



STALIN'S

TRIUMPH

The iron men of the soviet union fight for their homeland in 1943 

NATIONS AT WAR

**CLARIFICATIONS AND
CORRECTIONS v2.3**

STALIN'S TRIUMPH

Box Back

The components listed on the back of the box are incorrect. They are as follows:

- » 6x 8.5 x 11 Player Aid Cards
- » 5x Counter sheets
- » 6x Geomorphic Maps
- » 1x Color Core Game System V2 Manual
- » 1x Color Module Game Manual
- » 2x D6 Dice

Player Aids

The TEC and Turn Record Track Player Aid Cards for Stalin's Triumph have been updated and are available in the Lock 'n Load Publishing resource section for download at this link:

<https://forums.lnlpublishing.com/resources/categories/nations-at-war-series.7/>

Chaos Table: [Clarification]

The Berserk entry on the chaos table has a clarification:

- » ***Berserk!** - The asterisk by the name Berserk has no meaning. The line in the second paragraph where it says "If the unit is disrupted during their movement are unaffected by the effects of disruption" Should read "If the unit is disrupted they are marked disrupted but do not suffer the effects of being disrupted"

Chaos Table: [Correction]

The "Russian Anti-Tank Dogs" entry on the Chaos Table is incorrect. It reads as follows:

- » Where it says "Conduct a 24 Close Assault against German Armor" The

4 in 24 should be superscripted as 24

Terrain Effects Chart [Correction]

The Following entries are incorrect. They read as follows:

- » **Hill** - Under Movement Cost should read "+1 if entered from ground level"
- » **Wooded Hill** - Should read "1 for ST, 2 for HT, +1 if entered from ground level"
- » **Wrecks** - under movement cost should read "+1 for HT"

Module Rules

Clank Shock [Correction]

- » The Morale Check DRM for each hit scored should be +1 and not -1

Rockets - Stalin's Organ! [Correction]

- » The Morale Check DRM for off target rockets should be +1 and not -1

Scenarios

[Correction] The following force amounts and weapon entries are incorrect and should read thus:

- » **25th Panzer Grenadier:** All entries for "6x Mtr Inf" or "6x Infantry" of "6x Mtr Inf/Truck" are the same, but they should read "**5x Mtr Inf**"
- » **3rd Tank:** All entries for T/34 tanks greater than 6 should be 6x T/34
- » **6th Tank:** All entries for T/34 tanks greater than 6 should be **6x T/34**
- » **320th Infantry:** All entries for Infantry greater than 5 should be **5x Infantry**
- » **M39mm AAG:** All entries should read **37mm AAG**
- » **85mm ATG:** All entries should read **76mm ATG**

The following scenarios have incorrect Information. They should read thus:

Tutorial [Correction], Heavy Iron Cross

- » The Compass Rose should be pointing towards Row U on Map 8

The victory conditions for the Scenario “Heavy Iron Cross” are incorrect. They read “occupy hex j4 inside the town of Bilda”. That is incorrect. They should read as follows:

- » The German Player must occupy the bridge on hex N5.

Scenario [Correction]: Brechen die Zeile!

- » Germans setup is listed as Map 6 but it should read Map 8
- » All components listed as the 72nd GDS should read as the 52nd GDS

Scenario [Correction]: Boots on the Ground

The victory conditions for the Scenario “Boots on the Ground” are incorrect. They Used to Read:

- » 1. Exit at least 6 full-strength units via the south edge of Map 9—two reduced units count as one full-strength unit while HQs and Support Weapons do not count.
- » 2. The Germans cannot take more than 15 steps of losses to tanks/assault guns.

They should read as follows:

- » 1. The Germans must control 5 contiguous railroad hexes on board 7
- » 2. The Germans cannot take more than 15 steps of losses to its forces

Scenario [Correction]: Clash of Steel

- » All components listed as the 72nd GDS should read as the 52nd GDS
- » Map 5 should be rotated 180 (degrees)

NOTE: the railroad hexes should connect.

Scenario [Correction]: Hill 247

- » Under Playable Area it should read Map 9 and NOT Map 10.

Counters

A number of counters from the previous edition of Stalin’s triumph are in error. Please use the following images to either print on a sticker sheet, and then cover the front and back of the existing counter with the new image, or use the image to create an entirely new counter by sticking those images to a sheet of card stock or chipboard.



Front		Back	
TIGER 7 3 3 4			
5 3 2 4	4 2 3 1 4	4 2 3 1 4	4 2 3 1 4

Unit Cost Tables

The point cost and name for the Me 109 on the German Unit Cost player aid is incorrect. The ME 109 should be labeled as ME-109, and cost 62 points.

The Soviet Unit Point Cost Table player aid is missing the SU-152 Tank. The point value for this tank is 44 Points.