

# ***Stalingrad: Verdun on the Volga***

Addenda as of Jan 26, 2018

## **Examples:**

**Pg.10 Volga Crossing (correction):** The Soviets should get a +1 for a night impulse added to their AV as well, as per Rule 11.4.2F. Adjust the example as follows: +1 for Night, reduce the Storm Group die roll from "4" to "3"; the rest of the example remains unchanged.

**Pg.14 Combat (typo):** Third Paragraph: Change Area 27 to Area 23 as that is the area being overrun.

## **Counters:**

**Extra Markers (clarification):** There is an extra turn marker and two extra German air support markers included in with the counter mix; as these counters get handled a lot, these would be the first to show wear, so we gave you some extras.