UNDAUNTED
STALINGRAD

ERRATA

RULEBOOK

Page **24**, Overwatch Markers section
When a non-vehicle unit taking a movement action would move onto a tile
should read as follows:
When a non-vehicle unit taking a movement action moves onto a tile...

Page **24**, Overwatch Markers section
If the unit is suppressed, its action ends immediately.
should read as follows:
If the unit is suppressed, its action ends immediately. Regardless of the result of the suppress action, the overwatch marker is not removed.

Page **27**, Force X section
Choose up to X cards in your play area.
should read as follows:
Choose up to X non-vehicle combat cards in your play area.

SOVIET SCENARIO BOOK

BRIEFINGS

Page **9**, Briefing #**078**
Page **27**, Briefing #**413**

Replace your Squad Leader Ⓒ with G-S-073.

should read as follows:

Replace your Squad Leader Ⓒ with S-L-073.

Page **26**, Briefing **#405**
Page **27,** Briefing **#413**
Page **9,** Briefing **#78**

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 5.

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 3.

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 3.

should read as follows:

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 5.

Count the total number of Scout Ⓒ and Scout Ⓧ cards. Remove cards until the total is 3.

Count the total number of Machine Gunner Ⓒ and Machine Gunner Ⓧ cards. Remove cards until the total is 3.

Count the total number of Engineer Ⓒ and Engineer Ⓧ cards. Remove cards until the total is 3.

Page **26**, Briefing **#405**

Current State	R-09	R-10	R-11	R-12
Next State	10q	10rj	10w	10x

should read as follows

Current State	R-09	R-10	R-11	R-12
Next State	10q	10r	10w	10x

SCENARIOS

Page **45**, Scenario **#141**

Current state	14a	14c	14e	14g	14i	14k	14m
Soviet victory	15a	15c	15e	END-F	15i	END-G	15m
German victory	15b	15d	15f	15h	15j	15l	15n

should read as follows

Current state	14a	14c	14e	14g	14i	14k	14m
Soviet victory	End-C	End-C	15e	END-F	15i	END-G	15m
German victory	15b	15d	15f	15h	15j	15l	15n

Page **34**, Scenario **#022**
Add the following to the bottom of the special rules section:
If you win without scoring five mission points, instead upgrade an additional soldier during the upgrade phase.

GERMAN SCENARIO BOOK

BRIEFINGS

Page **20**, Briefing #**279**
Page **23**, Briefing #**323**
Page **30**, Briefing #**480**

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 5.

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 3.

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 3.

should read as follows:

Count the total number of Rifleman Ⓒ and Rifleman Ⓧ cards. Remove cards until the total is 5.

Count the total number of Scout Ⓒ and Scout Ⓧ cards. Remove cards until the total is 3.

Count the total number of Machine Gunner Ⓒ and Machine Gunner Ⓧ cards. Remove cards until the total is 3.

Count the total number of Engineer Ⓒ and Engineer Ⓧ cards. Remove cards until the total is 3.

SCENARIOS

Page **42** Scenario #**112**, #**113**
Page **44** Scenario #**131**
Page **45** Scenario #**132**
Add the following to the bottom of the special rules section:
If you win, and you only control one tile with an objective point, choose one other tile from the following list to note as 'tunnels found' in your campaign record.

If you win, and you only control no tiles with an objective point, choose two tiles from the following list to note as 'tunnels found' in your campaign record.
Tile 603, 604, 606, 701, 703, 704

Page **41**, Scenario #**102**

German objective	Gain 7 **objective** points and have two combat counters on the tile with the escape marker

should read as follows:

German objective	Gain 7 **mission** points and have two combat counters on the tile with the escape marker

Page **45**, Scenario **#141**

Current state	14a	14c	14e	14g	14i	14k	14m
Soviet victory	15a	15c	15e	END-F	15i	END-G	15m
German victory	15b	15d	15f	15h	15j	15l	15n

should read as follows

Current state	14a	14c	14e	14g	14i	14k	14m
Soviet victory	End-C	End-C	15e	END-F	15i	END-G	15m
German victory	15b	15d	15f	15h	15j	15l	15n