

Hitler's Stalingrad: Breslau 1945

Addenda as of Jun. 1st, 2023

The Rules:

9.2.1 Pre-Game (clarification): Note that while off-map Soviet aircraft can attack on Turn 1, Soviet artillery units (even those with Unlimited range) have to enter on to the map first in order to Bombard or conduct Supporting fire.

9.2.3 Close Air Support (clarification): While the Soviets are limited to using 1 air unit per hex in the Air Bombardment Phase, there is no limit on allocating air units for Close Air Support missions to a single hex under attack. Air units can never be used to help defend a hex against attacks however, or by defenders that gain an Ambush attack.

14.16 (clarification): If used, optional rule 14.16 entirely replaces rule 6.1.11.

14.2 City Terrain (clarification): When infantry and armor units occupy the same hex, use the height modifier that applies to the majority of the units in the hex. If the hex contains an equal number of armor and infantry units, use the "Street Level" modifiers. This applies for both Bombardments (Case 14.2.2) and Ground Combat (Case 14.2.3).

15.2.1 Soviet Reinforcements and Withdrawals (corrections): Note that there actually are no withdrawals listed. The Soviets only receive reinforcements throughout the game.

- Turn 1, 2nd bullet: The entry hexes listed for the 218th Division, 1248 Guard and 1249 Guard tank units should be 1026 to 1226 on the south map edge.

The Magazine:

Fourth paragraph on page 5 (correction): The treasures were moved to old abandoned "slate" mines in Wales, not "coal".

Table 3 on page 27 (correction): Table 3 has incorrect values listed for the number of 76mm guns and 122mm howitzers in the TO&E of a 1945 Soviet Rifle Division. The values should be 24 and 12, respectively.