

5-01 Stalingrad Pocket I (Before 6 Dec 94)

- 1) The German supply rules imply that one can trace an unlimited distance to a supply source and then proceeds to define the map edge and supply units as supply sources. In the latter case, the distance is limited by the supply range of the supply unit.
- 2) The bottom Stalingrad Holding Box refers to hex 41.30, not 41.29 as printed.
- 3) The Supply Summary on the map incorrectly limits the Soviet Supply source to the East map edge. Rule 1.3d is more correct, the Soviets can trace off the East or North map edges.
- 4) The two German airfields may never be involved in an attack and may never be used to absorb step losses for the attacking side.
- 5) Yes, that's a Rumanian Panzer Division. The German 1st Panzer is up in AGC's sector.
- 6) **CHANGE:** Soviet units **must** use the HQ of their **historical designation** for supply purposes. Reinforcements may draw from any Soviet HQ. HQs which do not have units assigned to them may only be used to supply reinforcement units. Units whose HQ is destroyed are perpetually out of supply. German HQs may supply any alert unit and are not subject to this rule.
- 7) The German 20th Infantry Division should be Rumanian.
- 8) In scenario 2, the German supply unit which is to set up in hex 36.27, should be in hex 38.27. Also, 524/297/4 should be in hex 40.27, **not** 40.26.
- 9) German units which begin scenario 2 pocketed are out of supply at the beginning of that scenario (even though they have not yet had a Supply Phase).
- 10) German HQs, unlike Soviet ones, are allowed to move off roads. Soviet HQs must remain on road features.
- 11) The Soviet Naval infantry "divisions" should be brigades.