announce what side of the Wall they are on - for LOS purposes you ignore the terrain (the Wall) in the non-vehicle target unit's hex. [5685 – 1/03/03]

Q. Given the clear statement in Rule 9.32 that units do not block LOS, why are there references to seeing over units in 9.38 and 14.26?
A. You are correct. The words "blocking units" is redundant and unnecessary. Only terrain, not units, blocks LOS. [5828 – 1/09/03]

Q. Can you Direct fire through friendly units? Enemy units?
A. Yes to both. The firing unit picks its target hex and may fire through both enemy and friendly units. [5828 – 1/09/03]

Q. In the Examples of Play Book on page 10, 3rd paragraph, it says "Units on hill top hexes can also see over blocking suburb/village hexes if their LOS passes through an adjacent slope hex." Does that only apply to adjacent suburb village hexes? If so, doesn't the previous sentence "Units on hill top hexes can see 'over' (through) any blocking terrain in an adjacent hex if that hex is a slope hex, but no further than into the next hex of blocking terrain."?
A. If a unit is on hex 1549 (hill top 107.5), it can see over the adjacent suburb in hex 1548 (a slope hex) as well as over suburb hexes 1546 and 1547. It can also see into suburb hexes 1645 and 1646, but not into hexes 1745 or 1746 since the LOS would have to pass through the forest portion of hexes 1645 and 1646. A unit on that same hill top hex can also see over suburb hex 1650 into city hex 1651 but no further, and can also see over suburb hexes 1551, 1552, 1450, 1451, and 1452. [5842 – 1/10/03]

9.4 Retreat Before Combat

9.5 Defensive Fire

Q. Let's say all my attacking units were unpinned/unspent when I added some IF Artillery to an attack. Then after Defensive Fire all of attacking units become pinned and no other friendly units can spot, what happens to my IF artillery attack? The play note at the end of 9.6 implies that they get to attack - "It is possible for all the attacking Direct Fire units to be pinned or spent leaving just the IF artillery and/or Stuka units to resolve the attack...." Can the Stukas still attack?

A. Yes, if all Direct Fire attacking units are eliminated and/or pinned by Defensive Fire, the remaining Stuka and/or IF artillery units still get to attack.

Q. Defensive Fire Question: Can spotters (or IF artillery self spotting) contribute to a defensive fire attack if they are not in the hex being attacked but have a LOS to an attacking hex? Does the answer change if they themselves have been attacked or are under an attack marker?
A. If the LOS is clear from a spotting unit to a non-adjacent hex with enemy attacking units, that spotting unit may call in IF artillery fire for defensive fire against that specific non-adjacent hex with attacking units as long as:
   1. That spotting unit is not pinned; and
   2. That spotting unit is not being attacked – it is not under an "attack" marker.
IF artillery units may also spot for themselves and fire defensively if they can see the non-adjacent hex with the attacking units and fulfill conditions 1) and 2) above. [6016 – 1/20/03]

Q. Defensive fire question. If an antitank gun fires defensive fire and there is one armored unit (which is pinned and therefore not attacking) in the hex the attack originates from, does the AT gun use the ATTC? In other words, does a defending unit with no underlined AF suffer a +1 for "armor in the hex" even if it is not attacking?
A. Only if the armor units are attacking does an AT gun use the ATTC or the defenders suffer the +1 penalty to their DF die roll. If the armor units are not attacking, they are not considered for DF purposes. [6051 - 1/23/03]

9.6 Attacks

Q. I assume that units that were designated in an attack, but became pinned by defensive fire and thus not able to use their AF in the attack, are not spent after the pin markers are removed in phase 6 and are available to attack in the exploit phase?
A. Yes, you are correct. Units are not pinned for an entire day. If they did not get to attack in German Movement Phase 3 or German Attack Phase 5 because they were pinned by Soviet defensive fire, these German units may then attempt to attack in German Exploit Movement Phase 7 or German Exploit Attack Phase 8 after the "pinned" marker is removed from them in Simultaneous Bombardment Phase 6. (It also works the same way for Soviet units.) [5685 – 1/03/03]

Q. Can units DF attack across a terrain feature that they cannot cross? Specifically, can Armored or Motorized units DF attack across a Balka hexside without a road or bridge in place? Example: armored units in 0707 attacking 0708. Also, my assumption is that if they can attack, they cannot Advance After Combat into the defender's hex? My reference for this is 9.86 though it does not address terrain.
A. Yes, units may DF at attacking enemy units, even if they cannot move into the hex where the attacking units are located. Also, units may attack a hex they cannot move into after combat. See page 12 of the Examples of Play book, the first paragraph under the top illustration. [6036 – 1/22/03]

Q. 9.6 (Attacks): If all attacking direct fire units are pinned by defensive fire, is any pre-designated supporting IF fire/Stukas still resolved on the CRT, WBBT, or not at all? And what happens if the defensive fire pins ALL spotters – does the supporting IF fire still go in, is it lost, or is not used and is therefore available for a future phase?
A. See the Play Note after rule 9.66: "It is possible for all the attacking direct fire units to be pinned or spent, leaving just the IF artillery and/or Stuka units to resolve the attack." The IF artillery still gets to fire even if the units spotting for it are pinned or spent. However, the IF artillery fire does not get the -1 DRM benefit if the spotting OP unit is pinned by defensive fire (spent OP units may still spot). [6044 – 1/23/03]

9.7 Combat Die Roll Modifiers (DRMs)

Q. In the CRT drms, there is listed the "-1 Surround" mod. If taken literally, then you could attack a hex from two adjacent hexes, and add in a third hex with ranged, direct-firing artillery – that is not adjacent to either of the other two hexes – and claim a surround modifier. Not to the sprit of the rules, but allowed under the present wording.
Q. Also (and here is my real question along those lines), there are Soviet units in hex 1412 being attacked by adjacent Germans in hexes 1413 and 1512. Additionally, there is direct-firing German 88's firing from 1410. Surrounded attack or not? I treated this as a surrounded attack since the fire is coming from the other direction (as specified in the rules), although *not* from an adjacent hex (which it might mean) – does this sound correct to you all?

A. No, you must have units adjacent to the attacked enemy hex as outlined in 9.71 – the attacking units must physically surround the enemy target hex. Using ranged weapons to cover one or more of the hexes does *not* count as surrounding the enemy hex. [5827 – 1/09/03]

In order to achieve a surrounded situation, the attacking units must physically occupy the hexes adjacent to the attacked hex. Direct fire weapons that are not adjacent do not count towards a surrounded situation. [6037 – 1/22/03]

Q. Does the attacker receive a -1 modifier for each leader, each engineer, each battalion, and 4 units group of the same regiment in an attack?
A. See page 11 of the Rule Book under 9.73 Unit Integrity. As noted under Battalion Integrity (fourth paragraph), battalion integrity is applied ONCE per attack. So, even if you have three different battalions attacking the same hex, you get the battalion integrity of -1 DRM only once for the attack. The -1 DRM is also applied ONCE for combat engineers and ONCE for armored units that are attacking. Multiple leaders are the only units that provide multiple DRMs for an attack (one DRM per leader) – and only one leader is allowed per hex.

A well-organized German attack should usually be able to get -7 or -8 DRM: -1 one or more combat engineers, -1 one or more armor stacked with infantry, -1 each leader, -1 battalion integrity, -1 regimental integrity, -1 any IF artillery is also attacking, -1 any OP unit spotting for the IF artillery, -1 if the defenders belong to different brigades or divisions.

As to stacking Soviet units, you'll get a better chance to pin or eliminate German units if you stack the defenders and have more DF. However, as you suggest, in some cases you are better off making two lines of just one unit per hex. But two Soviet AT guns in the same hex can be a nasty surprise in opportunity fire or DF at German armored units. [6045 – 1/23/03]

Q. Unit Integrity Example: what is the final DRM for this attack?
      a) Two leaders from same division in adjacent hexes...-2?
      b) Two motorcycle companies, dismounted, next to two units of the same battalion....-1?
      c) Two units of the same battalion (with Deneker).......-1?
Total DRM -5?
A. As per 9.73 Unit Integrity, fourth paragraph on battalion integrity, an attack gets the battalion integrity modifier ONCE per attack. So, the DRM in the above example should be **-3**, not -4. (Your example above only shows -4 total, not -5.) [6052 - 1/23/03]

Q. Leaders stack with units in the chain of command for their Division. So, from two hexes, you have two leaders stacked with units of their command. What is the DRM in this example?
      29th Motorized Infantry Division
      Mutius is stacked in one hex with 2 motorcycle infantry companies from the 29th Mot. (dismounted).
      Deneker is stacked in an adjacent hex with 2 infantry units from II Battalion, 15th Regt.
      Two leaders: -1, -1 = -2
      Two hex attack, 1 hex has 2 units from same battalion = Battalion Integrity -1
      Two dismounted infantry units total 4 infantry units attacking from two hexes.... -1 [*Dana: NO!*]
      Total modifiers in the attack BEFORE defensive fire effects = -4.
A. In order to get the unit integrity benefit for 4 or more units attacking from 2 or more hexes, all 4 units must belong to the same regiment/brigade. In the above example, the motorcycle infantry units belong to the Recon Battalion, while the other two infantry units belong to the 15th Regiment. Therefore, there is no additional DRM for Regimental Integrity. Total DRM above is -3, not -4. [6052 - 1/23/03]

Q. Re 9.73 German Armor Integrity: "…-1 if 2 or more German tank or StuG units of the same battalion or regiment attack from the same hex and defending units are on a clear hex…" Does this mean the tanks have to be *in the same hex*?
A. Yes, the tank units must all be in the same hex to get this DRM. [6052 - 1/23/03]
Unofficial: Note, 9.73(a) actually says "three or more" not "two or more". 9.73(b) refers to "two or more".

Q. "*-1 for each attacking Leader unit*." What does this mean?
A. Leader units can only stack ONE HIGH. [6052 - 1/23/03]

Q. The German Armor Integrity [b] in 9.73 referring to adjacent hexes does not seem to square with 9.51, 9.55 and 11.8 (defense fire from attacked hex only and units in separate hexes cannot combine opportunity fire). I

assume the reference in case [b] to adjacent hexes qualifying for the DRM to be a holdover from some earlier form of the rule. If I am wrong I hope someone will let me know.

A. *Errata:* Rule 9.73, fourth section on German Armor Integrity item [b] should read: "*If two or more German tank or StuG units that belong to the same battalion or regiment fire defensively or opportunity fire from the same hex at the same enemy target unit, subtract one (-1) from the die roll.*" The words "*or adjacent hexes*" should have been deleted from this rule. [6091 - 1/28/03]

Q. Rule 9.71 covers Attacker DRMs for the CRT. I assume attacker DRMs are used for Attacks, i.e. attacks made during the German/Soviet Attack and Exploit Attack Phases. 9.72 covers Defensive Fire and Opportunity Fire DRMs, and apply to Defensive Fire and Opportunity Fire. If I use the CRT during Simultaneous Bombardment, that is not an "Attack" nor is it "Defensive Fire" or "Opportunity Fire". So I don't know which of these DRMs to use. I must be reading too much into this, but it has me confused.

A. Sorry for the confusion. You can use a bombardment as an attack. In other words, attack with just Stukas and/or IF artillery units attacking without any direct fire units involved (no tanks, infantry, AT guns, etc.). Whenever you use the CRT, this attack-bombardment uses the same DRMs that are listed under 9.6 Attacks on the Combat Sequence Tables.

   For example: Three IF artillery units totaling 20 AF points fire at an enemy hex in a Simultaneous Bombardment Phase. The firing player chooses to use the CRT for this bombardment. An OP unit is spotting the target hex. That enemy target hex has an armored unit in it, and an enemy leader unit is in the hex adjacent to that target hex. The target hex is a city hex and has units of two different brigades in it. DRMs are as follows: -1 for OP spotting unit (from 14.3 Spotting Table), +1 armored unit in target hex, +1 leader unit in adjacent hex, -1 for mixed brigades in the same hex (the last three DRMs are from the 9.6 Attacks section of the Combat Sequence Tables), and +2 for city hex (from the Terrain Effects Chart). Net DRM = +2 to the die roll using the 20 column on the CRT (40% chance of pinning the enemy units).

   Player's Note: Using the WBBT in this case would give a better chance of eliminating or pinning the enemy units. If you used the WBBT, the only DRM in this example would be the -1 for the OP unit spotting. Using the 20 column on the WBBT would provide a 50% chance of pinning the enemy units and a 20% chance of eliminating one of the enemy units. [6096 - 1/29/03]

9.8 Combat Results & Selecting Losses

Q. With careful reading I see that engineer and flamethrower units are subject to being the first unit eliminated by DF only if they use their drm capability, but not when they use just their AF. I take it that when using their drm capabilities these units also add their AF if they survive?

A. Yes, you are correct. If they use only their AF points, you are not required to eliminate them first if losses are called for by defensive fire. However, if they will use BOTH their AF points and DRM value, then they must be eliminated first by defensive fire. [5685 – 1/03/03]

Follow-up **Q.**: Seems to be a major difference between the Phoenix version and L2 rules. And one for the better - German engineer units lasted like snowflakes in a fire with the old rules, especially when DF could target a unit in a stack. What would be the design rationale for these units being "protected" while still being able to use their AF but not their drm?

A. If combat engineers or flame-thrower units *support* infantry assaults, they are not at as great a risk compared to when most or all of the entire combat engineer or flamethrower company is used to lead an infantry assault. In the first example, they only add their AF points. In the second example, they add both their AF points as well as their DRM. [5685 – 1/03/03]

Q. I also think we need to explicitly say that Terrain restrictions are in place during Advance After Combat (9.86). The Advance paragraph simply says "any" attackers can advance into the defender's hex.

A. You are correct. Add this rule right after 9.86:

Errata: *9.87 Attacking units may only advance after combat into hexes that they may move into normally. A vehicle unit may not advance after combat if such movement requires crossing a balka where there is no bridge or road.* [6037 – 1/22/03]

9.9 Armored Units & Anti-Tank (AT) Guns

9.10 Special Combat Restrictions

<u>9.11 Pinned and Spent Units</u>

Q. Rule 9.114 is a little unclear to me. If the units in a target hex receive a pinned result, is that pinned marker is removed during the next bombardment phase or in the German/Soviet Exploit phase? Also are pinned markers under an attack marker not removed until the end of the next Exploit attack phase?
I seem to gather that when a target unit gets pinned that marker is not removed until the next Exploit phase. Does this also apply to spent markers?
A. Use the outline of the turn sequence on the back of the Terrain Effects Chart for the exact order in which pinned and spent markers are removed. Follow the outline exactly.
Examples:
1) A German unit pinned by Soviet opportunity fire in German Movement Phase 3 would have that pinned marker removed at the start of Simultaneous Bombardment Phase 6 and may therefore attempt to attack in German exploit Attack Phase 8.
2) A Soviet unit is pinned in Simultaneous Bombardment Phase 2 and then has an "attack" marker placed on it in German Movement Phase 3. Since it is under the "attack" marker, the pinned marker is not removed in Simultaneous Bombardment Phase 6 – only the "attack" marker is removed that phase. [6039 – 1/22/03]

Q. We have a question re: the turn sequence, phase 8 (German Exploit Attack). The big sheet says to remove all pinned/spent/attack markers at the end of the phase, and refers to rule 9.115. There's no rule 9.115, but 9.114 says pinned markers under attack markers (i.e., those just placed) are not removed until the end of the next exploit attack phase. So there should be another remove pins/remove attacks sequence, right? So that fresh pinned markers remain until the end of the Soviet exploit attack phase?
A. *Errata:* The reference on the Turn Sequence Chart is correct. Rule 9.114 was supposed to be split into two rules as follows:
   9.114 "Pinned" markers are removed at the beginning of Simultaneous Bombardment Phases 6, 9, and 13. "Pinned" markers under an "attack" marker are not removed until the end of the next Exploit Attack Phase.
   9.115 All "pinned," "spent," and "attack" markers are removed at the end of German Exploit Attack Phase 8 and Soviet Exploit Attack Phase 15.
[6090 - 1/27/03]

10.0   BREAKTHROUGH ATTACKS

Q. Do units intending to make breakthrough attacks need to place an attack marker? If so, do all breakthrough attacks need to be declared before resolving any, or can you do them one at a time to see how they go?
A. No, you do not mark breakthrough attacks and then resolve them. You conduct each breakthrough attack one at a time and resolve it completely before moving on to the next breakthrough attack. [5842 – 1/10/03]

Q. This one is a little trickier: If I have a SPA direct-firing artillery unit (such as the 10-8 75mm AT gun in the 24th Panzer Div with a red mp of 18), may it move into a position not adjacent to the defender's hex and then still be used in a Breakthrough Attack (assuming units used for the BTA are the only moving units right now so as not violate rule 10.1)? I assumed "yes" to this one.
A. Yes, the self-propelled AT unit can fire from a non-adjacent hex, but remember that at least one attacking unit in that breakthrough attack must be adjacent to the attacked hex so it can move into that hex and have a "Breakthrough" marker placed on it to negate the enemy ZOC. [6055 - 1/23/03]

11.0   OPPORTUNITY FIRE

Q. With Opportunity Fire can a non-phasing unit fire as many opportunity fires as they qualify for or are they limited to only one Opportunity Fire in a particular movement phase? I have a vague memory that in the earlier version of the game, once an enemy unit moved adjacent, the non-phasing unit could no longer Opportunity Fire. For example: an AT unit with a range of 3 is being approached by an armor unit. Can the AT unit fire at the armor unit at 3 hexes, if no result fire again at 2 hexes, and if no result then fire one last time as the armor unit moves adjacent?
A. No, it may fire only ONCE per phase as Opportunity Fire. [5685 – 1/03/03]

Q. The Combat Sequence Table for Opportunity Fire, Bullet 7, has a reference to rule 9.14 which says that each hex may only be attacked once per Phase. I don't see anything listed in the rules for Section 11

Opportunity Fire that would override it. 9.14 says, "Each hex may only be attacked once per phase." Does this really mean that if a defender shoots at a certain hex with Opportunity Fire that subsequent movement by attacking units through that hex is immune from Opportunity Fire because previous attackers moved through the hex and were shot at?
A. The second bullet overrides 9.14 – only MOVING enemy units are vulnerable to Opportunity Fire (11.1), so you can fire at specific moving units in that hex and not at any other non-moving units in that same hex. Also, if different moving enemy units enter that same hex later that phase, these moving units are vulnerable to Opportunity Fire even if other previously moving units already entered that same hex and were fired at. [5685 – 1/03/03]

Q. We need a sentence in 11.0 that says the one attack per Phase restriction (9.14, 9.65) is not in place for Opportunity Fire.
A. Opportunity Fire is not an attack. An attack may be made only once per phase against the same hex. The new exception to 9.14 for Opportunity Fire was answered previously. [6037 – 1/22/03]

Errata: Add this rule to the Opportunity Fire section: *11.10 If different enemy units enter the same target hex later during that phase, these moving units are also vulnerable to Opportunity Fire at the time they enter that hex.* [6032 – 1/22/03]

Q. In Opportunity Fire, if there is a leader in the target hex, but the leader is not moving, does the Op Firer get +1 for leader in the hex? Same question for non-moving armor in the target hex and no underlined AF firing. The player aid card says "in the hex" but that is counter-intuitive if only moving units are being fired at.
A. No, only if the leader is with the moving units do you add +1 to the opportunity fire die roll. Consider only the moving units for opportunity fire. [6051 - 1/23/03]

Q. Can moving units move one at a time to "draw" Op Fire?
A. Absolutely. Historically, weaker units were sent out first to draw fire, allowing stronger units to avoid ambushes and/or respond. [6051 - 1/23/03]

Q. Can Op Fire take place in a hex that a unit begins its movement? That is, is the unit considered moving in the hex it starts in or does it need to go at least one hex before it can be blasted?
A. The firing player may announce at any point that he is using Opportunity Fire. So, if the enemy units are declared to be moving, and the LOS to that clear hex is not blocked, you may immediately fire at those enemy units even before they leave their hex. [6051 - 1/23/03]

12.0   INSTANT COUNTER-ATTACKS (ICA)

Q. In the Rule Book, the last paragraph of 9.01 states that "...a special form of combat called instant counter-attack may occur during the enemy player's Exploit Attack Phase." But the ICA rule in 12.0 does not state any restriction as to what phase an ICA can occur in. Can defenders ICA in *any* phase when they meet the restrictions of 12.0, or just in the Exploit Attack Phase?
A. *Errata:* The last sentence of rule 9.01 should read: "*...may occur during the enemy player's Attack and Exploit Attack Phase....*" ICA may be conducted during either or both of the enemy player's attack phases. [5842 – 1/10/03]

Q. Opportunity Fire: Suppose that I am attacking a hex and the defender uses Retreat Before Combat to bug out. If the units that have already been designated as "attackers" can see the hex that the retreating unit moves into (and have the range), may those units then use OF against them – and then *still attack* the original target hex as normal? Rule 11.2 states that a direct fire or mortar unit may OF only once per phase, while 11.4 does not preclude attackers from OF. Therefore, it *is* allowed under the rules, but it seems a little "fishy" to me in that the attacking units get to double-fire, so to speak. I also know that this is a limited situation and will not come many times in a game of *SoS*, but I just wanted to check.
A. Yes, the retreating units are vulnerable to Opportunity Fire, even from the attacking units, and then those same units that Opportunity Fire may attempt their one attack for that turn. Opportunity Fire is a form of defensive fire and does not preclude the ability to attack in the same phase. [6056 - 1/23/03]

13.0   SOVIET INFILTRATION ATTACKS

14.0   INDIRECT FIRE (IF) ARTILLERY UNITS

Q IF use of the WBBT vs. the CRT. As I understand it, the player can choose which table to use. However, if he uses the CRT during an attack, or defensive fire, the DRMs for those types of attacks are used, correct? This makes sense, in that the IF AF are added into the direct fire attacks. However, if the player uses the CRT during Simultaneous Bombardment, only the Bombardment DRMs apply. Am I interpreting this correctly?
A.. Whenever you use the CRT to resolve a bombardment, you always use the applicable DRMs for the CRT – whether that bombardment is used for an attack or defensive fire during an attack phase or as a bombardment during a simultaneous bombardment phase. If you bombard using the WBBT, you use only the DRMs listed on the right under the 14.0 Bombardment section of the Combat Sequence Tables. Also see rule 14.6 Bombardment DRMs: "The following DRMs apply only to bombardment using the WBBT. For bombardments using the CRT, see the DRMs in 9.71 and 9.72." [6088 - 1/28/03]

14. Movement and IF Fire

14.2 Spotting Targets for IF Artillery

Q. The II/2 and I/53 Nebelwerfer Battalions are attached to the 94th Infantry. If the 94 OP spots for these units, are the NW's considered to be "in their command" to get the -1 DRM? Or, is it only the LI OP that could spot for them to get that -1?
A. See rule 14.35. The 94 OP may spot for these independent units if they are stacked with the 94th's division-level IF artillery units. [5685 – 1/03/03]

Q. Spotting ranges: 14.25, second bullet states that units may see 9 hexes from a hill top. The third bullet states that it is 4 hexes from any other hex. 14.26 states that "Units on hill top and slope top hexes can see...." My question is: Do slope top hexes count as hill top hexes for the purposes of 14.25, second bullet? Or, are they treated as 'any other hex'? If so, then slope top also needs to be mentioned in 14.25, for clarity. Or, if not, then they should be specifically mentioned as such.   I am assuming that they are not, otherwise they would have had a yellow color as well.
A. Slope hexes are not hill top hexes. Only hill top hexes are yellow and have the triangle with the height in meters. Slope hexes are included in "...any other hex" in rule 14.25. And rule 14.26 is correct, also: a unit on a slope hex can see over an adjacent suburb/village hex. For example, a unit on slope hex 2629 can see over suburb hex 2729 to hex 2828 and hex 2930. [6017 – 1/21/03]

Q. Rule 14.24 – 4th bullet. Could an IF Bombardment be made with Spotting taking place from more than one hex? The limit is 1 IF unit can be Spotted for by a hex that does not have a Leader or an OP. So, to get more than one IF unit Bombarding, could another hex without a Leader or OP also Spot for the same attack so that 2 IF units could Bombard? In other words. can an IF Bombardment have more than one Spotter?
A. Yes, as it notes under rule 9.62: "All units with sufficient range and with unblocked LOS or IF units with a spotting unit may attack...." So, if there are non-Leader / non-OP units on different hexes, each hex may spot for one IF artillery unit in that attack. For example, if there are three hexes with attacking units, then up to three IF artillery units may be used for that attack. [6038 – 01/22/03]

Q. What is the correct TEM for a bombardment attack against a target (MP=8) in a balka? Since the fire is coming from above, is it a +1 mod? Or is it handled as if the IF is direct fire?
A. If the unit spotting is in an adjacent hex of the same balka, the TEM is +1. Otherwise, the TEM is +2 against bombardment directed at that balka hex.   [6051 – 1/23/03]

Q. What does "in its command mean"? Is 29th divisional artillery in a 29th div infantry battalion's command? Are independent artillery units in anyone's command?
A. Any unit of the 29th Motorized Division can spot for the division's IF artillery units – they all belong to the 29th Division and are in its command. On the other hand, the regimental guns of the 71st Infantry Regiment of the 29th Division may only be spotted for by the units of the 71st Regiment – the units in the Regiment's command. (The OP unit of the 29th Division can spot for any artillery of the Division.) See rules 14.33 through 14.35 for independent artillery units. Note that German independent artillery units can be attached directly to a German division and then can be called in by any unit of that division. [6051 - 1/23/03]

Q. Can OP units that spotted in Phase 2 (Simultaneous Bombardment) spot again in Phase 3 (Movement)? The rules state they are turned 90 deg. to indicate they cannot move, but does not mention if they can spot.
A. Yes, OP units that do not move may spot in every phase. [6051 - 1/23/03]

Q. Rule 14.95 says that OP units which are used to spot for artillery may not move in the movement phase following. May OP units that spot during the Simultaneous Bombardment Phase #2 also spot for artillery again in the German Movement Phase #3 during a Breakthrough Attack (without moving of course)?
A. OP units that do not move may spot in every phase. [6056 - 1/23/03]

Q. The spotting ranges in the Examples of Play booklet are different than those in the Rulebook. I follow the Rulebook.
Q. *Errata:* The spotting ranges in the Rule Book (rule 14.25 on page 15) are correct. Many of the spotting ranges on page 10 of the Examples of Play book are **wrong**. Use the spotting ranges in rule 14.25. [6091 - 1/28/03]

14.3 Spotting Table

14.4 Bombardment and Interdiction

14.5 East Bank Boxes

14.6 Bombardment DRMs

14.7 Ammunition Shortages

Q. At the bottom of 1G setup card (Ammunition Shortage) it says "3 = 10 IF artillery AF points" - should it be "3 = 1"?
A. "3 = 10" is correct. On the Ammunition Status Chart in the box on the bottom left side called "Ammunition Shortages (14.7)" it notes that for the period 20 to 25 September the die roll x10 equals the number of AF points of indirect fire (IF) artillery that may not fire. Therefore, when you play HALF of the game for that period (just Scenario #1 or #2), your die roll for ammunition shortages is divided by two and rounded down. If you play Scenarios #1 and #2 together, you do not halve the die roll or round down. But, when you play only Scenario #1 or only Scenario #2, a die roll of 3 is divided by 2 and rounded down to equal 1, which in turn equals 10 AF points of indirect artillery (each die roll point equals 10 AF of IF). See 14.72. [5685 – 1/03/03]

Q. It sounds like every turn I have to count all of the IF factors of units that *don't* fire and that is what I "save" for the future.
Q. I was under the impression that if you were going to not fire additional IF markers in a turn (to save them vs. a future shortage), then you would have to choose them at the start of the Admin Phase, and *not* count them up at the end of each turn. Although it does not state that directly, I do believe that is the intent of the rule. It forces the players to *plan* the turn rather than "see how it goes".
A. In addition to any IF artillery units that you put aside in the Admin Phase and save their AF points by not firing them, any leftover un-fired IF artillery points at the end of that turn may also be counted toward "saved" points. [5822 – 1/08/03]

14.8 Losses From Bombardment and Interdiction Effects

Q. Since 9.82 and 14.81 say that sniper units are the last units eliminated by bombardment, should rule 14.47 be stricken? Or at least the word "Armored" be changed to "Sniper" in 14.47?
A. See the Combat Sequence Tables card under 14.0 Bombardment. The second bullet under "Losses From Bombardment" in the right hand column states: "Armored units, then sniper units, are the last combat units eliminated by bombardment." Normally, snipers are the last unit eliminated in most combat, but in a bombardment only, armored units are the last units eliminated. [5828 – 1/09/03]

14.9 Observation Posts (OP)

Q. Are the spotting limits (number of IF units) cumulative or best/worst case per hex? IOW, if I have a leader and combat unit in a hex, could I call in 3 IF units?

A. Observation Posts (OP) units, and, to a much lesser degree, leader units, have the staff, communications equipment, and – most importantly – the authority to call-in artillery fire. Other units can request artillery fire, and we allow them to do so. However, the limit per hex for non-OP and non-leader units is to discourage a player from stacking as many different units from different formations in the same hex in order to get the maximum number of artillery units to support that hex.

 For example, if a hex has four combat units, each of which belongs to a different regiment, brigade, or division, and we allowed each of those units to call in its own artillery fire for support, that would be four different artillery units coordinated and called-in by small tactical units. This is simply not historically accurate. Hence, the artillery limit per hex unless you've got a leader or OP unit in that hex. [5806 – 1/08/03]

15.0   German Air Support and Soviet AA Units

15.1 German Air Support (Stukas)

15.2 West Bank Interdiction

15.3 East Bank Stuka Bombardment

15.4 Soviet Anti-Aircraft (AA) Fire

Q. 15.42 (Soviet AA Fire): If several Stuka attacks are taking place during the simultaneous bombardment phase, and all the Stuka attacks are within the range of a Soviet AA unit, can the AA fire at all the Stuka attacks, or just one?
A. The Soviet AA units get one die roll *per phase*. The Soviet player may choose which stack of Stuka units the AA is firing at. All the Soviet AA units must have enough range to reach the target Stuka units. [6044 – 1/23/03]

15.5 Stuka Availability

16.0   Soviet Special Units

16.1 Snipers

Q. Rule 16.15 is not in sync with 16.12: Rule 8.08 forgets to mention that Snipers may have their hex entered, along with the other units. Unless 16.15 is wrong.
A. Rule 16.12 is correct. A sniper unit in a hex by itself does exert a ZOC and German units may not move into a hex that contains a sniper unit. So rule 8.08 is correct, also.

Errata/Clarification: Rule 16.15 is incorrectly worded. It should read:
 If German combat units advance after combat into or through a hex with only a Soviet sniper unit, move the sniper unit to the nearest friendly unit. In other words, if the only surviving Soviet combat unit in an attacked hex is a sniper unit, you move the sniper to another hex if the German attacking units advance after combat into that hex.
[5827 – 1/09/03]

16.2 Mine Dogs

Q. May Soviet Mine Dogs be used against an adjacent German tank even if the hex occupied by the Mine Dogs is *not* under attack? Since rule 16.22 says that MDs may be used during the German movement and exploit movement phases, does this mean *only* in a breakthrough attack, or as soon as a German tank unit moves adjacent?
A. Soviet mine dogs may only be used just before a German attack is resolved. In other words, the mine dog attack is a form of defensive fire – just before a German breakthrough attack in the German Movement or Exploit Movement Phases, or just before a German attack in the German Attack or Exploit Attack Phases (see rule 16.21). Soviet mine dog units may not attack German armored units that are moving. [6056 - 1/23/03]

16.3 Immobilized Tanks

16.4 Transport Units

Q. Suppose a German unit moves next to a NKVD stack, thus triggering NKVD reliability for the first time and the entire stack of NKVD disappears – may the German unit continue its movement, assuming no other ZOCs?
A. Yes, if all of the NKVD units disappear from a hex, then the German unit(s) may continue moving, assuming no enemy ZOC from other Soviet units. [6056 - 1/23/03]

17.0   Engineering

Q. Engineer question. Bridges, Minefields and Fortifications can not be built in an enemy ZOC hex. What happens if I begin to build a bridge/minefield/fortification and an enemy unit moves adjacent, exerts a ZOC into the hex but does not engage in combat? Being in an enemy ZOC is not one of the circumstances that would cause the building function to be extended. Extensions occur when the engineer unit is pinned, spent or engaged in combat.
A. As soon as a hex becomes an enemy ZOC hex, it stops the building process for a bridge/minefield/fortification unit. It does not interrupt the building process – it stops it completely. If the enemy ZOC is then later removed from that hex, the engineer unit may start the building process again – counting that phase as the first phase of the 15 or 30 phases needed to build the bridge/minefield/fortification. [5822 – 01/09/03]

Q. Is there any limit to the number of minefields, forts, or bridges that can be built in a given scenario?
A. No limit, see the bottom of page 2 in the Examples of Play, "If you need more minefields, fortification, or bridges than are provided, use spare counters or coins to indicate these units." The engineers still have to build them, of course. [5411 – 12/29/02]

18.0   Leader Units

Q. Are all unnamed Russian leaders "Commissars"? Where is this stated?
A. Just look at the unit counters. If there is a name on it, then that unit is a named leader. I f there is no name on the unit, then it is an "unnamed leader". [6051 - 1/23/03]

19.0   Isolation

20.0   Consolidating Formations

Q. Can NKVD units consolidate with regular rifle divisions?
A. No, see rule 20.4: "Only units of exactly the same type...may be exchanged." [6051 – 1/23/03]

21.0   Reinforcements, Replacements, and Withdrawals

<u>21.4 Replacements</u>

<u>21.5 German Withdrawals</u>