Battle for Stalingrad

The Struggle for the City, September-November 1942

by John Hill



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[1.0] INTRODUCTION

Battle for Stalingrad is a battalion/company level simulation for two Players of the critical World War II battle for the renowned Russian city on the Volga River. The conflict raged for seven weeks in late 1942. Elements of fourteen German divisions of the Sixth Army and Fourth Panzer Army engaged dozens of divisions and brigades of the Soviet 62nd Army in one of the bloodiest campaigns of the war. The game scale is approximately 600 meters to the hex and each Game-Turn represents one week of real time.

Battle for Stalingrad uses a game-system of German action and Soviet reaction, highlighting the differences in command and tactics employed by the Germans and Soviets at the time. The Germans enjoyed superior application of their air power and artillery. Their efficient communications and command structure, under General Friedrich von Paulus, allowed them to maintain complete initiative in the battle until they were well into the built-up areas of Stalingrad itself. The Soviets, on the other hand, had poor communications among their forces. Lieutenant-General Vasili Chuikov was hard pressed to maintain command of his army, even in the most critical areas of the city. The campaign was finally decided among the burnt out blocks of the dying metropolis, where the Soviets proved themselves masters of urban combat.

[2.0] HOW TO SET UP AND PLAY THE GAME

GENERAL RULE:

Battle for Stalingrad uses a unique game-system to illustrate low-level combat in a strategic situation. Each Player will find, as the German or Soviet commander, that he will be directing the operations of an entire army over a long time period and also carefully deploying assault teams to storm critical tactical objectives. A complete game of *Stalingrad* is played in seven Game-Turns (although it is recommended that the one Game-Turn Introductory Game be played first to gain familiarity with the system).

[2.1] SETTING UP THE GAME

Before beginning play, the Players should punch out their units from the countersheets, sorting them by nationality and unit type. Then the Soviet Player, followed by the German Player, places the units received at the start of play on the map.

THE SOVIET PLAYER SETS UP HIS UNITS

The Soviet Player consults the Soviet Deployment Display to determine which units he places in each of his three *Deployment Areas*.

- The *South Deployment Area* consists of all the hexes in the area bound by the south edge of the game-map, the German Start Line, the Tsarista River and the Volga River. Hexes 1534, 1634 and 1735 are considered in the South Area.
- The *Central Deployment Area* consists of all the hexes in the area bound by the Tsarista, Volga and Mokraya Mechetva Rivers and the German Start Line.
- The *North Deployment Area* consists of all the hexes to the north of the Mokraya Mechetva River bound by the Volga River and the German Start Line.

The Deployment Display shows how many of each type of unit are placed in each area, and to which formation the units belong (divisions, brigades, etc.). The formations have no effect on play; they are included purely for historical interest. For example, in the South Deployment Area the 244th Infantry Division includes four 2-8 infantry units, two 3-8 infantry units, one 2-8 engineer unit, etc. In a given Area, the Soviet Player may place the units as he sees fit, within the following restrictions:

1. All units should be placed with their black-type side face-up.
2. At least one Soviet unit must be placed in each hex designated as a Soviet mandatory starting position. Note that two Soviet units must be placed in hex 1136.
3. Militia units may only be placed in light structure, heavy structure, or fortified structure hexes.
4. The worker brigade units (in the central deployment group) must be placed, one per hex, in the Krasny Oktyabr Works, Barricady Factory and Tractor Factory hexes.
5. The 2289 Ammunition Depot counter must be placed on a ferry hex or within six hexes inclusive of a ferry hex.
6. Stacking restrictions must be observed (see Section 8.0).

The Soviet Player then places his Level and Dive Bomber Air markers on the "0" spaces of their respective Air Power Tracks, and places the Game-Turn marker on the "Game-Turn 1" space of the Turn Record Track.

THE GERMAN PLAYER SETS UP HIS UNITS

After the Soviet Player has placed all his units listed in his Deployment Display, the German Player consults the German Deployment Display to determine which units he places in each of his nine *Division Deployment Sectors*. Each Division Sector consists of all the hexes enclosed by a Division Boundary line and the German Start Line. (**Example:** The 94th Infantry Division Sector includes hexes 0335, 0434, 0435, 0436, 0437, 0535, 0536, and 0537). All the German units listed for each division on the Deployment Display may be placed anywhere within their designated Division Sector. German units may be placed adjacent to Soviet units across the Start Line. Stacking restrictions must be observed. Once the game begins, division designations have no effect on play. Four German artillery units on the display are designated *independent*; these may be placed in any Division Sectors the German Player desires.

The German Player then places his Level and Dive Bomber Air markers on the spaces marked "GT 1" on their respective Air Power Tracks. The Players are now ready to begin the game.

[2.2] PLAYING THE GAME

In each Game-Turn both Players move their units and conduct many different forms of attack. *All* types of attacks are resolved by rolling a die and referring to the *Combat Results Table*. Whenever a unit has completed a function described in the following paragraphs, be it movement, attack, or a combination of the two, it is flipped over. A unit that is flipped over may not be used during the remainder of the Game-Turn. As the Game-Turn progresses, progressively more units will be flipped over. When all the units a Player may wish to use are flipped over, the Game-Turn is completed.

The Players Conduct Air Attacks

Beginning with the Soviet Player, each Player may attack Enemy units with his available Level Bomber and Dive Bomber Air Points. Attacks conducted by the two types of Air Points are resolved differently. A Player whose units are under attack may conduct Anti-Air Attacks with flak units.

The Players Use Their Artillery Units To Bombard Enemy Units

Each player's artillery units may attack Enemy units that are within range by bombarding them. As each artillery unit is used to bombard, it is flipped over. The Players take turns resolving bombardments one attack after another until both Players have conducted all the bombardments they can or wish to.

The German Player Moves His Units

The German Player may move his units and conduct overruns and ground attacks. The Soviet Player may conduct instant counterattacks against German units that move next to certain Soviet units. The German Player moves *and* attacks with one unit or stack of units, and then flips it over before moving another. Whenever the German Player conducts any type of attack, the Soviet Player draws a Reaction Chit. If the Soviet Player draws a chit that initiates a Soviet Reaction Phase, the German Player must immediately stop moving and attacking with his units. Until the Soviet Player draws such a chit, the German Player continues to move.

When the Soviet Player draws a chit that initiates a Soviet Reaction, he may move and attack with his units in the same method the German Player used. However, the Soviet Player is limited in the number of units he may move, depending on the roll of a die and the location of his General Chuikov counter. When the Soviet Player has moved as many units as allowed by these limitations and has brought any reinforcement units due him into play, *or* if he rolls a "6" when conducting any form of attack, all Soviet movement stops.

The German Player Moves Again

The German Player resumes moving and attacking with his units. However, he may not use those that are already flipped over. He continues until the Soviet Player again draws a Reaction Chit that initiates a Soviet Reaction Phase.

The Soviet Player Moves Again

As in his first Reaction Phase, the Soviet Player may move his units that are not flipped over within the limits mentioned above.

In this way the Players alternate moving their units until the German Player has moved all the units he so desires. Then the Soviet Player gets a final chance to move his units. When he is finished, the Game-Turn is declared over and a new one is begun.

While playing the first few Game-Turns, the Players should keep an eye on the Sequence of Play (see Section 4.0), which outlines the distinct order in which each Player undertakes the functions of the Game-Turn.

[3.0] GAME EQUIPMENT

[3.1] THE GAME-MAP

The 22" × 34" game-map portrays the city of Stalingrad and the surrounding area in 1942. It includes all the terrain significant to the Stalingrad battle. It also displays the Terrain Key, Turn Record Track, German Replacement Box, and the German and Soviet Air Power Tracks.

A hexagonal grid is superimposed over the terrain features printed on the mapsheet in order to regularize movement and the positioning of the playing pieces. Each hexagon (or "hex") on the map has its own four digit identity number.

To make the map lie flat, back-fold it against the creases. Small pieces of masking tape may be used at the corners of the map to hold it taut.

[3.2] CHARTS, TABLES AND DISPLAYS

Various visual aids are provided for the Players in order to simplify and illustrate certain game functions. These are the Soviet and German Deployment Displays, the Reinforcement Display, the Terrain Effects Chart, the Combat Results Table, and the Unit Capabilities Chart.

[3.21] Terrain Effects Chart
(see charts and tables)

[3.22] Combat Results Table
(see charts and tables)

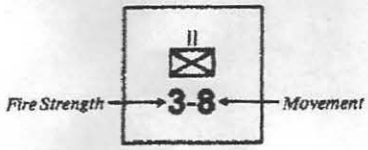
[3.23] Unit Capabilities Chart
(see charts and tables)

[3.3] THE PLAYING PIECES

The cardboard pieces represent the military units that took part in the original battle. The numbers and symbols on the pieces represent the fire strength, movement capability, and the type of unit represented by that piece. The playing pieces are referred to throughout the rules as *units*. Depending on the type of military symbol on a unit, the numerical values on that unit may have different meanings. As the Players will note when reading these rules, the units in *Battle for Stalingrad* may perform many different functions and are under various restrictions, depending on their type. The Unit Capabilities Chart (3.23) summarizes all these special characteristics for quick reference when playing the game.

[3.31] Each type of unit falls into one of *five* general catagories, depending on how the values on the unit are read. Within each category are a number of particular unit types.

1. ALL UNITS WITH ONLY TWO VALUES (Front and Back)



Note that all units have identical values on both sides of the counters.

Summary of Type 1 Units:

Engineer — *Recon*

Armored *Engineer* — *Heavy Recon*

Soviet (only) Type 1 Units:

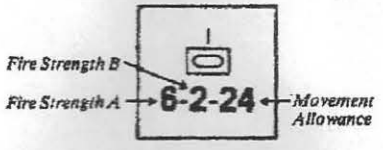
Infantry — *Worker*

Militia (M) — *Survivor* Surv

Guards *Infantry* G — Marine *Infantry*

Machinegun Infantry

2. ARMOR AND ANTI-TANK UNITS (Front and Back)



Fire Strength A is used when attacking into a clear terrain hex *or* when stacked with at least one participating infantry, engineer, worker, or reconnaissance unit (see 14.1).

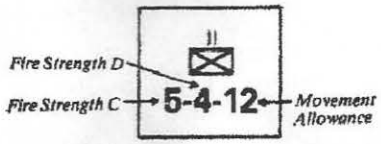
Fire Strength B is used when attacking into any terrain hex *except* clear when *not* stacked with one of the unit types listed in A.

Summary of Type 2 Units:

Anti-tank — *Armor*

Heavy Armor

93. GERMAN INFANTRY UNITS (Front and Back)



Fire Strength C is used when firing into any hex *except* a heavy, fortified or special structure terrain hex (see 14.2).

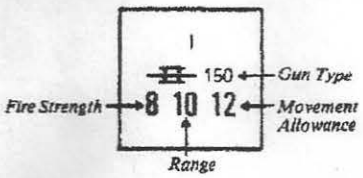
Fire Strength D is used when firing into a heavy, fortified or special structure terrain hex.

Summary of Type 3 Units:

Motorized *Infantry* — Mechanized *Infantry*

Infantry

4. ARTILLERY UNITS (Front and Back)



Note that all Soviet units that are part of the Trans-Volga Artillery group have a Movement Allowance of "0" (see 16.1).

Summary of Type 4 Units:

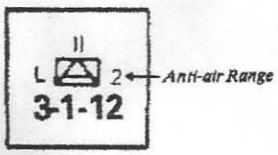
Artillery — Mortar *Artillery*

Rocket *Artillery*

Note: All artillery units with a Movement Allowance of 18 are considered self-propelled.

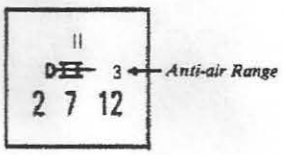
5. FLAK UNITS (Front and Back)

Type 5A:



Values identical to Type 2 units (see 5.54)

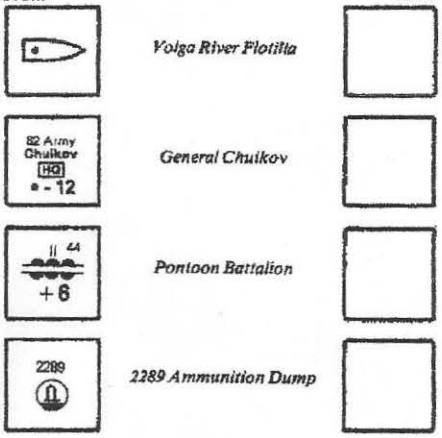
Type 5 B



Values identical to Type 4 units (see 5.54)

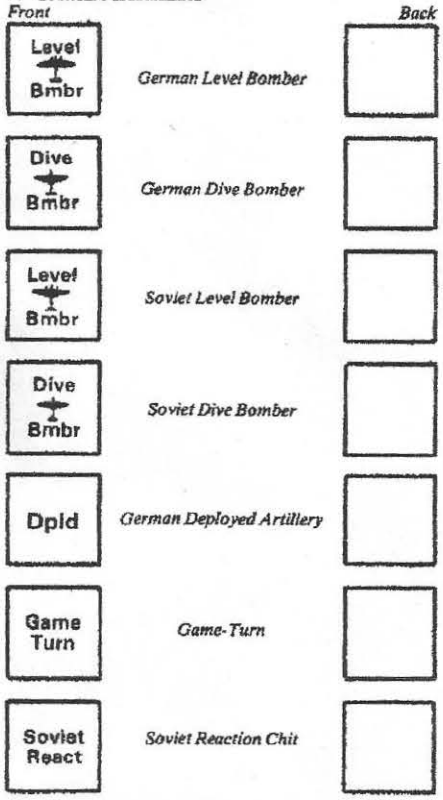
6. MISCELLANEOUS SOVIET UNITS

Front — *Back*



7. GAME MARKERS

Front — *Back*



[3.32] All units are printed identically on both sides of their counter, except that on the front the information is in black, and on the back in white. This facilitates the movement system used in *Battle for Stalingrad*, as described in Case 7.2

[3.33] Definitions of Terms

Fire Strength: The relative strength of a unit when conducting Offensive or Defensive fire. In addition, artillery units use this Strength when conducting Bombardment, and flak units use this Strength when attacking Enemy Air Points.

Movement Allowance: A quantification of a unit's ability to be moved through the hexgrid, expressed in terms of Movement Points. All Soviet units expend one Movement Point for each hex they enter, while all German units expend more or less than one Movement Point per hex entered, depending on the terrain in the hex.

Range: The maximum number of hexes away from a target hex an artillery or flak unit may be and still

conduct fire or bombardment against the hex. Range is counted by including the hex being fired into, but not the hex occupied by the firing artillery unit.

Anti-air Range: The maximum number of hexes away a Flak unit may be and still conduct an Anti-air attack on Enemy Air Points committed to a hex.

Gun Type: Included for historical interest only, and has no effect on play. However, any artillery noted as a Mortar does have special restrictions placed on it (see Case 6.5).

[3.4] PARTS INVENTORY

A complete copy of ***Battle for Stalingrad*** should include:

- 1 22" x 34" game-map
- 1 200 die-cut counter-sheet
- 1 400 die-cut counter-sheet
- 1 32 page rules (includes article and charts and tables)
- 1 German Deployment Display
- 1 Soviet Deployment Display
- 1 Reinforcement Display
- 2 6-sided dice
- 1 Game box assembly

If any parts are missing or damaged, fill out the enclosed Complaint Card and return to SPI for replacement. **Note:** The process used to manufacture counters sometimes results in images being slightly off-center or in colors from one counter overlapping the color of other neighboring counters. Counters displaying such minor imperfections cannot be replaced by SPI. Only counters that are illegible can be replaced by SPI.

[4.0] SEQUENCE OF PLAY

Stalingrad is played in a number of Game-Turns. During each Game-Turn, Players move their units and attack the Enemy Player's units. In order for the Players to carry out these functions in a logical and fair manner, each Game-Turn is arranged in a rigid sequence that the Players must follow. The Sequence of Play is divided into five *Stages*, some of which are further divided into *Phases*. The major stage in the Game-Turn, the *Operations Stage*, contains Phases that may shift back and forth unexpectedly a number of times, as a result of each Player's actions. The Player whose Phase is currently in progress is often referred to as the Phasing Player, the other Player as the non-Phasing Player. Each Game-Turn is executed according to the following sequence.

A. GAME-TURN PREPARATION STAGE

Both Players check their units to make sure they all have the appropriate side face-up. On odd-numbered Game-Turns, all units should begin with their *black* side face-up, and on even numbered Game-Turns with their *white* side face-up, as noted on the Game-Turn Record Track.

Each Player places his Air Markers on the spaces marked for the current Game-Turn number on his Air Power Tracks.

The German Player places any replacement units available to him this Game-Turn on the map.

B. AIR POWER STAGE

1. Soviet Air Phase

The Soviet Player may attack German units with his Air Points, if he has any. The Soviet Player must allocate all his available Air Points before he resolves his air attacks. The German Player may conduct an anti-air attack whenever a Soviet air attack is resolved.

2. German Air Phase

The German Player may attack Soviet units with his available Air Points. He may allocate his Air Points and resolve their attacks in any order he wishes. The Soviet Player may conduct anti-air attacks.

C. ARTILLERY BOMBARDMENT STAGE

Each Player may use his artillery units to bombard Enemy units that are within range. The Players alternate executing bombardments, beginning with the German Player. All artillery bombardment is considered to be simultaneous. Thus, if an artillery unit that had not yet bombarded was eliminated by Enemy bombardment, it would be allowed to take part in a bombardment before it was removed from play. The Players take turns bombarding until one Player has finished all his bombarding. The other Player then resolves all further bombardments he wishes to conduct.

D. OPERATIONS STAGE

1. First German Initiative Phase

The German Player may move his units, including reinforcements available to him, within the restrictions of the rules for movement, Zones of Control and stacking. He moves one stack of units at a time, conducting overruns and ground attacks against Soviet units with that stack before moving another stack. The Soviet Player may conduct instant counterattacks against moving German units. As the movement of each German unit is completed, it is flipped over. After the resolution of each overrun, ground attack, or instant counterattack in which the German Player takes part, the Soviet Player draws a Reaction Chit. The German Player continues moving and attacking with his units until the Soviet Player draws a Reaction Chit that initiates a Soviet Reaction. All German movement and combat then stops.

2. First Soviet Reaction Phase

The Soviet Player rolls the die to determine how many stacks of units he may move, in addition to any units within two hexes of the General Chuikov counter. He moves one stack of units at a time and conducts ground attacks with that stack before moving another stack. The German Player may conduct instant counterattacks against moving Soviet units. As the movement of each unit is completed, it is flipped over. The Soviet Player may bring reinforcement units due him into play. When the Soviet Player has moved all the stacks of units he is allowed to or wishes to, the Reaction Phase is completed; all Soviet movement and combat stops. This Phase also ends immediately if the Soviet Player rolls a "6" on the die when resolving any of his ground attacks.

3. Second German Initiative Phase

The German Player resumes moving his units, as in the first Initiative Phase. However, he may not move units that have been flipped over in the current or previous phase. This phase continues until another Soviet Reaction Phase is initiated, in the same manner as explained previously.

The Players continue alternating Phases (with each Player moving in his Phase those units not flipped over) until, during a German Initiative Phase, the German Player announces that he has finished moving and attacking with all his units he can or wishes to in this Game-Turn. If all his units are flipped over, he automatically makes this declaration. The Soviet Player now has a final chance to react.

4. Final Soviet Reaction Phase

a. The Soviet Player receives replacement armor units in specified Soviet-occupied fortified structure hexes.

b. He may move any units that are not flipped over and conduct ground attacks with them, according to the normal restrictions of a Soviet Reaction Phase, and may bring available reinforcements into play. However, he rolls two dice to determine how many stacks of units he may move. When the Soviet Player has completed all the movement he is allowed or desires, or if he rolls a "6" during a Ground Attack, his "normal movement" for the Game-Turn is completed.

c. The Soviet Player may move certain units that are not flipped over by *Strategic Withdrawal*.

d. The Soviet Player receives replacement worker and militia units, and may change the location of his ammunition depot counter.

E. GAME-TURN INDICATION STAGE

One complete Game-Turn is now finished. The Soviet Player checks for oil tank ignition. The German Player checks to see if he has fulfilled the conditions for victory. The Game-Turn marker should be moved to the next space on the Game-Turn Record Track, signalling the beginning of a new Game-Turn.

[5.0] AIRPOWER

GENERAL RULE:

Both Players receive air power during the course of the game in the form of separate *Level Bomber* and *Dive Bomber* Air Points. These are assigned to the Players each Game-Turn in accordance with their respective Air Power Tracks (printed on the map). The Players may use their Air Points to conduct air attacks on Enemy units during their Phase of the Air Power Stage. Level Bomber Air Points may be used to attack all the Enemy units in a single hex. Dive Bomber Air Points may be used to attack *one* Enemy unit, or they may be used to support ground attacks during the Operations Stage instead.

CASES:

[5.1] USING THE AIR POWER TRACKS

The Air Power Tracks list the number of Air Points of both types the Players receive for each Game-Turn. Each Player's Air Point markers should be placed on their tracks in the appropriate space, during the Game-Turn Preparation Stage. For example, on Game-Turn 3 the Soviet Player has three Level Bomber Points and no Dive Bomber Points; the German Player has 48 Level Bomber Points and 14 Dive Bomber Points.

The numbers on the tracks progress in multiples, not single digits. Dive Bomber Points are listed in increments of 2, Soviet Level Bomber Points in increments of 3, and German Level Bomber Points in increments of 4. Each type of Air Point assigned to an air attack must be committed minimally in its listed increment or a multiple thereof. For example, if the German Player were executing an air attack with Level Bomber Points, he could only commit 4, 8, 12, 16, etc. Points to the attack. These increments apply *before* any reductions to the Air Points for terrain or flak attacks are taken into account.

When a player announces an air attack, he moves the marker for the type of Air Points he is using down the track an appropriate number of spaces. For example, if the German player executed an air attack with six Dive Bomber Points, he would move the Dive Bomber marker three spaces toward

"0". When a marker reaches the "0" space (or if it begins the turn there), the player has no Air Points of that type available.

[5.2] RESTRICTIONS ON ALLOCATING AIR ATTACKS

[5.21] The Soviet Player must allocate all his available Air Points to air attacks before resolving any of them (**Exception:** See Case 5.6). For example, on Game-Turn 4 the Soviet Player has 2 Dive Bomber Points and 6 Level Bomber Points. He must declare which German unit the Dive Bomber Points will attack, and which one or two hexes the Level Bomber Points will attack, *before* he rolls the die to determine the outcome of any of the attacks.

[5.22] The German Player may allocate his Air Points and resolve his air attacks in any order he wishes. Thus, he could air attack a particular hex with Level Bomber Points, see how that goes, air attack some other hexes at his whim, and then air attack a unit in the first hex with Dive Bomber Points or more Level Bomber Points.

[5.23] A Player may commit any number of Air Points *of the same type* to a single air attack (in the proper increments). Level and Dive Bomber Points may never be combined in a single air attack, although the two types could be used to execute separate air attacks in the same hex.

[5.24] The German Player may not execute air attacks against Trans Volga Artillery units (see Case 16.26) or against hexes in or east of the Volga River. Soviet pontoon units, the Volga Flotilla unit, the General Chuikov counter and the ammunition depot counter are never affected by German level bomber air attacks in the hexes they occupy and may not be air attacked by German Dive Bomber Points.

[5.25] Air Points are not affected by range. Any hex on the map (except as noted in Case 5.24) may be air attacked.

[5.3] LEVEL BOMBER AIR ATTACK PROCEDURE

A level bomber air attack is executed against all the Enemy units in a particular hex in the following manner:

1. The Phasing Player chooses an Enemy-occupied hex and announces how many Level Bomber Points he is using to attack the hex.

2. The non-Phasing Player may attack the Level Bomber Points with his flak units, if he has any available within range (see Case 5.5). If a flak attack is successful, the appropriate number of points is subtracted from the Level Bomber Point total attacking the hex.

3. The remaining Level Bomber Points may be further reduced by the terrain in the hex under attack, as noted in column 4 of the Terrain Effects Chart.

4. The Phasing Player rolls the die, cross-referencing the die result with the adjusted Level Bomber Point total on the Combat Result Table to determine the number of Enemy units eliminated. The die result may be modified by the terrain in the hex, as noted in column 5 of the Terrain Effects Chart.

[5.31] Units eliminated by level bomber air attacks are immediately removed from play. The owning Player chooses which units in the hex will be eliminated (**Exception:** See Case 5.32). He must remove the requisite number of units. If all the Soviet units in a fortified structure hex are eliminated, a *Survivor* unit is created (see Case 6.7).

[5.32] When any elimination result is incurred in an air attack, any artillery units in the hex must be destroyed *first*. If there are more artillery units in the hex than the combat result indicates must be eliminated, the owning Player chooses which to remove.

[5.33] Level bomber air attacks may *not* be executed against an Enemy-occupied hex that is adjacent to a Friendly-occupied hex.

[5.4] DIVE BOMBER AIR ATTACK PROCEDURE

A dive bomber air attack is executed against a *single Enemy unit*, as follows:

1. The Phasing Player chooses an Enemy unit that he can observe (see Case 8.4) and announces how many Dive Bomber Points he is using to attack it.

2. The non-Phasing Player may attack the Dive Bomber Points with his flak units, if they are available within range (see Case 5.5). If the flak attack is successful, the appropriate number of points is subtracted from the Dive Bomber Point total in the air attack.

3. The remaining Dive Bomber Points may be further reduced by the terrain in the hex the unit under attack occupies, *if* it is an infantry, machine gun or engineer unit, as noted in column 4 of the Terrain Effects Chart.

4. The Phasing Player rolls the die, cross-referencing the die result with the adjusted Dive Bomber Point total on the Combat Result Table to determine if the Enemy unit is eliminated. The die result may be modified by the terrain in the hex, *if* the unit under attack is an infantry, machine gun, or engineer type, as noted in column 5 of the Terrain Effects Chart.

[5.41] A dive bomber air attack affects only 1 unit. Other units in the same hex as the unit being attacked are not affected by the attack.

[5.42] A unit under dive bomber air attack is eliminated if a result of "1" or more is achieved on the Combat Results Table. A result greater than "1" has no further effect.

[5.43] A unit under dive bomber air attack only receives the terrain benefits listed in columns 4 and 5 of the Terrain Effects Chart, if it is an infantry, machine gun or engineer unit.

[5.44] A dive bomber air attack *may* be conducted against an Enemy unit in a hex adjacent to a Friendly-occupied hex.

[5.45] If a dive bomber air attack results in a fortified structure being cleared of all Soviet units, a *Survivor* unit is created (see Case 6.7).

[5.5] FLAK UNITS AND ANTI-AIR ATTACKS

The non-Phasing Player may use his in-range flak unit to conduct anti-air attacks against the Phasing Player's Air Points during an air attack. First, he totals the Fire Strength of all the flak units attacking the Enemy Air Points. He then rolls the die, cross-referencing the die result with this flak total on the Combat Results Table, to determine the number of Enemy Air Points lost. If the air attack is being conducted by Level Bomber Air Points, the combat result of the anti-air attack is *doubled* (a combat result of 2 would eliminate 2 Dive Bomber Points or 4 Level Bomber Points). The Phasing Player reduces the number of Air Points he committed to the air attack by the appropriate amount and then proceeds to resolve the air attack, as outlined in Case 5.3 and 5.4.

[5.51] An anti-air attack is conducted by any number of eligible flak units against all the Air Points committed to a single air attack in a single hex.

[5.52] A flak unit is eligible to conduct an anti-air attack if it is within range of the Friendly-occupied hex under air attack in accordance with the restrictions of Case 5.53. A flak unit is within range of a hex if its printed anti-air range is greater than or equal to the distance in hexes from the unit's hex to the hex it is firing into (see Case 3.33).

[5.53] A Soviet flak unit may only attack German Air Points in *one hex*, although it may attack Air Points in that hex each and every time they are committed. That is, once a Soviet flak unit attacks German Air Points in one hex, it may attack Air Points in that hex only, for the remainder of the Game-Turn. A German flak unit may attack any and all Soviet Air Points committed to any hexes within range.

[5.54] If a flak unit has two printed Fire Strength values, the first one is always used when conducting anti-air attacks. Some flak units have both an anti-air range and an artillery range (see Case 3.31). The former value is used only for anti-air attacks and the latter only for conducting artillery bombardment and indirect fire (see Section 6.0 and Case 10.6).

[5.55] If a flak unit is attacking Level or Dive Bomber Air Points committed to the hex it occupies, its Fire Strength is *doubled* for the attack. Some flak units do not have a printed anti-air range; such a unit may conduct anti-air attacks against Air Points committed to the hex it occupies *only*, but its Fire Strength is still doubled.

[5.56] A flak unit is *not* flipped over when it conducts an anti-air attack. It may attack Air Points any number of times *and* move normally in the Operations Stage. Once a Soviet flak unit is flipped over (see Case 7.2), it may no longer conduct anti-air attacks. German flak units may always conduct anti-air attacks, whether flipped over or not.

[5.57] Air Points eliminated by an anti-air attack are lost for the duration of the Game-Turn only. In succeeding Game-Turns, the player receives his full allotment of Air Points.

[5.58] Flak units may conduct anti-air attacks against Dive Bomber Air Points committed to support a ground attack during the Operations Stage (see Case 5.6). Soviet flak units are under the restrictions of Case 5.53 during the Operations Stage, and if a Soviet flak unit is moved (flipped over) it may no longer conduct anti-air attacks (unlike the German flak units).

[5.59] Terrain has no effect on anti-air attacks.

[5.6] AIR SUPPORT FOR GROUND ATTACKS

During the Operations Stage, the Phasing Player may use Dive Bomber Air Points (only) to support any ground attacks he is conducting (see Section 10.0). If he has any Dive Bomber Air Points available (that is, he did not expend his entire allotment for the Game-Turn in the Air Power Stage), he may add any portion of them (in increments of two) to the Fire Strength of his units conducting a ground attack.

[5.61] The Phasing Player commits Air Points to support a ground attack at the same time that he commits indirect artillery fire support for the attack (step 2 of the ground attack procedure).

[5.62] The number of Dive Bomber Air Points a Player commits to a ground attack is *not* affected by the terrain in the hex under attack (i.e., column 4 of the Terrain Effects Chart has no effect on the Air Points). However, the addition to the ground attack die roll in column 5 of the Terrain Effects Chart is still applied (see Case 10.43).

[5.63] The non-Phasing Player may conduct anti-air attacks against Air Points committed to ground attack support with eligible flak units (see Case 5.5). Note that Soviet flak units may *not* do so if they are flipped over (see Case 5.58), or if they

have already conducted an anti-air attack into a hex other than the one under ground attack (see Case 5.53).

[5.64] Level Bomber Air Points may not be used in the Operations Stage.

[5.65] Air Points may not be used to support an overrun or instant counterattack. The defender in a ground attack may not use Air Points. Attacks conducted solely by Air Points are *not* allowed in the Operations Stage.

[6.0] ARTILLERY BOMBARDMENTS

GENERAL RULE:

During the Artillery Bombardment Stage, both Players may use artillery units to bombard Enemy units. Players take turns declaring and executing bombardments. Artillery units use their Fire Strength to bombard. This strength may be reduced by terrain, the type of Enemy units being bombarded, or if Soviet, by other special restrictions. The modified Fire Strength of bombarding artillery units is used in conjunction with the Combat Results Table to determine how many, if any, Enemy units under bombardment are eliminated. Elimination of all the Soviet units in a hex by German bombardment will sometimes create survivor units.

PROCEDURE:

The Player conducting an artillery bombardment declares which Enemy-occupied hex he is bombarding and which of his in-range artillery units will participate. He then totals the Fire Strength of the involved artillery units, taking into account any modifiers that may reduce this strength as noted in the following cases. He rolls the die, cross-referencing the die result with the total modified Fire Strength on the Combat Results Table to determine how many Enemy units in the bombarded hex are eliminated. All artillery units (including flak) that participated in the bombardment are flipped over; they may not initiate any further action in the Game-Turn (see Case 7.2).

CASES:

[6.1] SEQUENCING ARTILLERY BOMBARDMENT

All artillery bombardment is considered to occur simultaneously. However, since it would be difficult to do this in the game, the Players take turns executing separate bombardments. First, the German Player declares and executes a bombardment, then the Soviet Player, then the German Player again, and so on. When one Player has no more bombardments to conduct, either by choice or if there are no eligible artillery units remaining, the other Player resolves all his remaining bombardments consecutively.

[6.11] All artillery units have the opportunity to participate in bombardment during the Artillery Bombardment Phase. Thus, if an artillery unit is eliminated by Enemy artillery bombardment, and that unit has not yet participated in a bombardment, the owning player may use the unit to bombard before it is removed (unless he has already declared that he has finished bombarding).

[6.12] If all the Soviet units in a hex from which the Soviet Player could possibly execute *artillery spotting* (see Case 6.21) are eliminated by bombardment, the hex is still considered to be Soviet-occupied for purposes of spotting during the remainder of the Bombardment Phase.

[6.2] RESTRICTIONS ON HEXES THAT MAY BE BOMBARDED

Any Enemy-occupied hex may potentially be bombarded by Friendly in-range artillery units. However, the Soviet Player is under special restrictions concerning which hexes he may actually bombard, while other restrictions may limit the effectiveness of his bombardments into certain hexes.

[6.21] In order for the Soviet Player to bombard a hex, it must fulfill *one* of the following three requirements:

1. The hex is adjacent to a Soviet-occupied hex (the Soviet units in the hex may, but need not necessarily, be involved in the bombardment).

2. The hex is within 9 hexes of the Mameyev Kurgan (hex 1726) and there is at least one Soviet unit in Mameyev Kurgan.

3. The hex is within 3 hexes of a hill hex occupied by at least one Soviet unit.

[6.22] If the Soviet Player is bombarding a German-occupied hex that is *not* adjacent to a Soviet-occupied hex, the total Fire Strength of his bombarding artillery units is *halved* (rounding fractions up), in addition to any other reductions the strength may incur. Thus, the Soviet Player may be able to bombard a hex by satisfying requirement 2 or 3 in Case 6.21, but unless he can satisfy requirement 1, the Fire Strength of that bombardment will be halved.

[6.23] A hex that is occupied solely by Soviet militia or survivor units may not be used for artillery spotting. If a hill hex or the Mameyev Kurgan is occupied solely by these type of units, the hex may not be used to satisfy requirement 2 or 3 of Case 6.21. (**Exception:** A survivor unit in Mameyev Kurgan *does* satisfy requirement 2).

[6.24] The Soviet Trans Volga Artillery units are not subject to the restrictions of Cases 6.21 and 6.22. See Section 16.0 for details.

[6.25] There is no limit to the number of times a given hex may be bombarded, as long as the Player has artillery units available to do so.

[6.26] The German Player may not bombard a hex occupied solely by a Soviet pontoon unit, the Volga flotilla unit, the ammunition dump counter, and/or the General Chuikov counter. If other unit types occupy a hex along with one or more of the above named units, the hex may be bombarded but the named units are not affected by the bombardment. The German Player may bombard hexes occupied by Trans Volga Artillery units. However, all such hexes are considered to be fortified structures. Other than these restrictions, the German Player may bombard any Soviet-occupied hex; he has no "spotting" requirements.

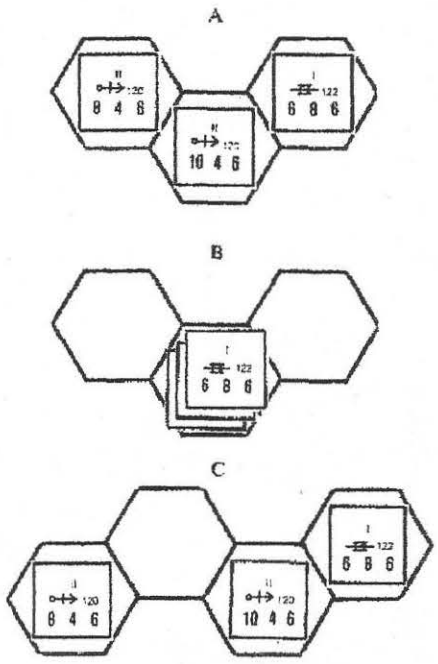
[6.3] RESTRICTIONS ON UNITS PARTICIPATING IN BOMBARDMENT

Only artillery units may participate in bombardment, including all artillery unit types listed in Case 3.31 and flak units with a printed artillery range. Any number of artillery units may participate in a single bombardment, but they must all be within range of the hex being bombarded, and if Soviet, must fulfill additional requirements in this Case.

[6.31] An artillery unit is within range of a hex to be bombarded if its printed range is greater than or equal to the distance in hexes from the artillery unit's hex to the hex in question.

[6.32] In order for more than one Soviet artillery unit to participate in a single bombardment, all the artillery units must be stacked in the same hex, or in adjacent hexes. This restriciton also applies to Soviet units conducting indirect fire during the Operations Stage (see Case 10.66).

EXAMPLE:



In examples A and B, all three Soviet artillery units may participate in a single bombardment. In example C, units 2 and 3 may both be used in one bombardment, but unit 1 may not. It could be used in a separate bombardment on the same or a different Enemy-occupied hex.

[6.33] An artillery unit *may* bombard an Enemy unit in an adjacent hex (see Case 6.46). Soviet artillery bombarding an adjacent hex *is* subject to restrictions of Case 6.32.

[6.34] Soviet Trans Volga Artillery units are *not* subject to the restrictions of Case 6.32 (see Section 16.0).

[6.4] EFFECTS OF TERRAIN AND ENEMY UNIT TYPE ON BOMBARDMENT

[6.41] Column 4 of the Terrain Effects Chart is used when units under bombardment occupy a heavy or fortified structure hex (**Exception:** See Case 6.46).

[6.42] Column 5 of the Terrain Effects Chart is *always* used when units under bombardment occupy a light structure, heavy structure, woods, fortified structure, or park hex.

[6.43] If a hex under bombardment contains only armor units (including light or heavy armor), the total Fire Strength of the bombarding units is *quartered* (**Exception:** See Case 6.45 and 6.46).

[6.44] If a hex under bombardment contains one or more armor units and at least one other type of unit, the total Fire Strength of the bombarding units is *halved* (**Exception:** See Cases 6.45 and 6.46). If the bombardment results in the elimination of units in the hex, the armor units are eliminated *after* all other unit types in the hex are removed.

[6.45] If a heavy or fortified structure hex contains any armor units, the Fire Strength of units bombarding the hex is modified as noted in column 4 of the Terrain Effects Chart, *not* according to Cases 6.43 and 6.44.

[6.46] If an artillery unit is bombarding Enemy units in an adjacent hex, column 4 of the Terrain Effects Chart is not used, and the presence of Enemy armor units has no effect on the artillery unit's Fire Strength (**Exception:** See Case 6.5). If

other artillery units *not* adjacent to the Enemy units were participating, their Fire Strength *would* be affected, but not the Fire Strength of the adjacent units.

[6.47] The above modifiers also apply to artillery units conducting indirect fire during the Operations Stage (see Case 10.64).

[6.48] When *halving* the Fire Strength of artillery units, halve the combined Fire Strength of all the units to which the reduction applies, then round the fraction up if necessary. When *quartering* the Fire Strength, divide by four, then round the fraction up if necessary.

[6.49] When a hex containing artillery units is bombarded, the artillery units must be eliminated first, if losses are called for (however, see Case 6.11).



[6.5] MORTARS

Artillery units designated as mortars (noted by a circle at the base of the unit type symbol) have special restrictions. If a mortar artillery unit is bombarding an *adjacent* Enemy-occupied hex, its Fire Strength is *halved*, and it may be affected by the modifiers in column 4 of the Terrain Effects Chart or by the modifiers for bombarding Enemy armor units (see Case 6.43 and 6.44) even though adjacent. However, the effects of a mortar artillery unit bombarding an adjacent hex are *not* cumulative with the effects of terrain or Enemy armor. The single reduction most favorable to the unit's bombardment is used. (**Example:** If a mortar artillery unit were bombarding an adjacent hex containing only armor units, its Fire Strength would be quartered only.) These penalties also apply to mortar artillery units conducting any sort of fire in the Operations State. If a mortar artillery unit is not adjacent to the hex into which it is firing, it is treated as a normal artillery unit.

[6.6] SOVIET AMMUNITION DEPOT

The Soviet counter "2289 Ammunition Depot" represents the central storage area for all Soviet artilery ammunition west of the Volga River. As long as this counter is on the map, Soviet artillery units may be used to their full effect, within the restrictions of this Section. If the counter is ever not on the map, the Fire Strength of all Soviet artillery units is *halved* (rounding fractions up) for all purposes until the counter is again in play. This penalty is in addition to any other reduction the units may incur.

[6.61] The ammunition depot is initially deployed on any ferry hex or within six hexes of a ferry hex. Once placed, it may not be moved as a normal unit. However, at the end of the Final Soviet Reaction Phase in each Game-Turn, the Soviet Player may relocate the depot by moving the counter to any other hex within six hexes of a non-German occupied ferry hex.

[6.62] The ammunition depot counter does not count as a unit for purposes of stacking and is not affected by any form of German attack or fire.

[6.63] German units *may* be moved into a hex occupied solely by the ammunition depot counter (exception to Case 7.32). If this event occurs, the depot is immediately removed from play.

[6.64] If the ammunition depot counter has been removed from play, the Soviet Player may place it back on the map during the next Final Soviet Reaction Phase, in accordance with Case 6.61.

[6.65] Soviet Trans Volga Artillery is not affected by the removal of the ammunition depot.

[6.7] SOVIET SURVIVORS

If all the Soviet units in a fortified structure hex are eliminated by air attack or artillery bombardment, a survivor unit is immediately placed in the hex. This represents men surviving in the rubble after the bombardment. A survivor unit never has a Zone of Control and may not be moved or initiate any sort of attack. It may conduct Defensive Fire and receives all terrain benefits.

[6.71] If a ground attack is conducted against a survivor unit, the Soviet Player may not commit indirect fire against the attack. **Exception:** If a survivor unit in hex 1726 (Mameyev Kurgan) is the subject of a ground attack, the Soviet Player may commit indirect fire.

[6.72] When any Soviet unit is moved into a hex occupied by a survivor unit, the survivor is removed from play.

[6.73] Only *one* survivor unit may be placed in a hex at any one time, regardless of how many Soviet units were eliminated by bombardment or air attack.

[6.74] A survivor unit may *not* be bombarded or air attacked. It may only be eliminated by a ground attack.

[6.75] Survivors are never created during the Operations Stage, only during the Air Power or Artillery Bombardment Stages.

[6.76] If the German Player conducts a ground attack against a Survivor unit, one is subtracted from the attack-type die roll (see Case 10.2).

[7.0] MOVEMENT

GENERAL RULE:

Both Players move their units during the Operation Stage. The German Player moves his units during the German Initiative Phase and the Soviet Player moves his units during the Soviet Reaction Phase. Each unit, or stack of units, is moved one at a time and, in most cases, any ground attacks in which the unit participates are resolved before the Player moves another unit or stack.

PROCEDURE:

Each unit or stack of units is moved individually, hex-by-hex in any direction or combination of directions. Movement of a *Soviet* unit into a hex costs *one* Movement Point, regardless of terrain entered or crossed. Movement of a *German* unit into a hex costs a variable number of Movement Points, depending on the terrain in the hex entered or the hexside crossed. As a Player moves a unit, he keeps track of the number of Movement Points expended for each hex.

If a Player moves a unit adjacent to an Enemy unit, the movement may be interrupted (or stopped altogether) while the non-Phasing Player conducts an *Instant Counterattack* on the moving unit; or, if the German Player is moving a unit, he may choose to *Overrun* the Enemy unit. Once the movement of a unit is completed (either by expending all its Movement Points, by entering an Enemy-controlled hex, or by the Phasing Player's choice) the Phasing Player may announce a *Ground Attack* by that unit on all the Enemy units in *one* adjacent hex. Before resolving this attack he may move other units to *support* the units conducting the attack. After the movement of a unit is completed (including breakthrough movement) and all ground attacks it may take part in are resolved, the unit is flipped over, to show that it may not move or initiate attacks for the remainder of the Game-Turn.

CASES:

[7.1] HOW TO MOVE UNITS

Movement is calculated in terms of Movement Points. Each unit has a Movement Point Allowance indicating the maximum number of Movement Points that can be expended for the movement of that unit in any one Game-Turn. A Player may expend as few or as many Movement Points as desired in moving one of his units (or stack of units), up to the limit of the unit's Movement Point Allowance.

[7.11] Movement Points may not be saved from one Game-Turn to the next, nor may unused Movement Points be transferred from unit to unit. If a stack of units is being moved, the Movement Allowance of the stack is considered to be that of the unit in the stack with the lowest Movement Allowance. If that Movement Allowance were expended, the "faster" units (those with higher Movement Allowances) could be moved further if the stack was separated. The units that were left behind would be flipped over (see Case 7.2); they could not conduct an attack.

[7.12] When a German unit is moved, its Movement Points are expended in accordance with column 2 of the Terrain Effects Chart (18.1). When a Soviet unit is moved, one Movement Point is expended for each hex entered, regardless of terrain.

[7.2] COMPLETING A UNIT'S MOVE

A unit may only be moved *once* per Game-Turn. When its movement is completed (including any ground attacks in which it may participate), the unit is flipped over and left upside-down for the remainder of the Game-Turn, to show that it cannot be moved. Note that the information on both sides of each unit in the game is identical; however, on one side it is printed in black, and on the other side in white. All units begin the game (Game-Turn One) with their *black* side face-up, and are flipped to their *white* side as they are moved. After Game-Turn One is completed, any units that were *not* moved are also flipped over so that at the beginning of Game-Turn Two, all units on the map have their white side up. During Game-Turn Two, movement is indicated by flipping units to their black side; during Game-Turn Three to their white side; and so on.

[7.21] A unit is flipped over after all functions of its movement are completed. A unit is also flipped over if it is moved in support, conducts indirect fire (offensively or defensively, see Case 10.68), if it takes part in an instant counterattack (see Case 7.5), or if it conducts a bombardment (see Section 6.0).

[7.22] Any Friendly units whose movement is in progress or which are involved in a ground attack when the Enemy Player's Phase is initiated are immediately flipped over (see Case 11.4).

[7.23] The Soviet TVA units (see Section 16.0) may never be moved. They are flipped over when they conduct fire.

[7.24] A unit that conducts Defensive Fire when directly attacked by an Enemy overrun or ground attack is *not* flipped over. A flak unit that conducts an anti-air attack is not flipped over.

[7.25] A unit that is flipped over *may* conduct Defensive Fire during a ground attack or overrun. A *German* flak unit (only) that is flipped over *may* conduct an anti-air attack. These are the only functions a flipped over unit may perform.

[7.3] MOVEMENT INHIBITIONS AND PROHIBITIONS

[7.31] During the German Initiative Phase, no Soviet units may move. During the Soviet Reaction

Phase, no German unit may move. However, units belonging to the non-Phasing Player may sometimes perform an instant counterattack (see Case 7.5).

[7.32] Friendly units do not affect or impede the movement of other Friendly units (however, see Section 8.0, Stacking). A unit may never be moved into a hex containing an Enemy unit.

[7.33] Friendly Zones of Control (see Section 9.0) never affect the movement of Friendly units. A unit that is moved into a hex within an Enemy Zone of Control must stop and cannot be moved any further (**Exception:** See Case 7.4).

[7.34] A unit may not be moved out of a hex that is in an Enemy Zone of Control, unless it is a German unit conducting an Overrun (see Case 7.4).

[7.35] A German unit that is out of Supply (see Section 13.0) at the beginning of its movement has its Movement Allowance halved (rounding fractions up) for the duration of its movement. A Soviet unit that is out of Supply may not be moved at all.

[7.36] Units may never be moved into a Volga River hex or into any hex across the Volga. Units may never move off the map.

[7.37] Units that have already moved, or have counterattacked (see Case 7.5), or have fired in support of a ground attack (see Case 10.6) may not be moved. This condition is noted by the unit being flipped over (see Case 7.2).

[7.38] The number of stacks the Soviet Player may move during any given Soviet Reaction Phase is limited by the rules for Soviet Reaction (see Section 11.0).

[7.4] OVERRUN (GERMAN PLAYER ONLY)

When the German Player is moving a unit or stack of units composed exclusively of armor, armored infantry, motorized infantry, armored engineer, self-propelled artillery and/or reconnaissance types, he may conduct an *overrun* against Soviet units in a clear hex to which he has moved adjacent. Although it resembles a ground attack, an overrun is *not* considered such an attack and does not halt the movement of the participating units. When the German Player announces an overrun the following steps are resolved:

1. Each Player totals the Fire Strength of his involved units, *then halves this total*, rounding fractions up (**Exception:** See Cases 7.43 and 7.44).

2. Each Player rolls the die, cross-referencing the die result with his calculated Fire Strength on the Combat Results Table to determine how many Enemy units are eliminated (at the owning Player's choice).

3. If the Soviet units are totally eliminated by the overrun, the German units must be moved into the hex the Soviet units formerly occupied.

4. Regardless of whether the Soviet units were eliminated or not, the overrun costs the German units *four* Movement Points. This cost is in addition to the cost of entering the hex. (**Exception:** See Case 7.44.)

5. The Soviet Player draws a Reaction Chit (see Case 11.1).

6. If the German units now have Movement Points remaining, they may continue moving, or may conduct another overrun (including those Soviet units just overrun, if any survived).

Theoretically, there is no limit to the number of overruns a unit or stack of units could conduct in a single movement, except the limit of the units' Movement Allowance.

[7.41] German units may conduct an overrun from any type of hex, but the "target" Soviet units must be in a clear terrain hex. If a German stack contains any units other than the types listed above, that stack may not conduct an overrun. Soviet units may never initiate an overrun, and are never moved as a result of an overrun, even if their fire eliminates all the German units taking part.

[7.42] A single overrun may only be conducted by *one* stack of German units against *all* the Soviet units in *one* adjacent hex only. Neither Player may add indirect artillery fire or move units in support of an overrun.

[7.43] If a Soviet armor unit or heavy flak unit is involved in an overrun, its full Fire Strength is *doubled* instead of halved. If a Soviet anti-tank unit is involved in an overrun, its full Fire Strength is *tripled* instead of halved.

[7.44] If a hex that is occupied *only* by militia units is being overrun neither Player conducts fire combat; the militia units are simply removed from the map and the German units involved are moved into the hex at no extra Movement Point cost (beyond the ½ Movement Point cost to enter the clear terrain hex).

[7.45] When each Player rolls the die to determine how many Enemy units are eliminated in an overrun, the results are considered to happen simultaneously. Both Players refer to the column on the Combat Results Table that matches their Fire Strength as calculated in Step 1 of the above procedure, regardless of how many of their units are eliminated by Enemy Fire, and each Player chooses which of his involved units will be eliminated, if required.

[7.46] Overrun is not considered a ground attack. Terrain has no effect (except that the Soviet units must be in a clear terrain hex as a prerequisite to overrun), there is no die roll to see whether the attacker is ambushed or the defender is surprised, and there is no Breakthrough procedure.

[7.47] An overrun may not be conducted by units that have less than 4 ½ Movement Points remaining in their Movement Allowance.

[7.48] Immediately after the German Player conducts an overrun, the Soviet Player draws a Reaction Chit to see if a Soviet Reaction Phase is initiated (see Soviet Reaction, Section 11.0).

[7.49] German and Soviet units that take part in an overrun are *not* flipped over after it is resolved; they may still be moved. The German units *would* be flipped over if the overrun exhausted all their Movement Points, and they did not then initiate a ground attack. Also, they would be flipped over if the overun initiated a Soviet Reaction Phase (see Section 11.0).

[7.5] INSTANT COUNTERATTACK

Whenever the Phasing Player moves a unit or stack of units adjacent to an Enemy unit against which he does *not* declare an overrun or ground attack, the non-Phasing Player may declare an *instant counterattack*. It is resolved as follows:

1. The non-Phasing Player names which unit or stack of units is counterattacking the adjacent, moving unit(s).

2. The Phasing Player declares whether or not he will take part in the counterattack.

3. If the Phasing Player does *not* wish to take part, the non-Phasing Player (only) totals the Fire Strength of his involved units and rolls the die, cross-referencing the die result with his calculated Fire Strength on the Combat Results Table to determine how many of the Phasing Player's units are eliminated.

4. If the Phasing Player *does* wish to take part, each Player totals the Fire Strength of his involved units, rolls the die, and refers to the Combat Results Table to determine how many Enemy units are eliminated.

5. If the Phasing Player did *not* take part, the non-Phasing Player's involved units are now flipped over. If the Phasing Player *did* take part, both Players' involved units are flipped over.

Units that are flipped over as a result of an instant counterattack may not move or initiate attacks for the remainder of the Game-Turn, as described in Case 7.2. If the Phasing Player's units did not take part, and survived the Enemy fire, they may continue moving (assuming they are not in an Enemy Zone of Control).

[7.51] Instant counterattack may be performed by any type of unit *except* anti-tank, non-self-propelled artillery, flak, survivor and militia. A unit that is flipped over (i.e., has already moved or attacked in the current Game-Turn), or that is out of Supply may *not* conduct an instant counterattack.

[7.52] Instant counterattack is declared immediately after the Phasing Player has declined to attack or overrun eligible non-Phasing units he has moved units adjacent to, at any time during the movement of the Phasing Player's units. Instant counterattack may *not* be performed by non-Phasing units the Phasing Player has announced he is attacking or overrunning.

[7.53] A single instant counterattack may only be performed by units in *one* hex, although the non-Phasing Player may declare that any number of eligible units in the hex are taking part. After an initial counterattack he could immediately conduct another, if he had other eligible units.

[7.54] A single instant counterattack must involve *all* the Phasing Player's units that have just entered the hex under attack. However, any units that were already in the hex would not be involved in the counterattack. Counterattacks may only be declared against units that are being moved (**Exception:** see Case 7.76).

[7.55] Instant counterattack *may* be declared against units that are being moved as a result of Breakthrough (see Case 10.7).

[7.56] Terrain has absolutely no effect on instant counterattack. All involved units use their full Fire Strength. Neither Player may move units in support of an instant counterattack, nor may indirect artillery fire be added.

[7.57] If the Phasing Player chooses to take part in an instant counterattack, each Player's die roll, which will determine how many Enemy units are eliminated, is considered to be simultaneous. Regardless of how the counterattack is resolved, the owning Player chooses which units to lose, if so required.

[7.58] A Player *may* earn Breakthrough Points as a result of his participation in an instant counterattack, see Case 10.74. Note that if the non-Phasing Player were to earn Breakthrough Points, he would be able to move his participating units and, possibly, be subject to instant counterattack by the Phasing Player's units.

[7.59] If the German Player is the Phasing Player and chooses to take part in an instant counterattack, the Soviet Player draws a Reaction Chit to see if a Soviet Reaction Phase is initiated (see Case 11.1). Conversely, if the Soviet Player is the Phasing Player and chooses to take part in an instant counterattack, his Reaction Phase would end if he rolled a "6" (see Case 11.4).

[7.6] DEPLOYING ARTILLERY (GERMAN PLAYER ONLY)

The German Player may move an artillery unit and then move other units before using the artillery unit in a ground attack. Such a unit is considered *deployed*. After the movement of an artillery unit is completed, the German Player may place a Deployed marker on the unit; it is *not* flipped over. At any point in the Game-Turn thereafter, the German Player may commit the unit to fire offensive-

ly or defensively in a Friendly or Enemy ground attack. When the artillery unit is used, the Deployed marker is removed and the unit is flipped over.

[7.61] A deployed artillery unit may remain deployed for the duration of the Game-Turn in which it is deployed, through any number of German Initiative Phases and Soviet Reaction Phases. Once the unit is used in a ground attack, or the Game-Turn is completed, the Deployed marker is removed and the unit is flipped over.

[7.62] Once an artillery unit is deployed, it may not move, it may only participate in a ground attack.

[7.63] The Soviet Player may not deploy his artillery units. If a Soviet artillery unit is moved, it may only be used in a ground attack conducted immediately by the Soviet Player.

[7.7] MOVING IN SUPPORT

When the Phasing Player moves a unit or stack of units into a hex adjacent to an Enemy-occupied hex, and declares a ground attack on that hex (see Case 10.1), he may move other units *in support* of that attack before it is resolved. Any of his units that have not yet moved and have the requisite Movement Points may be moved in support. A unit moved in support must be moved to any hex adjacent to the hex under attack (within the stacking restrictions, see Case 8.1) and must be included in the forthcoming ground attack.

[7.71] Either Player may move units in support when acting as the Phasing Player. However, only the German Player may move units in support during the Breakthrough procedure (see Case 10.75).

[7.72] The non-Phasing Player *may* conduct an instant counterattack against units that are being moved in support (see Case 7.5), and if the units being moved in support participate in the counterattack they are flipped over. They may not support the attack and may be moved no further.

[7.73] Units being moved in support may *not* conduct an overrun.

[7.74] The non-Phasing Player may never move units in support.

[7.75] Units may not be moved in support of an overrun or instant counterattack.

[7.76] Friendly units that have not been moved and are already adjacent to an Enemy unit under ground attack, may be considered moved in support. The Phasing Player may involve them in the ground attack, after the non-Phasing Player has been given the opportunity to instant counterattack them, if he desires, with other adjacent eligible units.

[8.0] STACKING

GENERAL RULE:

Both Players are limited in the number of units they may have in a hex at any one time. If there are more units in a hex than allowed, the excess unit(s) are eliminated (at the owning Player's choice).

CASES:

[8.1] RESTRICTIONS ON GERMAN STACKING

The German Player may never have more than *four* units in a hex (**Exception:** See Case 8.3).

[8.11] In clear, light structure, hill, and park terrain hexes, the stacking limit on German units is enforced only at the end of a unit's movement, when conducting any type of attack, and at the end of the Breakthrough procedure (see Case 10.7). That is, any number of units may be in a given hex during a unit's movement, but when the movement of that unit is completed, the stacking limit must be observed.

[8.12] In woods, heavy structure, fortified structure, and special structure terrain hexes, the stacking limit on German units is enforced at all times. The stacking limit may not be exceeded even if units are just moving through a hex.

[8.2] RESTRICTIONS ON SOVIET STACKING

The Soviet Player may never have more than *three* units in a hex (**Exception:** See Case 8.3). This stacking limit is only enforced at the end of a unit's movement, when conducting any type of attack, and at the end of the Breakthrough procedure, regardless of terrain.

[8.3] STACKING IN VOLGA RIVER BANK HEXES

Neither Player may ever have more than *two* units in a Volga River Bank hex (including ferry hexes). This restriction applies to the German Player at all times and to the Soviet Player at the end of Movement and Breakthrough.

[8.4] RESTRICTIONS ON OBSERVING STACKED GERMAN UNITS

The Soviet Player may not inspect the units in a German stack unless a Soviet unit is adjacent to that stack. The moment the Soviet Player moves a unit into a hex adjacent to a hex occupied by a German unit (or vice versa), he may look at all the German units in the hex. The top unit in a German stack is always known to the Soviet Player. If the Soviet Player conducts an air attack or artillery bombardment against a German-occupied hex in which the unit may not be inspected, he is told, by the German Player, which units are in the stack after the attack is declared, but only if their types would affect the resolution of the attack. The German Player may always inspect Soviet stacks.

[9.0] ZONES OF CONTROL

GENERAL RULE:

The six hexes surrounding the hex a unit occupies constitute the *Zone of Control* (hereafter ZOC) of the unit(s) in that hex. Hexes upon which a unit exerts a ZOC are called controlled hexes. The presence of a ZOC may be affected by unit type or terrain.

CASES:

[9.1] WHICH UNITS EXERT A ZONE OF CONTROL

All German units exert a ZOC. All Soviet units *except* militia units, survivor units and 2-8 (non-guard) infantry units exert a ZOC.

[9.2] EFFECTS OF TERRAIN ON ZONES OF CONTROL

ZOCs extend into clear, hill and park terrain hexes only. Note that the terrain in the hex a unit *occupies* has no bearing on the extent of that unit's ZOC. For example, a unit in a heavy structure hex would exert a ZOC into adjacent clear hexes but not into adjacent heavy structure hexes. The extent of ZOCs is summarized in Column 3 of the Terrain Effects Chart.

[9.3] EFFECTS OF ZONES OF CONTROL

Enemy-controlled hexes prevent Friendly movement and block the tracing of Friendly supply lines.

[9.31] It never costs any additional Movement Points to move a Friendly unit into an Enemy-controlled hex, but movement of that Friendly unit must stop.

[9.32] A unit may *not* be moved out of an Enemy-controlled hex, except to conduct an overrun against an adjacent Enemy unit (see Case 7.4), or if moved with Breakthrough Points (see Case 10.7).

[9.33] Friendly ZOCs never affect Friendly units, only Enemy units.

[9.34] There is no additional effect in having more than one unit exert its ZOC into a given hex. If a hex is controlled by both Enemy and Friendly units, both ZOCs co-exist, and that hex is mutually controlled by both players.

[9.35] Friendly-occupied hexes (but not Friendly-controlled hexes) negate the presence of Enemy ZOCs for the purpose of tracing Supply lines, but not for purposes of movement.

[9.36] ZOCs have no affect on a unit's ability to conduct an instant counterattack (see Case 7.5). An instant counterattack may be conducted against *adjacent* Enemy units, regardless of terrain.

[10.0] GROUND ATTACK

GENERAL RULE:

Ground attacks may occur during the Operations Stage, whenever the Phasing Player moves a unit or stack of units adjacent to an Enemy-occupied hex. The Phasing Player may, at his option, declare a ground attack in this situation, between the units he is moving and *all* the units in any *one* adjacent Enemy-occupied hex. In a ground attack, the Phasing Player is termed the attacker and the non-Phasing Player the defender.

PROCEDURE:

When a ground attack is declared, the following steps are executed in order.

1. The attacker may move other units (that are not yet flipped over) in *support* of the attack by moving them adjacent to the Enemy units under attack (see Case 7.7).

2. The attacker declares which of his artillery units, if any, will participate in the attack by *indirect fire* and how many Dive Bomber Air Points, if any, will be added to his Fire Strength total.

3. The defender declares which of his artillery units (if any) will participate in the attack by indirect fire.

4. The attacker rolls the die to determine which one of three ground attack types will actually be resolved: *surprise attack*, *normal attack* or *ambush*.

5. The ground attack is resolved, using the Combat Results Table to determine how many units each Player loses, in accordance with the specific rules for the type of attack occurring.

6. If the ground attack was initiated by the German Player, the Soviet Player draws a Reaction Chit (see Case 11.1).

7. If the attacker earns *Breakthrough Points* in the attack, he may use them to move units that participated and/or to initiate another ground attack with those units. If he did not earn Breakthrough Points, his participating units are flipped over.

Once this procedure is completed, assuming the Enemy Player's Phase was not initiated as a result of the ground attack, the Phasing Player proceeds to move other units, declaring ground attacks as he sees fit, one at a time.

[10.1] DECLARING GROUND ATTACKS

The Phasing Player may, but is not required to, declare a ground attack when he moves a unit adjacent to an Enemy-occupied hex either through normal movement or breakthrough movement (see Case 10.7). He may also declare a ground attack with units that have not yet moved and are adjacent to an Enemy-occupied hex.

[10.11] A ground attack may only be declared against one Enemy-occupied hex at a time. A unit could attack Enemy units in more than one hex in separate attacks, assuming the unit earned the requisite Breakthrough Points (see Case 10.7).

[10.12] Friendly units that are already flipped over and are adjacent to an Enemy-occupied hex may not be involved in a ground attack on that hex, and are not affected by the results of that attack.

[10.13] When a Player moves a stack of units adjacent to an Enemy-occupied hex and declares a ground attack, he need *not* involve all the units in that stack in the attack. However, those units that do not take part are immediately flipped over; their movement is completed. All units that are moved in support of an attack must participate in that attack.

[10.14] All the units in a hex subject to a ground attack *must* participate, and do so whether flipped over or not. The act of defending against a ground attack does not cause a unit to be flipped over (however, see Case 10.68).

[10.2] DETERMINING THE ATTACK-TYPE

After a ground attack is declared and the attacker has moved units in Support and both Players have committed any indirect artillery units they so desire, the attacker rolls the die and consults the following results to determine the attack-type.

- A roll of **1**: Suprise Attack.
- A roll of **2** through **5**: Normal Attack
- A roll of **6**: Ambush.

[10.21] The ground attack is resolved in accordance with the rules specific to the determined attack-type (Cases 10.3, 10.4 or 10.5, respectively).

[10.22] If the Soviet Player is the attacker in a ground attack and all his involved units (except artillery firing indirectly) are in clear terrain, a 1 is added to his attack-type die roll (a roll of 5 or 6 would mean an ambush, and a surprise attack is unobtainable). If the Soviet Player is the defender in a ground attack and all his involved units are militia and/or survivors, a 1 is subtracted from the German Player's attack-type die roll (a roll of 1 or 2 would mean a surprise attack, and an ambush is unobtainable).

[10.3] SURPRISE ATTACK PROCEDURE

If a ground attack is determined to be a surprise attack, the defending units are considered to be unprepared for the attack. Step 5 of the Ground Attack Procedure is resolved as follows:

1. The attacker totals the Fire Strength of his involved units, including units moved in support and artillery units firing indirectly. The defender totals the Fire Strength of his units in the hex under attack *only* (whether flipped over or not); any indirect fire he may have allocated is *not* included.

2. Each Player rolls the die, cross-referencing the die result with his calculated Fire Strength on the Combat Results Table to determine how many Enemy units are eliminated. These die rolls are considered to be simultaneous.

3. Each Player chooses which of his own units will be eliminated, if necessary. Play then proceeds to Step 6 of the Ground Attack Procedure.

[10.31] The Fire Strength of the attacker's artillery units firing indirectly may be reduced as noted in column 4 of the Terrain Effects Chart.

[10.32] Columns 5, 6 and 7 of the Terrain Effects Chart are *not* used in a surprise attack.

[10.33] If the non-Phasing Player committed any artillery units to conduct *indirect fire* (see Case 10.6) in an Enemy ground attack which is determined to be a surprise attack, they are *not* used. The artillery units are not flipped over and may be used somewhere else.

[10.34] When the defender in a surprise attack conducts his fire, he does not specify which Enemy-occupied hexes his units are firing into (as he would in a normal or ambush attack).

[10.4] NORMAL ATTACK PROCEDURE

If a ground attack is determined to be a normal attack, step 5 of the Ground Attack Procedure is resolved as follows:

1. The defender announces into which adjacent hex that contains attacking units each of his units in the hex under attack will conduct Defensive Fire (they may do so even if flipped over). He also declares in which of these hexes his artillery units that are firing indirectly will be committed.

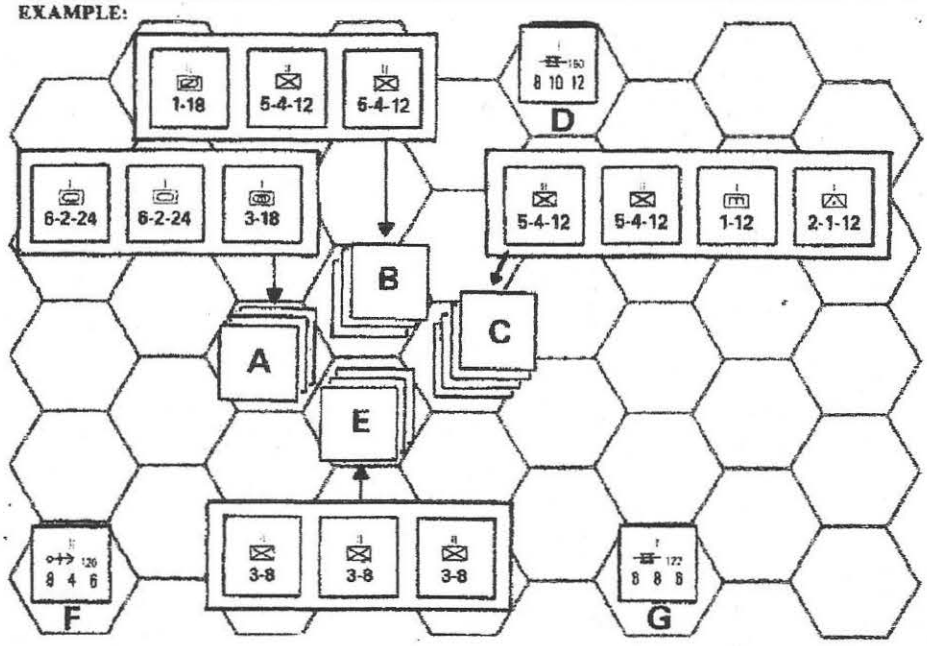
2. The defender totals the Fire Strength of his units executing Defensive Fire into a particular Enemy-occupied hex and rolls the die, cross-referencing the die result with the Fire Strength on the Combat Results Table to determine how many attacking units in the hex are eliminated. The attacker eliminates the units of his choice as necessary. The defender proceeds to fire defensively into each other hex he has declared.

3. After the attacker has removed all units eliminated by Defensive Fire, he totals the Fire Strength of his surviving attacking units and any of his artillery units firing indirectly.

4. The attacker then rolls the die, cross-referencing the die result with his calculated Fire Strength on the Combat Results Table to determine how many units in the hex under attack are eliminated.

5. After the defender has removed the units of his choice (if so required), play proceeds to step 6 of the Ground Attack Procedure.

EXAMPLE:



The German Player is conducting a normal attack against the Soviet units in hex E (a clear terrain hex) using the units in hexes A, B, C and D (indirect fire).

A. The Soviet Player (defender) chooses to conduct Defensive Fire into hexes A and C only; the top two units in hex E will fire into hex A and the bottom unit will fire into hex C. Note that he could have chosen to have all three units in hex E fire into one adjacent Enemy-occupied hex, or to have each of his three units fire into a different hex. He could *not* choose to fire defensively at the artillery unit in hex D, since it is not adjacent (see Case 10.65). The defender then allocates the artillery unit in hex F to fire indirectly at hex C, and the artillery unit in hex G to fire indirectly at hex A. He may *not* fire indirectly at hex B, since he is not conducting Defensive Fire into that hex with an adjacent unit (see Case. 10.65), and he may not use the two artillery units to fire into the same hex since they are not adjacent to each other (see Case 10.66).

B. The defender determines that he has a total Fire Strength of **9** firing into hex A: 3 for the top unit in hex E, 3 for the middle unit, and 3 for the artillery unit in hex G (the artillery unit's strength is halved since it is conducting indirect fire at a stack containing an armor unit, see Case 6.44). He rolls the die, obtaining a result of 3. Cross-referencing this with his Fire Strength of 9 on the Combat Results Table, he determines that two German units in hex A are eliminated. The German Player chooses to lose one armor unit and the armored engineer unit. Then the Soviet Player calculates a Fire Strength of 11 firing into hex C. He rolls a 5, which means that one German unit is eliminated. The German Player removes the anti-tank unit.

C. After removing his losses, the attacker determines that he has a current total Fire Strength of 36 firing into hex E (28 for the surviving units in hexes A, B and C, and 8 for the artillery unit in hex D).

D. The attacker rolls a 3, which means that 5 Soviet units are eliminated. Since there are only three Soviet units involved, they are removed and the German Player receives two Breakthrough Points (see Case 10.7).

[10.41] The Fire Strength of both player's artillery units firing indirectly may be reduced as noted in column 4 of the Terrain Effects Chart.

[10.42] If Soviet units are defending in a ground attack, the effectiveness of their Defensive Fire may be affected by the terrain in the hex they occupy, as noted in column 6 of the Terrain Effects Chart. If German units are defending in a ground attack, the effectiveness of their Defensive Fire may be affected by the terrain in the hex the attacking *Soviet* unit being fired upon occupies, as noted in column 7.

[10.43] The attacker's die roll result when resolving his Offensive Fire may be modified by the terrain in the hex the defending units occupy as noted in column 5 of the Terrain Effects Chart. However, if an engineer unit is included among the attacking units (after the Defensive Fire has been resolved), these modifiers are *not* used. Defensive Fire is never affected by these modifiers.

[10.5] RESOLVING AN AMBUSH

If a ground attack is determined to be an ambush, the defenders are considered to be "lying in wait" for the reckless attacker; step 5 of the ground attack procedure is *resolved as a normal attack*, with the following alterations:

- A 1 is *subtracted* from all die-roll results when the defender is conducting Defensive Fire (e.g., a 3 becomes a 2).
- The *defender* chooses which *attacking* units are eliminated as a result of Defensive Fire.

[10.6] INDIRECT FIRE

When a ground attack is announced, both Players may commit any number of artillery units to support the units involved in the combat. This is called *indirect fire*. The strength of the artillery units is added to the strength of the units conducting offensive or defensive fire, within the following restrictions.

[10.61] To support a ground attack by indirect fire, an artillery unit must be within range of the hex occupied by the Enemy units involved in the ground attack, and may not be flipped over. The German Player may commit deployed artillery units to indirect fire (see Case 7.6).

[10.62] Both Players declare which artillery units are supporting a ground attack by indirect fire immediately *before* determining the type of attack. If the attack type is determined to be a surprise attack, the defender may not use indirect fire (see Case 10.33).

[10.63] The attacker may not use an artillery unit for indirect fire that is *adjacent* to the Enemy-occupied hex undergoing ground attack. Such a unit may only take part in the attack as an adjacent unit, subject to elimination from Defensive Fire. The defender may commit an artillery unit to indirect fire that *is* adjacent to an Enemy unit conducting a ground attack, as long as that unit is not in the hex under attack. Note the special terrain effects for artillery units that are firing offensively or defensively into an adjacent hex in Case 6.46.

[10.64] The Fire Strength of an artillery unit, supporting a ground attack by indirect fire, may be reduced as noted in column 4 of the Terrain Effects Chart. The Fire Strength may also be reduced if the artillery unit is designated as a *mortar* or if the Enemy units being fired upon are armored units (see Cases 6.4 and 6.5).

[10.65] When the Soviet Player is the defender in a ground attack, he may only assign indirect fire into Enemy-occupied hexes that are attacking his units and are undergoing Defensive Fire by those units. Thus, if one Soviet unit was defending against two stacks of German units in a Ground Attack, any indirect artillery fire the Soviet Player committed would have to be assigned to the one hex into which the Soviet unit was firing defensively. The German Player may assign indirect fire to any hexes containing Enemy units taking part in the Ground Attack.

[10.66] In order for more than one Soviet artillery unit to conduct indirect fire into a single hex, the artillery units must be stacked with or adjacent to each other. Soviet artillery units in non-adjacent hexes may not conduct indirect fire into the same hex (see Case 6.32 for details). German artillery units may be assigned to indirect fire as the German Player sees fit.

[10.67] If the attacker's units in a ground attack are *all* eliminated by Enemy Defensive Fire, and he has indirect artillery fire committed to the attack, the artillery still fires. However, the fire is treated as a *bombardment* (see Section 6.0), and the strength of the artillery units is *halved* (round fractions up) in addition to any other strength reductions incurred by the units. Ground attacks may *not* be *initiated* solely by artillery units firing indirectly.

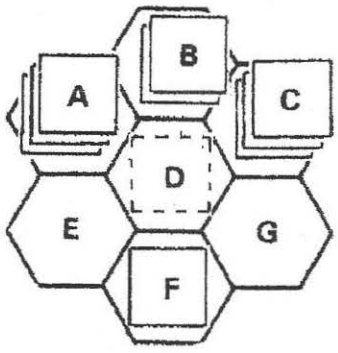
[10.68] When an artillery unit conducts indirect fire (either offensively or defensively) it is flipped over (see Case 7.2); the unit may not be moved or conduct indirect fire for the remainder of the Game-Turn. When German deployed artillery takes part in indirect fire, the Deployed marker is removed and the unit is flipped over.

[10.69] The German Player may commit artillery units to indirect fire for a ground attack conducted with a Breakthrough Point (see Case 10.7). The Soviet Player may *not* commit artillery units when conducting a ground attack with a Breakthrough Point.

[10.7] BREAKTHROUGH

When the attacker in a ground attack resolves his Offensive Fire, the Combat Result will state how many defending units are eliminated. If this number is *greater* than the total number of defending units in the hex under attack, the attacker receives a number of Breakthrough Points equal to the difference between the two figures. For example, if two units were defending in a ground attack and the combat result of the Offensive Fire were a "5," the two units would be eliminated and the attacker would have 3 Breakthrough Points. Each Breakthrough Point enables the Phasing Player to move one stack of units (or part of a stack) that participated in the ground attack *1 hex*, or to initiate another ground attack.

Example:



The German units in hexes A, B and C conducted a ground attack against a Soviet unit in hex D. The combat result of the Offensive Fire was "4," which eliminated the Soviet unit and gave the German Player three Breakthrough Points. He uses one Point to move his units in hex A to hex D, another to move the units in hex C to hex G, and a third to initiate a ground attack on the Soviet unit in hex F. The German units in hex B are flipped over, since they were not moved with the Breakthrough Points.

[10.71] Units that are moved using Breakthrough Points are flipped over when their movement is completed (including any further ground attacks). If a unit is eligible to move or initiate a ground attack as a result of earning Breakthrough Points, and it does *not* do so, it is flipped over.

[10.72] Units being moved as a result of breakthrough may be moved into any adjacent non-Enemy occupied hex. They do not necessarily have to be moved into the hex formerly occupied by the eliminated defending units (**Exception:** See Case 10.78) and may ignore Enemy ZOCs. Stacking restrictions must be obeyed. The non-Phasing Player *may* conduct an instant counterattack against Enemy units being moved as a result of breakthrough (see Case 7.5). Overruns may *not* be conducted by units moving with Breakthrough Points.

[10.73] When a Breakthrough Point is used to move a stack of units, terrain costs are ignored. One Breakthrough Point equals one hex of movement, two Breakthrough Points equal two hexes of movement, etc.

[10.74] The attacker in a ground attack may earn Breakthrough Points; the defender may not. Either Player may earn Breakthrough Points when participating in an instant counterattack (see Case 7.58). However, if Breakthrough Points are earned as a result of an instant counterattack, they may be used to move units *only*; they may not be used to initiate a ground attack. Breakthrough Points are never earned during an overrun.

[10.75] If the German Player uses a Breakthrough Point to initiate another ground attack, he may move other units not involved in the original attack in support of the units conducting the new ground attack (see Case 7.7). If this new ground attack earns Breakthrough Points, all units moved in support of it are eligible to be moved in breakthrough. In this way a player may continue moving and attacking with a group of units (adding new units by moving them in support, if German), until they conduct a ground attack that does not earn Breakthrough Points, at which point they would then be flipped over. The Soviet Player may not move units in support during breakthrough. Only those units involved in the original ground attack may be included in a second Soviet ground attack.

[10.76] Artillery units that take part in a ground attack (from an adjacent hex or by indirect fire) are *not* involved in a breakthrough. They are immediately flipped over. The German Player could commit *other* artillery units to indirect fire or move them in support for a ground attack he initiates with a Breakthrough Point. The Soviet Player may *not* commit indirect fire to a ground attack he initiates with a Breakthrough Point. The defender in an Enemy ground attack initiated with a Breakthrough Point *may* use indirect fire.

[10.77] Breakthrough Points may *not* be accumulated from ground attack to ground attack. If a ground attack is initiated with a Breakthrough Point, any remaining Breakthrough Points are lost. However, more Breakthrough Points could be earned as a result of this new ground attack.

[10.78] If a player earns Breakthrough Points in a ground attack in which the Enemy Player's Phase is initiated (see Case 11.4), the player may spend *one* Breakthrough Point to move a stack of units into the hex formerly occupied by the Enemy units eliminated in the ground attack *only*. All other Breakthrough Points are lost, the attacking units are flipped over, and the Enemy Player's Phase begins.

[10.79] If the Offensive Fire Combat Result in a ground attack eliminates the defending units exactly (e.g., a result of "2" against two Defending units), no Breakthrough Points are earned and the attacking units are flipped over. There is no automatic advance after combat.

[11.0] INITIATIVE AND REACTION

GENERAL RULE:

During the Operations Stage, the Players alternate Phases back and forth, often by chance. When a German Initiative Phase is underway, the Soviet Player draws a *Reaction Chit* each time the German Player conducts an overrun or ground attack, or participates in an instant counterattack. If a Reaction Chit drawn by the Soviet Player states that he may react, a Soviet Reaction Phase is immediately initiated. If the Soviet Player rolls a "6" during a Soviet Reaction Phase when conducting a ground attack or participating in an instant counterattack, a German Initiative Phase is immediately begun. A German Initiative Phase is also started if the Soviet Player has moved all the units he is allowed to or wishes to in his Reaction Phase. The Final Soviet Reaction Phase is initiated when the German Player announces that he has moved all the units that he wishes to or is able to in the Game-Turn. This Phase is like other Soviet Reaction Phases except that the Soviet Player may receive replacements and conduct Strategic Withdrawal.

CASES:

[11.1] HOW TO USE THE REACTION CHITS

Before beginning play, the thirty Reaction Chits should be thoroughly mixed together and placed in a wide-mouthed container, such as a coffee mug. This is called the *Reaction Chit Pool*. Note that *"No Reaction"* is printed on 24 of the chits, and *"Soviet Reaction"* is printed on 6. Whenever the German Player conducts a ground attack or overrun, or participates in an instant counterattack (see Case 7.59) during the German Initiative Phase, the Soviet Player draws one of these chits (**Exception:** See Case 11.13). If it says *No Reaction*, nothing happens, and the German Player continues his Phase. If it says *Soviet Reaction*, the German Initiative Phase ends immediately and a Soviet Reaction Phase begins.

[11.11] When a chit is drawn from the Pool, it is kept out of the Pool for the remainder of the Game-Turn. **Exceptions:** If there are *less than 5* chits remaining in the Reaction Chit Pool at any time during a Game-Turn, the Soviet Player may (but is not required to) place all the drawn chits back in the Pool. If there is only one Chit remaining in the Pool, the Soviet Player *must* place all the drawn chits back into the Pool.

[11.12] At the end of each Game-Turn, all drawn Reaction Chits are returned to the Reaction Chit Pool. However, one No Reaction Chit is permanently removed from the Pool. Thus in Game-Turn Two, the Pool will consist of 29 units, in Game-Turn Three of 28 units, and so forth. In this way the chances of Soviet Reaction increases slightly as the game progresses.

[11.13] If the Soviet Player has one or more units in Mamayev Kurgan (hex 1726) or was the last player to have a unit there, he draws *two* Reaction Chits whenever eligible to draw a Chit. If either of them say *Soviet Reaction*, a Soviet Reaction Phase is initiated. If both of them say *Soviet Reaction*, the Soviet Reaction Phase begins and he may return one of the Chits to the Pool. Since Reaction Chits are drawn *before* any Breakthrough Points that a German ground attack may earn are expended, the Soviet Player would draw two Chits even if an attack directly against the Mamayev Kurgan eliminated all the Soviet units in the hex.

[11.14] Reaction Chits are never drawn during the Air Power Stage, the Bombardment Stage, or a Soviet Reaction Phase.

[11.2] SOVIET CAPABILITIES IN A SOVIET REACTION PHASE

When a Soviet Reaction Phase is initiated, the Soviet Player may move his units within the following limitations:

- He may move any units that begin the Phase in or within two hexes of the hex occupied by the General Chuikov counter. These two hexes are counted by including the hex occupied by the unit to be moved, but not including the hex occupied by Chuikov. However, see Case 11.3.
- He may move any units he receives this Phase as reinforcements (see Case 15.4).
- He rolls a die at the beginning of the Phase. The result indicates the number of *stacks* of units he may move *in addition* to those he may move as described above. Thus if he rolled a "4," he could move units that begin the Phase in four different hexes.

[11.21] Unless a unit can be included in one of the above categories, the Soviet Player may not move it, even if it is not yet flipped over. Of course, units that are already flipped over may not be moved.

[11.22] A Soviet unit or stack of Soviet units that have not been moved may participate in a ground attack against adjacent German units. This does *not* count toward the limit on the number of Soviet stacks that may be moved. The units would still be flipped over, however, after combat is resolved.

[11.3] GENERAL CHUIKOV

As noted in Case 11.2, the General Chuikov counter enables Soviet units to move during a Soviet Reaction Phase. Alternatively, the Soviet Player may move the Chuikov counter during his Reaction Phase (the General has a Movement Allowance of 12). Chuikov may not be used to initiate the movement of any Soviet units during any Reaction Phase in which he is moved.

[11.31] The Chuikov unit is moved like any other Soviet unit. However, it must finish its move in a hex occupied by at least one Soviet combat unit. Chuikov is not flipped over when moved; he may be moved each and every Soviet Reaction Phase. The Chuikov unit has no ZOC, no Fire Strength, and does not count as a unit for purposes of stacking.

[11.32] The Soviet Player may not voluntarily leave the Chuikov counter alone in a hex. That is, he may not move a unit in the same hex as Chuikov out of that hex if there are no other units remaining.

[11.33] The Chuikov counter may not take part in any type of attack and may not be attacked by the German Player. However, if all the units stacked with Chuikov are involved in any type of attack (offensively or defensively) and are entirely eliminated in that attack, there is a chance that Chuikov is killed. The German Player rolls the die. If a "1" is rolled, Chuikov is indeed dead and is removed from play. This die roll does *not* allow the Soviet Player to draw a Reaction Chit.

[11.34] If any result other than "1" is rolled when checking for General Chuikov's elimination, the Soviet Player places the counter in the nearest Soviet-occupied hex. If two or more are equidistant, he chooses one. This placement is not considered an official "move" for Chuikov; he may still be used to initiate Soviet movement during the current or upcoming Soviet Reaction Phase.

[11.35] If the Chuikov counter *is* eliminated, the Soviet Player is further limited as to which units he may move each Soviet Reaction Phase for the remainder of the game. He may only move as many stacks of units as he rolls on one die, plus the units entering as reinforcements in the current Soviet Reaction Phase (see Case 11.2).

[11.36] Soviet units that are within two hexes of the Chuikov counter (as described in Case 11.2) may not be put out of supply and are not subject to collapse (see Section 13.0, Supply).

[11.4] ENDING AN INITIATIVE OR REACTION PHASE

A Soviet Reaction Phase ends when the Soviet Player has moved all the units he can or wishes to as described in Case 11.2, or if he rolls a "6" (before any additions or subtractions are applied to the die result) when conducting a ground attack or participating in an instant counterattack (see Case 7.59). A German Initiative Phase ends as described in Case 11.1, or if the German Player has moved all the units he can or wishes to in the Game-Turn (in this case, the Final Soviet Reaction Phase is initiated, see Case 11.5).

If a Player's Phase ends unexpectedly (i.e., a drawn *Soviet Reaction* chit if German or a die roll of "6" if Soviet), the effects of the attack currently underway *are* implemented. However, if the Phasing Player earns Breakthrough Points in the attack, he may use only one of them, to move participating units into the attacked hex (see Case 10.78). All other Breakthrough Points are lost and all of the Phasing Player's units involved in the attack are flipped over.

[11.5] FINAL SOVIET REACTION PHASE

When the German Player has moved all the units he can in a Game-Turn (i.e., all German units are flipped over) or when he has moved all the units he so desires in a Game-Turn, he declares that he is through for the Game-Turn and that the Soviet Player may begin his Final Soviet Reaction Phase. This Phase differs from other Soviet Reaction Phases as noted in the Sequence of Play (Section 4.0) and as detailed below.

- Before moving any units, the Soviet Player may receive replacement armor units in certain Soviet-occupied fortress hexes (see Case 15.51).
- The Soviet Player is limited in the number of units he may move as described in Case 11.2. However, he rolls the die twice (for a result ranging from "2" to "12") to determine how many stacks of units he may move in addition to the units within two hexes of the Chuikov counter and the reinforcement units. Any replacement armor units the Soviet Player received this phase may also be moved.
- After completing his permissible movement for the Phase, the Soviet player may move certain units that are not flipped over by *strategic withdrawal* (see Case 11.6).
- The Soviet Player may relocate his ammunition depot (see Case 6.61) and receives replacement militia and worker units, which may not be moved (see Case 15.5).

[11.51] The Final Soviet Reaction Phase is *never* initiated by drawing a *Soviet Reaction* chit. If such a draw should coincide with the German Player's final move of the Game-Turn, a normal Soviet Reaction Phase would be initiated. When that Phase is completed, the German Player would announce that he has no more units to move or attack with, and the Final Soviet Reaction Phase would immediately begin.

[11.52] The Final Soviet Reaction Phase *is* ended for purposes of Soviet movement and combat if the Soviet Player rolls a "6" during any attack in

which he participates (see Case 11.4). However, the Soviet Player would still be able to execute strategic withdrawal, receive replacement militia and worker units, and relocate his ammunition depot.

[11.53] If, by some chance, no Soviet Reaction Phase is initiated by the time the German Player has completed all his movement for the Game-Turn, the Final Soviet Reaction Phase will be the only Reaction Phase the Soviet Player receives. In this case, the Soviet Player may bring in all reinforcement units due him for the entire Game-Turn during his Final Reaction Phase. However, he is still limited by the restrictions of his ferry and pontoon capacity (see Case 15.4).

[11.6] STRATEGIC WITHDRAWAL (SOVIET PLAYER ONLY)

After the Soviet Player has completed his movement and attacks in the Final Soviet Reaction Phase, he may conduct strategic withdrawal. *All* Soviet units that are not yet flipped over may be moved *one half* their printed Movement Allowance. A unit being moved by strategic withdrawal must obey the following restrictions:

- It may not be moved into or through a hex adjacent to an Enemy unit.
- It may only be moved to a hex that is in the same *Deployment Area* as the hex it currently occupies (see Section 2.0).
- It may only be moved to a hex that is closer (in hexes) to the Volga River.

[11.61] A unit adjacent to an Enemy unit may not be moved by strategic withdrawal.

[11.62] Militia units and units with a Movement Allowance of "0" may not be moved by strategic withdrawal.

[12.0] SPECIAL SOVIET UNITS

GENERAL RULE:

The Soviet Player has a number of units with special abilities and restrictions. Rules covering the 2289 Ammunition Depot, Soviet survivors and General Chuikov may be found in Cases 6.6, 6.7 and 11.3, respectively. Characteristics of other special Soviet units are explained below.

CASES:

[12.1] SOVIET MILITIA

Militia units represent the local citizenry of Stalingrad that were thrown into action by the Soviet army with little or no training or equipment. The Soviet Player receives 17 militia units at the start of play, in accordance with Section 2.0. At the end of the Final Soviet Reaction Phase in each Game-Turn, he receives additional militia units as replacements (see Case 15.52).

[12.11] At the start of play, militia units may only be placed in light, heavy or fortified structure hexes. Militia units received as replacements during the game are under this same restriction, *and* in addition they may only be placed in hexes occupied by non-militia Soviet units.

[12.12] There is an absolute limit of 30 militia units that may be in play at any one time (30 are provided in the countermix). If the Soviet Player is eligible to receive replacement militia units, and there are none available, he may not take them. Militia units that are eliminated *may* be taken as replacements.

[12.13] Once in play, a militia unit may not be moved unless it is stacked with a non-militia unit. Militia units may never be moved by strategic withdrawal.

[12.14] Militia units do not exert a ZOC.

[12.15] The Soviet Player may not conduct a ground attack solely with militia units, although they may participate in a ground attack with other units. A militia unit may not execute an instant counterattack.

[12.16] If the German Player conducts a ground attack against a hex occupied solely by militia units, a 1 is subtracted from the attack-type die roll (see Case 10.22). The Soviet Player may not commit indirect fire to aid Defensive Fire conducted solely by militia units.

[12.17] If the German Player conducts an overrun against a hex occupied solely by militia units, the militia units are automatically eliminated (see Case 7.44).



[12.2] WORKER BRIGADES

The Soviet Player receives six worker brigades at the start of play. These are placed, one per hex, in the Barricady Factory, the Krasny Oktyabr Works and the Tractor Factory (see Case 2.1). Worker brigades in the latter two locations enable the Soviet Player to receive armor replacement units.

[12.21] Worker units attack and defend normally; they may be involved in a ground attack or an instant counterattack and are flipped over after doing so. Worker units may *never* move, either by normal movement or by breakthrough movement.

[12.22] If both hexes of the Tractor Factory (hexes 2715 and 2716) are occupied by worker units at the beginning of the Final Soviet Reaction Phase, the Soviet Player receives light armor units (1-0-10). He rolls *one* die to determine the number of such units he receives and may place them in either or both hexes of the factory (see Case 15.51). They may be overstacked when placed.

[12.23] If both hexes of the Krasny Oktyabr Works (hexes 2221 and 2321) are occupied by worker units at the beginning of the Final Soviet Reaction Phase, the Soviet Player receives medium armor units (2-1-8), using the same method as in Case 12.22.

[12.24] Although the Barricady Factory has worker units, it does not produce any tank units.

[12.25] Worker units may be eliminated and may be replaced. If any of the six hexes listed above are *not* German-occupied and do *not* contain a Soviet worker unit at the *end* of the Final Soviet Reaction Phase, the Soviet Player may place a worker unit in the hex. Stacking restrictions may not be violated; if there are already three units in the hex, no worker unit may be placed in the hex. Note that a worker unit so placed does *not* enable the Soviet Player to receive replacement armor units, since they are taken at the beginning of the Phase.

[12.3] VOLGA RIVER FLOTILLA

The Volga River Flotilla unit enters play in the Final Soviet Reaction Phase of Game-Turn One. It is placed in any hex of the Volga River that contains the Flotilla Placement Line (exception to Case 7.36). During the Artillery Bombardment Stage of each Game-Turn, the unit may bombard German units in an adjacent Volga River bank hex only (see Section 6.0). On Game-Turn 2, the unit has a bombardment Fire Strength of *four*. On Game-Turn 3 through 6, the unit has a bombardment Fire Strength of *two*. The unit is removed from play after the Bombardment Stage of Game-Turn 6.

[12.31] The flotilla unit may only be placed in a hex containing the Flotilla Placement Line, and may not be moved *per se*. However, during the Final Soviet Reaction Phase, the Soviet Player may place the unit in any other Volga River hex that contains the Placement Line.

[12.32] The flotilla unit takes part in no functions of the Operations Stage; its sole purpose is to bombard German units in River bank hexes. It may not be attacked by German bombardment or any other form of attack.

[12.33] German units under bombardment by the flotilla unit are considered to be in a clear terrain hex. Columns 4 and 5 of the Terrain Effects Chart are not used. The bombardment Fire Strength of the flotilla unit may not be combined with any other form of Soviet artillery bombardment.

[12.4] PONTOON BATTALIONS

The Soviet Player receives one pontoon battalion unit in each of the First Soviet Reaction Phases of Game-Turns One and Two. A pontoon unit may be placed in any ferry hex (only). Its presence increases the *reinforcement capacity* of the ferry in its hex by *six* units (see Case 15.41) each and every Soviet Reaction Phase thereafter.

[12.41] Once placed, a pontoon unit may never be moved. Pontoon units do not count as a unit for purposes of stacking. However, no more than one pontoon unit may be placed in a single ferry hex.

[12.42] A pontoon unit may *not* be attacked by air power or bombardment. It *may* be eliminated by ground attack and counts as a unit destroyed toward fulfilling the combat result. If a pontoon unit is destroyed, it may never be returned to play. A pontoon unit has a Fire Strength of "0"; it may not conduct Defensive Fire if attacked and may not initiate an attack.

[12.43] The reinforcement capacity of a ferry is increased immediately upon placement of a pontoon unit in its hex, including the Reaction Phase in which it is placed.

[13.0] SUPPLY

GENERAL RULE:

Units must be in supply to use their full Fire Strength and Movement Allowance. If they are out of supply, they are penalized in various ways, depending on nationality, with respect to their movement and combat capabilities. In addition, Soviet units may be affected by *isolation* and *collapse*.

PROCEDURE:

In order for a unit to be in supply, a Player must be able to trace a line of hexes free of Enemy units or their ZOCs from a *supply source* to the unit in question. Friendly units negate Enemy ZOCs in the hex they occupy for this purpose. This Line of Supply may be traced through any type of terrain except for Volga River hexes, and may be as circuitous as required, as long as it is composed entirely of contiguous hexes. If such a line of hexes cannot be traced to a unit, it is out of supply. The supply status of a unit may change instantaneously depending on whether or not a Line of Supply can be traced to it at the moment. When a unit is out of supply, its Fire Strength is *halved* for all purposes, in addition to any other penalties it may incur. When halving Fire Strength or any other unit value, round fractions up. If two or more out of supply units are using their Fire Strengths at once, halve their total Fire Strength. A unit's Fire Strength may never be reduced below "1" (unless its printed Strength is "0"). Other penalties may be incurred by units out of supply.

CASES:

[13.1] GERMAN SUPPLY

The German Player may use any hex on the west or

north edge of the game-map as a supply source. If a Line of Supply can be traced from one of these hexes to a German unit, that unit is in supply. If a German unit is out of supply, its Fire Strength and Movement Allowance are halved.

[13.11] The Movement Allowance of a German unit, as affected by supply, is determined at the beginning of its movement *only*. The unit's Fire Strength is determined at the moment of fire. A German unit's ability to move by breakthrough (see Case 10.7) is never affected by its supply state.

[13.12] If a German unit is eliminated while out of supply, it is not eligible to be taken as a replacement (see Case 15.2). The unit is permanently destroyed.

[13.2] SOVIET SUPPLY

The Soviet Player may use any non-German occupied Ferry hex (hexes 1822, 2227 and 2719) as a supply source. If a Line of Supply can be traced from one of these hexes to a Soviet unit, that unit is in supply. If a Soviet unit is out of supply, its Fire Strength is halved, and it may *not be moved* (either by normal movement or breakthrough movement). An out of supply Soviet unit may not take part in an instant counterattack.

[13.21] A Soviet Line of Supply may be traced across the German Start Line only if no German unit is in the Divisional Sector (see Section 2.0) the Soviet Player is tracing across.

[13.22] A ferry hex *may* be used as a Soviet supply source even if its reinforcement capacity is reduced to zero by German units in adjacent hexes (see Case 15.42), so long as the hex is not actually occupied by a German unit.

[13.23] A Soviet unit in a fortified structure hex (including Volga River bank hexes) may never be out of supply (the unit may be affected by isolation or collapse however). Once a Soviet unit is moved out of a fortified structure hex, it is immediately subject to supply restrictions.

[13.24] A unit that is under direct command of General Chuikov (i.e., is within two hexes of the Chuikov counter) may never be out of supply or subject to collapse. It may, however, be isolated. The Chuikov counter may be used for supply and to prevent collapse even if it is moved during a Reaction Phase (see Case 11.3).

[13.25] If a militia unit is *ever* out of supply and is not stacked with a non-militia unit, it is immediately eliminated.

[13.26] Trans Volga Artillery units, the Volga flotilla unit and the Chuikov counter may never be put out of supply and are never subject to isolation or collapse.

[13.3] SOVIET ISOLATION

If the reinforcement capacity of all three ferry hexes is reduced to zero, either by German occupation or by German units being in adjacent hexes (see Case 15.42), *all* Soviet units west of the Volga River are isolated. *Two* is added to the die roll result when conducting any type of fire with isolated units (e.g., Offensive Fire, Defensive Fire, artillery bombardment, etc.). This penalty is in addition to any other modifications that may be made to the die result. For example, if an isolated Soviet unit were conducting Offensive Fire into an urban hex, a total of *four* would be added to the die result. Isolation may go into or out of effect any number of times during a Game-Turn, depending on the current reinforcement capacity of all the ferry hexes. Note that it is possible for all Soviet units to be isolated, while some or none are out of supply (see Case 13.22).

[13.4] SOVIET COLLAPSE

If all three ferry hexes are actually occupied by German units at the *end* of a complete Game-Turn, all Soviet units must check for collapse. *All* militia units are immediately removed from play. The Soviet Player must roll the die separately for each and every other Soviet unit west of the Volga River to see if it surrenders. If the die roll result is *higher* than the unit's printed Fire Strength, the unit is removed from play.

[13.41] The Soviet Player does *not* roll the die to see if units that are within two hexes of the Chuikov counter surrender — these units are immune to collapse.

[13.42] If a unit has two Fire Strengths, the higher of the two is used when determining whether it surrenders. When checking to see if an artillery unit surrenders, the die result must be greater than *one half* the unit's printed Fire Strength to cause the unit's elimination.

[14.0] EFFECTS OF TERRAIN

GENERAL RULE:

The type of terrain that is present in a hex affects the movement of German units and may alter the Fire Strength of units firing into or out of the hex in a variety of ways. These terrain characteristics are summarized on the Terrain Effects Chart. Certain terrain types have special properties.

CASES:

[14.1] ARMOR TYPE UNITS AND TERRAIN

All armor and anti-tank units, and most flak units have two printed Fire Strength values. The first value (the greater) is used when the unit is conducting any type of fire into a clear terrain hex. The second value (the lesser) is used when the unit is conducting fire into any hex containing terrain other than clear, during a ground attack only.

Exception: If one of these unit types is *stacked* with any type of infantry, engineer, reconnaissance or worker unit and both units are conducting fire into the same hex, the armor type unit uses its *greater* Fire Strength value.

[14.11] When an armor, anti-tank or flak unit is involved in an overrun or instant counterattack (offensively or defensively), its greater Fire Strength value is always used.

[14.12] Although terrain does not otherwise effect units involved in a surprise attack resolution (see Case 10.32), the Fire Strength of involved armor type units is still affected by terrain as noted above.

[14.13] Certain Soviet armor and anti-tank units have a lesser Fire Strength value of "0." If this value is used and results in a total of zero Fire Strength Points committed to an attack, the fire does not take place. However, the Soviet Player would still draw a Reaction Chit, if eligible.

[14.14] Certain German flak units have only one Fire Strength value (their values are organized like artillery unit values). These units are not affected by the above restrictions, but are subject to the effects of terrain on artillery.

[14.2] GERMAN INFANTRY UNITS AND TERRAIN

All German infantry units have two printed Fire Strength values. The first value is used when the unit is conducting any type of fire into any type of hex *except* a heavy or fortified structure terrain hex. The second value is used when the unit is conducting any type of Fire into a heavy or fortified structure hex. This reduction represents the ineffectiveness of German heavy weapons (those organic to the infantry battalions) in the built-up areas and rubble of Stalingrad.

[14.3] USING THE TERRAIN EFFECTS CHART

The Terrain Effects Chart is a comprehensive guide detailing how the various terrain types on the game-map affect the many types of combat and other game functions in *Stalingrad*.

- Column 1 lists all the major *terrain types* on the game-map.
- Column 2 lists the *Movement Point cost* for German units to enter a particular terrain hex or to cross a terrain hexside. For example, to move across a river hexside into a heavy structure hex would cost a German unit three Movement Points total (2 for moving into the heavy structure and 1 for crossing the river). Note that clear terrain hexes and road hexes cost German units only ½ Movement Point to enter. In the case of road hexes, ½ Movement Point is expended if the hex is entered through a hexside crossed by that road. Otherwise, the other terrain in the hex determines the Movement Point cost. Roads do *not* cross rivers; the extra point cost of crossing a river hexside must be expended.
- Column 3 summarizes the extent of Zone of Control into the various terrain hexes.
- Column 4 details how the number of Air Points or Fire Strength of artillery units conducting bombardment or indirect artillery fire (offensive or defensive) may be reduced by the terrain in the hex they are committed to attack. These penalties do not affect a unit (artillery or otherwise) firing into an adjacent hex.
- Column 5 lists a number to be added to the die roll result when conducting an Air Attack, Artillery Bombardment or Offensive Fire into a certain terrain hex. For example, if a "3" were rolled when bombarding a woods hex, the result would be treated as a "4." These additions are *not* used during an Offensive Fire, if at least one of the attacking units is an *engineer* unit. These additions are never used when conducting Defensive Fire and might not be used when conducting an Air Attack with Dive Bomber Air Points (see Case 5.4).
- Column 6 is used when the *Soviet Player* is conducting Defensive Fire (only). Note that the terrain refers to the hex the Soviet units occupy. The listed modifiers may affect the die result or increase the strength of the units conducting Defensive Fire. The strength of indirect artillery fire committed to support a Soviet Defensive Fire is *not* increased by these modifiers.
- Column 7 is used when the German Player is conducting Defensive Fire (only). Note that the terrain refers to the hex the *attacking Soviet units* occupy. The listed modifiers may affect the die result or increase the strength of units conducting Defensive Fire (*including* German indirect artillery Fire).

Columns 4, 5, 6 and 7 are never used when resolving an overrun or instant counterattack. Columns 5, 6 and 7 are not used when resolving a surprise attack.

[14.4] SPECIAL TERRAIN HEXES

[14.41] The special structures (hexes 1925 and 1926; and hexes 2126 and 2127) are considered heavy structure hexes for purposes of movement, Offensive Fire and Defensive Fire; and as clear terrain hexes for purposes of air attack, artillery bombardment and artillery indirect fire.

[14.42] Mamayev Kurgan (hex 1726) is considered a fortified structure for all game purposes, even though it is a hill.

[14.43] Volga River bank hexes are treated as fortified structure hexes for all game purposes. (Ex-

ception: If a German unit in a Volga River bank hex is being bombarded by Soviet Trans Volga artillery units or the Volga Flotilla unit, it is considered to be in a *clear* terrain hex.) Neither player may stack more than two units in a Volga River bank hex.

[14.44] The Great Gully (hexes 1534 and 1634) is considered to be fortified structure hexes for all purposes. The river running through these hexes (and through hex 1735) is ignored.

[14.5] THE OIL TANKS

The oil tank hex (1535) is treated as a clear terrain hex for all game purposes unless it is *ignited*. At the end of each complete Game-Turn, the Soviet Player rolls the die. A result of 1-5 has no effect. A result of 6 means the oil tanks have been ignited by a stray projectile, causing thick black smoke to cover the entire city, with the following effects:

- The burning oil counter is placed in the oil tank hex.
- Any units in the hex when ignition is determined are immediately eliminated.
- German Air Power is *halved* for the duration of the Game-Turn immediately following ignition (i.e., every 4 Level Bomber Points committed have a value of 2, and every 2 Dive Bomber Points committed have a value of 1). Soviet Air Power is not affected.
- The strength of German artillery units conducting bombardment in the Game-Turn immediately following ignition is *halved* (in addition to any other penalties they may incur). Soviet artillery units, and German artillery units used in the Operations Stage, are not affected.
- No unit may enter or move through the oil tank hex for the entire upcoming Game-Turn.

At the end of the Game-Turn following ignition, the burning oil counter is removed. The hex is again treated as a clear terrain hex and may never be re-ignited.

[14.6] PROHIBITED AND IRRELEVANT TERRAIN

[14.61] All Volga River hexes and hexes east of the Volga are prohibited to all units. **Exception:** The Volga River flotilla unit may be placed in a Volga River hex (see Case 12.3). Units of the Trans Volga Artillery may be placed in specially marked hexes east of the Volga but may never be moved (see Case 16.1).

[14.62] Railroads have absolutely no effect on play and are included for historical interest only.

[15.0] REINFORCEMENTS AND REPLACEMENTS

GENERAL RULE:

Both players receive reinforcements in accordance with their respective Reinforcement Displays during the Operations Stage of each Game-Turn. The German Player receives replacements at the beginning of a Game-Turn from those units destroyed during the previous Game-Turn. The Soviet Player receives replacements during his Final Reaction Phase. Reinforcement and replacement units are taken from among the units in the countermix not set up at the start of play, as well as from units previously destroyed.

CASES:

[15.1] GERMAN REINFORCEMENTS

The German Player may enter his reinforcement units into play from any hexes on the west or north edge of the game-map during a German Initiative Phase of the Operations Stage in the Game-Turn they are scheduled to arrive (**Exception:** see Case 15.15).

[15.11] The German Player may sequence the arrival of his reinforcements as desired, bringing them into play at any time during any German Initiative Phases of the Game-Turn.

[15.12] The appropriate number of Movement Points must be expended to place a reinforcement unit(s) in its entry hex. Once a reinforcement unit or stack of units is brought into play, it must be moved immediately (if at all) and is subject to all supply, movement and combat restrictions.

[15.13] The entry of German reinforcements may not be delayed from Game-Turn to Game-Turn.

[15.14] There are no German reinforcements on Game-Turn 1 or 3.

[15.15] The seven units of the 371st Infantry Division (which enter on Game-Turn 5) must be brought into play from the west edge of the game map *south* of hex 0140 (exclusive).

[15.2] GERMAN REPLACEMENTS

German replacements represent the reorganization of shattered German formations into *Kampfgruppe* (battle groups). When a German unit is eliminated, it should be placed in the German Replacement Box (printed on the map). During the Game-Turn Preparation Stage, the German Player determines which units eliminated in the previous Game-Turn will be returned to play. He rolls the die once for each unit in the box. If the die roll result is "3" or less *and* is equal to or less than the unit's Fire Strength value, it is eligible to be a replacement. If the die result is greater than "3" *or* greater than the unit's Fire Strength, the unit is permanently destroyed and should be placed in the counter tray. After determining all his replacements, the German Player deploys them in any hexes in any of the German Division Deployment Sectors. In the upcoming Game-Turn, they may be involved in all game functions, just like German units already in play.

[15.21] If a unit has two Fire Strength values, the *smaller* is used when determining the chance of replacement.

[15.22] Artillery units and flak units may *never* be taken as replacements. If such a unit is eliminated, it should not be placed in the Replacement Box.

[15.23] The German Player only rolls the die to determine whether a given eliminated unit is eligible to be a replacement during the Game-Turn Preparation Stage following the Game-Turn in which it was destroyed. There should be no units in the Replacement Box immediately after a Game-Turn Preparation Stage.

[15.24] A German unit that is eliminated while out of Supply (see Case 13.1) may not be taken as a replacement; it is permanently destroyed.

[15.3] GERMAN WITHDRAWALS

The German Player receives no reinforcements on Game-Turn 3. Instead, he must *withdraw* the 29th Motorized Division from play. At the beginning of the *Operations Stage* of the Game-Turn he simply removes 17 units of the same unit types listed for the 29th Motorized Division on the German Initial Deployment Display. These units may be taken from anywhere on the game-map, including units he received as replacements this Game-Turn. (**Exception:** Units that are currently out of Supply may not be withdrawn.) If units of the exact type listed are not available, other units of the same basic type must be removed so that an equivalent number of Fire Strength Points is removed (24 armor points, 28 infantry points, 16 artillery points, 6 engineer points and 2 reconnaissance points). Withdrawn units are not eligible to be taken as replacements.

[15.4] SOVIET REINFORCEMENTS

The Soviet Reinforcement Schedule specifies the Game-Turn and Reaction Phase in which Soviet reinforcement units may first be brought into play. Soviet reinforcements may only be initially placed on any non-German occupied Ferry hex (**Exception:** See Cases 15.43 and 15.48) and must be moved immediately (if at all). The number of reinforcement units the Soviet Player may bring into play is limited by the *reinforcement capacity* of the ferry hexes. The printed reinforcement capacity number on each ferry hex specifies the maximum number of reinforcement units that may be brought into play in that hex in *one* Soviet Reaction Phase.

[15.41] The reinforcement capacity of a ferry hex may be increased by six units, by placing a pontoon unit in the hex (see Case 12.4). Placing a pontoon unit in a ferry hex does *not* count as a unit against the ferry's reinforcement capacity.

[15.42] The reinforcement capacity of a ferry hex may be reduced by the presence of German units. For every German *unit* in a hex adjacent to a ferry hex, the capacity of that hex is reduced by *two* units. For example, if three German units occupied hex 1733, the reinforcement capacity of ferry hex 1832 would be reduced to zero (unless a pontoon unit were in the hex, in which case the capacity would be six). If a German unit occupies a ferry hex, that hex's reinforcement capacity is zero. The current capacity of a ferry may change at any time, depending on the current disposition of German units in or adjacent to the ferry hex.

[15.43] If and only if the reinforcement capacity of all three ferry hexes is zero at the beginning of a Soviet Reaction Phase, the Soviet Player may bring reinforcement units into play in any non-German occupied Volga River bank hexes. However, the total number of units that may enter play in this manner per Reaction Phase is limited to the roll of one die. A unit that enters play from a river bank hex may only expend *one half* its printed number of Movement Points.

[15.44] The placement of a reinforcement unit in a ferry hex does *not* require the expenditure of a Movement Point. Moving a reinforcement unit does not count toward the limit on the number of units the Soviet Player may move in a Reaction Phase (see Case 11.2). Reinforcement units may be moved in support. The Soviet Player may place any number of reinforcement units in a ferry hex (to the limit of its capacity) as long as stacking restrictions are adhered to when the movement of the units is completed.

[15.45] The German Player may *not* conduct an instant counterattack against reinforcement units as they are placed in their entry hex.

[15.46] Soviet reinforcements *may* be delayed. The Reinforcement Schedule states the Reaction Phase and Game-Turn in which units become available to enter play. If the Soviet Player does not bring a reinforcement unit into play when first eligible (either by choice or lack of ferry hex capacity), he may bring it on in any subsequent Reaction Phase (even in a subsequent Game-Turn).

[15.47] If the total number of Soviet Reaction Phases in a Game-Turn is less than the number of Phases specified in the Reinforcement Schedule for reinforcements, any units not yet made available may be brought into play during the Final Soviet Reaction Phase. For example, if on Game-Turn 2 there is only one Soviet Reaction Phase before the Final Soviet Reaction Phase is in-

itiated, all units scheduled to enter in the second, third and Final Reaction Phases may be taken in the Final Reaction Phase. The Soviet Player is still limited to the Reinforcement Capacity of his ferries for one Reaction Phase however.

[15.48] Trans Volga Artillery units and the Volga River Flotilla unit do not enter play in ferry hexes, but rather in the hexes east of the Volga and in the Volga river respectively (see Cases 16.1 and 12.3).

[15.5] SOVIET REPLACEMENTS

The Soviet Player may receive replacement armor units at the beginning of the Final Soviet Reaction Phase. He may receive replacement militia and worker units at the end of his Final Reaction Phase, in accordance with Case 12.25. If the ammunition depot has been removed from the map (see Case 6.6), the Soviet Player may return it to play at the end of his Final Reaction Phase (see Case 6.64).

[15.51] The Soviet Player receives light and medium armor units in the Tractor Factory and the Krasny Oktyabr Works respectively, if their hexes are occupied by Soviet worker units at the beginning of the Final Soviet Reaction Phase (see Cases 12.22 and 12.23). Replacement armor units may exceed the stacking restriction when placed in their entry hex(es), but must conform to the restrictions when their movement is completed. Moving a replacement armor unit does not count toward the limit on the number of units the Soviet Player may move in a Reaction Phase (see Case 11.5).

[15.52] The Soviet Player receives replacement militia units each Game-Turn in each of the three set-up areas (see Section 2.0). He may receive up to *three* militia units in the Southern area, *eleven* in the Central Area, and *three* in the Northern area. If there are not enough militia units in the countermix (including previously eliminated units), the Soviet Player does not receive them. If this occurs, he must choose how many (if any) will be placed in each area, up to the maximum permissible. A replacement militia unit may only be placed initially in a light, heavy, fortified or special structure hex occupied by a non-militia Soviet unit, and may not be placed in excess of stacking restrictions. If the Soviet Player has militia units available to him, but no valid hexes in which to place them, he does not receive them. Once in play, a militia unit is subject to all the restrictions of Case 12.1.

[15.53] If the Soviet Player wishes to move a replacement armor unit, he need not do so immediately upon placement of the unit. He may sequence the movement of such units as he sees fit with other units he is moving in his Final Reaction Phase. Replacement militia units may not be moved on the Game-Turn they are received.

[16.0] TRANS VOLGA ARTILLERY

GENERAL RULE:

The Soviet Player receives units of the Trans Volga Artillery group (TVA) as reinforcements in the Final Soviet Reaction Phase of each Game-Turn. These units are specially colored for easy recognition. TVA units may only be placed in specific hexes east of the Volga and may only be used to bombard German units in the Bombardment Phase; they may not be used for indirect fire.

CASES:

[16.1] DEPLOYING TVA UNITS

When the Soviet Player receives TVA units, he may only place them in the specially marked TVA emplacement hexes east of the Volga. He may place one TVA unit per hex for each TVA symbol printed in it. Thus in hex 2925, he may place up to two TVA units, but in hex 2821 he may place only one. The arrival of TVA units may not be delayed. Once a TVA unit is placed in the TVA emplacement hex of the Soviet Player's choice, it may not be moved for the remainder of the game.

[16.2] CAPABILITIES OF TVA UNITS

A TVA unit may be used to bombard *two* adjacent German-occupied hexes, each at the unit's full Fire Strength (**Exception:** See Case 16.25).
See example at bottom of page.

TVA units are not subject to the restrictions placed on Soviet bombardment in Cases 6.21, 6.22 and 6.32. Thus, as long as both hexes to be bombarded are within range, a TVA unit may bombard all German units in the hexes at its full printed Fire Strength, and its fire may be combined with other TVA units, whether adjacent or not.

[16.21] TVA units may be combined for a single bombardment as long as both target hexes are within range of the participating units. TVA units may not bombard in combination with Soviet artillery units west of the Volga, or with the Volga River Flotilla.

[16.22] TVA units may not be put out of supply or isolated, and are not subject to collapse.

[16.23] The Fire Strength of TVA units *is* affected by the modifiers in columns 4 and 5 of the Terrain Effects Chart when firing into applicable terrain hexes, and when firing at German armor units (see Cases 6.43 and 6.44).

[16.24] When a TVA unit is bombarding a German-occupied river bank hex, that hex is treated as a clear terrain hex.

[16.25] The 203mm artillery unit (enters on Game-Turn 5) may only bombard *one* hex per Bombardment Stage, and may not combine its fire with *any* other units.

[16.26] The German Player may bombard TVA units with his artillery units during the Bombardment Stage. However, all TVA units are considered to be in fortified structure hexes for this purpose. The German Player may not conduct air attacks against TVA units.

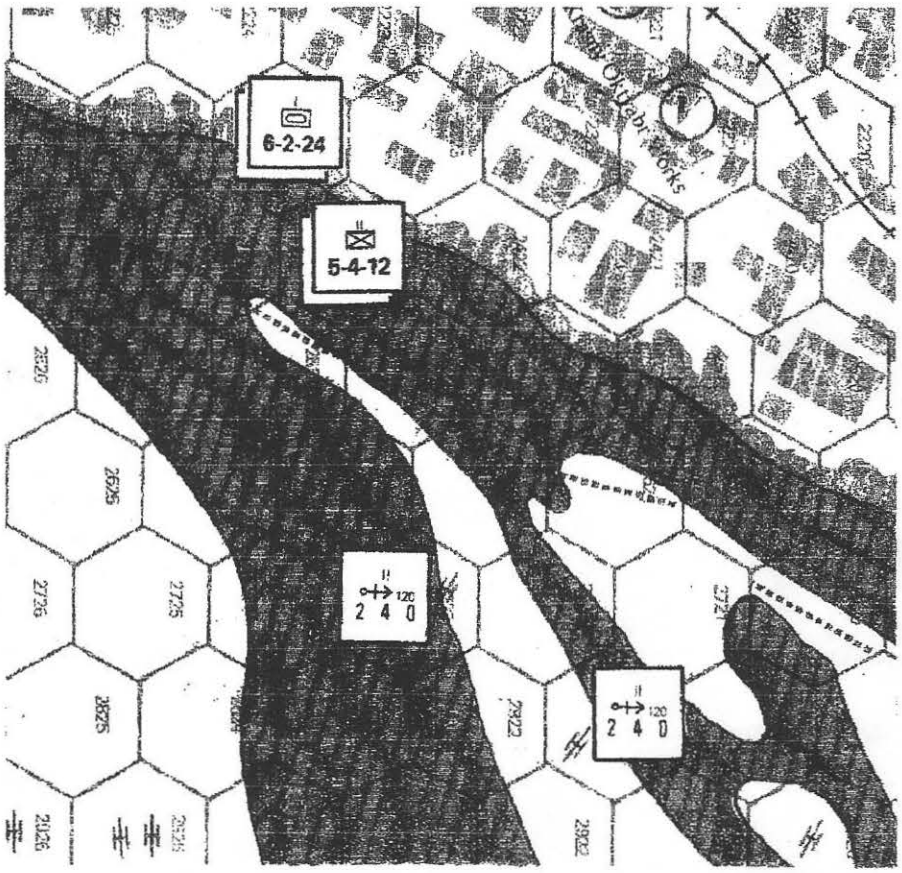
[16.3] KONTRPODGOTOVKA (COUNTER-PREPARATION BOMBARDMENT)

During *one* Bombardment Stage of the game, in Game-Turn 3, 4, 5 or 6 only, the Soviet Player may announce a *Kontrpodgotovka*. Regardless of whether he pronounces it correctly or not, all bombardments conducted by his TVA units benefit from a subtraction of *one* on all die roll results in that Bombardment Stage.

[17.0] SCENARIOS AND VICTORY CONDITIONS

GENERAL RULE:

Battle for Stalingrad may be played in one of two scenarios; the Introductory Scenario or the



The TVA unit in hex 2723 may bombard the German units in hexes 2324 *and* 2423. *Each* hex is bombarded with two Fire Strength Points (separate die rolls are made for each hex). The TVA unit in hex 2821 may not bombard the two German occupied hexes; Hex 2423 is within range but hex 2324 is not. The unit could bombard hex 2423 *only*, if so desired.

Campaign Scenario. Victory in both scenarios is based on the number of Victory hexes the German Player controls at the end of the appropriate Game-Turn. Fifteen Victory hexes are noted on the game-map. The German Player controls a Victory hex if it is physically occupied by German units at the end of the Game-Turn.

CASES:

[17.1] INTRODUCTORY SCENARIO

The players should play the Introductory Scenario to familiarize themselves with the ***Battle for Stalingrad*** game-system. The scenario represents the first week of the intensive German effort to storm Stalingrad, and can be played in about three hours.

The scenario is one Game-Turn long. The full initial deployment is used and the Soviet Player receives all reinforcements due him during Game-Turn 1, except for the Trans Volga Artillery units.

Victory is determined by the number of *Victory Points* the German Player has at the end of Game-Turn 1. He earns two Victory Points for each ferry hex he controls, two Victory Points if he controls Mamayev Kurgan (hex 1726), and one Victory Point for each other Victory hex he controls. If the German Player has *eight* or more Victory Points at the end of Game-Turn 1, he wins. If he has less than eight, the Soviet Player wins.

[17.2] THE CAMPAIGN SCENARIO

After they feel comfortable with the game-system, the Players may proceed to the Campaign Scenario, which recreates the seven critical weeks of the Stalingrad battle in its entirety. The game is seven Game-Turns long and takes ten to twelve hours to play.

Victory is determined solely by the number of Victory hexes the German Player controls. To win, the German Player must control *twelve* or more Victory hexes, *two* of which must be ferry hexes, at the *end* of any complete Game-Turn. If he occupies less than twelve Victory hexes at the end of Game-Turn 7, the Soviet Player wins. If the German Player occupies twelve or more Victory hexes but does not occupy at least two ferry hexes at the end of Game-Turn 7, the game is a draw.

Designer's Notes

Historians tend to hang nice neat titles on military units and then automatically assume that all the trappings of the title go with it. The German 6th Army was indeed "neat." It was a highly organized military machine with a superb communications and administrative net. It had a highly developed staff and a functional, if stretched, logistical tail. By comparison the Soviet 62nd Army was an armed mob.

The German advance towards Stalingrad, following the total destruction of the Soviet May offensive, had surprised the Soviets in both its energy and strength. Since there were no major encirclements like there had been in 1941, it has been termed an "orderly withdrawal." However, the real truth was that the Soviets simply had the good sense to cut and run, and run quickly, rather than hold on to untenable positions in the face of disaster. But, the very velocity of the retreat caused total havoc among the organizational and administrative echelons of their forces. They haphazardly fell back to the Stalingrad outer defenses which they expected to hold while reorganizing. Units were intermingled with many records lost, and they hoped to untangle themselves along this line. But, General Hoth's dynamic 4th Panzer Army quickly and unexpectedly broke through the line and was very close to taking the city by a *coup de main*. Panic stricken, the order was given to fall back to the inner defenses. This was the final jolt that caused the total disintegration of any form of coherent organization. The communications net became non-existent, and morale sank to new lows. Units were in bad positions and had no new orders, re-supply had become haphazard, and the unexpected, heavy air raids against the city further doomed the feeble attempts to reorganize. The commander, having fallen into deep depression, was relieved and a relative newcomer, Chuikov, was brought in.

A Command Amid Chaos

Chuikov gave the army spirit and purpose, but he could not give it organization. Things were so scrambled that it was impossible even to ascertain what his exact Order of Battle was, let alone the Germans'. Furthermore, the Germans proved rather adept at keeping his headquarters under constant air and artillery shelling, which frustrated his attempts to set up a dependable communication link with all his units. He was a commander of a mob. It was a rather numerous mob, however, and reasonably well armed. Many of the Soviet weapons were the equals of the Germans, such as the T-34 and the long 152mm guns, and some weapons were superior, such as their SMG. But, the army could not really react.

Wherever his headquarters was, Chuikov could control those units within dependable telephone linkage, which was rare, and those within runner distance. Since his airforce made only night appearances, they were useless for observation. Only by holding onto the highest ground could he get an idea of what was happening. He had to second-guess what the Germans were going to do and shift his reserves to the place of expected attack. Often he would meet the arriving reinforcements at the ferry landings to give them their orders personally and to tell them exactly where he wanted them to go. This was not so much a matter of personal interest for Chuikov as a necessity, because after a unit disappeared into the inferno of the city, there was an excellent chance that he might never be able to reach its commander again. Frequently, he had so little flexibility that he would simply tell a unit to "go there, dig in, and kill as many Germans as you can before they kill you."

The point of this simulation of the battle is to give the Soviet player definite problems which must be considered quite a bit in advance. Since nothing is certain, he is forced to adhere rigidly to the military principle of simplicity. Complex "factor counting" and rule structure manipulation, which are the marks of a cunning gamer, simply will not work. The game design was built so that it would seem to frustrate the gamer's attempt to control it. The art of competent simulation design is to create the "mind problems" of the opposing commanders. It is important that the gamer feel the actual emotions that were flowing through the brain of the generals. Chuikov, for instance, had to deal with an overabundance of confusion, frustration, and uncertainty. ***Battle for Stalingrad*** creates a game environment that focuses those emotions in the gamers.

Psychology

Adding to Chuikov's problems was the fact that though he knew his men could hang tough and would contest bitterly each block of ground, he also was aware of another very Russian trait — the potential of a total morale collapse if his men sensed that total disaster was imminent. The German writer Von Mellinthin often commented on the unique Russian trait of fighting tenaciously with no regard to casualties and then suddenly falling apart, fleeing or surrendering in total despair, based on the occurrence of an "unsettling event." The Soviets feared that they would be abandoned on the west bank by their high command, and they worried most about the ferries. Had they fallen, all of them, it seems likely that this would have been the mental blow that would have caused the Soviet soldier to sink into depressed apathy and simply give up the fight.

This "psychological" trait is why the game can actually end on any turn. At any time the Germans are capable of ending the fight once and for all. This factor will weigh heavily on the Soviet player's mind.

This then is the rationale behind what certainly is one of the more unique movement/combat/reaction systems. The point of modern game design is to show how it feels to command vastly different styles of armies. Too often game designers assume that though their strengths may vary and the movement factors be different, both sides operate in roughly the same way. Seldom will you find a game design in which one side's method of play differs dramatically from the other. The thought processes of two armies, or course, are seldom the same. Nowhere was the clash of two vastly differing thought processes more obvious than at Stalingrad.

The German player will feel very German. Almost every rule gives him a superiority over the Soviets, which is quite realistic. Throughout the rules, the Germans are able to do one function while the Russians can't. The rules make it very clear how and why a well-organized "army" is superior to the armed mob. It is not simply a matter of weapons, it is a matter of organization and administration. Indeed, all the German *blitzkrieg* victories were due to the wholesale issuing of *one* weapon on a scale not done by any other army up to that time. That weapon was the radio. With instant communication and the ability for quick reaction, the German army defeated one armed mob after another. With boring frequency the Germans demoralized, confused and perplexed their numerically superior enemies into total defeat. Only one "armed mob" would ever defeat the Germans in all of World War II — the mob of General Chuikov's 62nd Army.

Fact vs. Effect

A common question asked of a game designer is how a certain piece of information is translated into a "game effect." Or, to paraphrase the game review: "Why was that fact not accounted for?" This is particularly a nettlesome question when two games are done on the same subject and one seems to have a "historical fact" while the other does not. The question is always asked: "Who is right?"

Doing a game on Stalingrad involves the problem that more has been written about that east front battle than about any other. The number of books on the battle is almost overwhelming. The great tragedy is that the research behind them was dismal. In most cases, it appeared that accurate information was lost and that errors were constantly repeated...and no minor errors at that. Almost every English history on the battle of Stalingrad will list in the initial German Order of Battle the 76th Infantry Division.

I, indeed, listed it, even up to the "final" OB I sent to SPI. I expect numerous reviewers will point this out as a great error, and some will even offer the exact, correct OB for the division. But, a check of the German Language sources reveal that though it was ordered to go to Stalingrad for the initial attack, it never made it. It was simply unable to disengage from the upper Don where it was fighting. However, the Soviet intelligence reports had picked up its order to go to Stalingrad and had neatly printed it on Chuikov's situation map. Fortunately, or unfortunatly depending on your viewpoint of historical documents, this map had been preserved and has been reprinted, copied and used as the in-

itial "start" OB for just about every Stalingrad book printed. It is a shame that the Soviet radio intercept never picked up the last minute cancellation of the move. Only an examination of the German War Diaries and OKH situation maps shows this error. This 76th Division error would still be in the game if it had not been for the dilligent Germanic research of Dave Parham, who wrote the historical commentary.

Dave Parham is probably the most knowledgable American on the subject of Stalingrad, after having made a life-long study of both the German and Soviet documents pertinent to it. His credits include all the research for Phoenix's game *Streets of Stalingrad* and key research for SPI's *Battle for Stalingrad*. He is presently writing the definitive book on the subject which will debunk much of the accepted "fact" about the battle. Parham is a manifestation of the "new" era of specialization that is slowly coming into wargaming. Traditionally, the game designer has been responsible for all research as part of the design. Perhaps it would be better if he was indeed responsible for all "analysis" but not the actual research. There is a difference. Historical research produces facts, it does not produce game effects; only good game design does that.

As an example, in the game *Streets of Stalingrad* there appears the prominent Tartar Wall, which was a stone/concrete-type wall running almost into the city. In a company level game, where *each turn is one day*, and where this structure could block movement for a number of hours, this certainly is a factor. However, in the week long turns of *Battle for Stalingrad* this factor would be irrelevant. Once you move to the week long game, an edifice that delays movement for a few hours until a hole is blasted in it is simply irrelevant. As a matter of fact, given the time/distance scale of Stalingrad, almost all the movement allowances are based more on administrative techniques and logistical shift capability than on "movement of units" ability. In many respects the movement factor of a modern unit *is* more a function of its administrative and clerical efficiency than of the miles per hour function of its feet/wheels/horses/treads factor. Or as my college ROTC instructor said, "A unit's movement ability is *totally* dependent on the number of operational radios it has." Admittedly he was hyping the Signal Corp at the time, but that statement does convey a large chunk of insight.

Another point of significance was German artillery ammunition. The records, once again in German, that Dave studied indicated there was a "significant" shortage of German large caliber ammo. There is nothing more irritating than the word "significant." It is a catch-all for any bureaucratic report that really wants to say: "We have discovered a factor that may influence our results, but we have no idea of how big or little this thing is." Since that really can't be said in an official report, the word "significant" is used. Anyway, there was a significant German ammunition shortage.

As a further study of this problem, consider the question of German Air Power. In the daily game, the analysis should be based on the number of planes. However, in the weekly game, that factor is not nearly as important as the "average weekly sorties." Also, in the weekly approach, a good game designer should consider the impact of a week's worth of air harassment. In simple terms, being bombed once in a time span of a day is no big deal, and the novelty of it — assuming you survive — might even be fun. However, to be bombed *seven days in a row*, even a little bit each day, is very depressing, and depression often leads to surrender, which means counter elimination.

In essence, what we are saying is that indeed 1+1=2... *but* 2+2... really equals 5 or 6. No, this is not just so much nonsense, but is an honest attempt to factor in the *significant*, cumulative effects of a combat event happening on a continual basis.

In general, this type of analysis will only yield "adequate" results in terms of game design, and the average wargamer's closet is full of "adequate," non-played games. Often overlooked is the problem that the longer a turn's timespan and the larger the units involved, the less excitement there is. At the highest game level, strategic, an accurate combat simulation might simply be a *Monopoly*-like race to accumulate "resource points." Only at the lower levels do you have "game excitement." Why has *Squad Leader* been such a success? The bottom line is simply that gamers love the physical excitement of gunning down Lt. Hill in the street. So, the key in designing an "often-played" game is to insert a tactical flavor in it, regardless of at what level it is designed. The potential for ambush vs. surprise vs. normal attack that is in *Battle for Stalingrad* would be much more relevant in the daily turns of *Streets of Stalingrad* than in my weekly analysis. As a matter of fact, some adriot reviewer could easily turn my own argument against me and point out that since an ambush effect will take but a few minutes, if not a few seconds of nastiness, it has no place in a weekly game. But, the ambush rule imparts such a neat tactical flavor that not to use it would remove from the game the overall excitement it now contains. Hence, comes one of my cardinal rules of game design — if something is *neat*, by all means keep it in the game, and then claim in the designer's notes that it *had* to be in the game to portray a significant historical effect. *John Hill*

Developer's Notes

When a game is received here at SPI from a freelance designer, a long period of testing and fine-tuning is undertaken by a staff developer. The aim of this process is to insure that the product works as an enjoyable game and that the final package is successful from an aesthetic, organizational and historical standpoint. This was my task on ***Battle for Stalingrad***. The basic design of the game remains unchanged. For those who are interested in why certain changes were implemented, here is a quick run-down of those alterations.

The game-map went through a major overhaul. John Hill's original map contained all the geographical information found on the final map. However, it was oriented such that the Volga River ran parallel along the east edge of the map. This gave the playing area an unnatural feel, something which I think was corrected quite nicely in the final version. By using a map of Stalingrad from *The History of the Great Patriotic War of the Soviet Union* (East German Edition) and other map sources, we put together a representational street-plan of the city which also adds to the look of the final version.

The numerous and disparate functions performed by the different unit types in the game presented a constant problem to new players of the game, especially since the game-system is unlike any other. The Unit Capabilities Chart was put together to ease these learning pains. The chart certainly does not explain in detail all the functions of the units, but is intended to remind the players of their more individual characteristics. I would like to thank one of my blindtesters, John Alsen, for suggesting and executing a prototype version of the chart. The Terrain Effects Chart is a conglomeration of a number of small charts in the original version. By putting all this information in one place, accessibility is markedly improved.

The original game had Level Bomber and Dive Bomber air *units* for each player (about 50 units). In order to reduce the countermix to 600 units (and thus save the game buyer some money), the air units were exchanged for the current point system. The use and effect of air power in the game remains unchanged.

Another change that reduced the size of the countermix and solved a nagging play problem was the melding of low-level artillery into the infantry battalions they were historically assigned to support. Originally, 76mm artillery and other similar light artillery formations were all represented by individual units. As early playtest games progressed, we found that the German ground troops were rapidly disappearing in the urban areas of the map while their overwhelming artillery force remained unharmed, firing at the Soviets from a safe distance. In some games the German army was 90% artillery by Game-Turn 4. By adding the Fire Strength represented by battalion-level artillery to infantry units (and eliminating the artillery) we alleviated this problem and reduced the size of the countermix. To represent the fact that artillery is less effective in the built-up areas, German infantry was then given two Fire Strengths.

Originally, a Soviet Reaction Phase was initiated whenever the German Player rolled a "6" while conducting a Ground Attack, Overrun or Instant Counterattack. Problem was the German Player would sometimes conduct attack after attack and *never* roll a six (I sure wish I could do that), thus defeating an incredibly frustrated Soviet Player. Conversely, the German Player might roll nothing but "6's" and find himself inundated by swarms of Soviets while still entering the city. The Reaction Chit system was devised to balance the occurence of Soviet Reaction. Every time the Soviet Player draws a "No Reaction" chit, his chances for reacting on the next German attack are increased (and vice versa). Also, this allowed us to increase the chance of Soviet Reaction slowly through the course of the Campaign Game. Since the Soviet Player attacks much less often, we retained the "6" die roll system for his attacks.

Strategic Withdrawal was another late addition to the game. In playtesting a favorite German tactic was to pierce the thin Soviet line at two or three places and pour everything through those small holes. This resulted in masses of bypassed Soviet units sitting out the game in the western suburbs of the city, untouched by either player; the Soviet Player couldn't afford to move them, and the German Player knowing this, didn't waste time attacking them. Strategic Withdrawal was introduced to give the Soviet Player opportunity to get these units back into the thick of things without giving him any undue advantage.

I hope these changes, and John Hill's innovative design, has resulted in a tense, unpredictable and rewarding game. That is our goal and I believe, our achievement. *John H. Butterfield*

Design Credits

Game Design: **John Hill**
Physical Systems and Graphics: **Redmond A. Simonsen**
Game Development: **John H. Butterfield**
Research Assistance: **Dave Parham**
Playtesting: **Tom Hudson, Andy Eller, Rick Hom, Bob Muir, Martin Schwartz, Norris Darrall, Dean West**
Blindtesting: **John G. Alsen, Andy Lewis, G.W. Perkheimer Jr. and the Gem City Wargame Club**
Rules Editing: **Brad Hessel**
Production: **David Engler, Rosalind Fruchtman, Ted Koller, Manfred F. Milkuhn, Michael Moore, Bob Ryer**

[3.23] UNIT CAPABILITIES SUMMARY

INFANTRY

Air Attack: Receives benefits of columns 4 and 5 of the Terrain Effects Chart when attacked by Dive Bomber Air Points (see Case 5.43).

Overrun (German): Mechanized and motorized infantry may overrun.

Zone of Control (Soviet): Non-Guard infantry with a printed Fire Strength of "2" have no ZOC.

Fire Strength (German): Second Fire Strength used when conducting any type of fire into a heavy or fortified structure hex.

ENGINEER

Air Attack: Receives benefits of columns 4 and 5 of the Terrain Effects Chart when attacked by Dive Bomber Air Points.

Overrun (German): Armored engineers may overrun.

Ground Attack: Negates effect of column 5 of the Terrain Effects Chart if participating as an attacking unit.

ARMOR

Bombardment and Indirect Fire: Fire Strength of artillery quartered if firing into hex occupied solely by armor. Fire Strength of artillery halved if firing into hex occupied by armor and other unit types (however, see Cases 6.45 and 6.46).

Overrun (German): May overrun.

Overrun (Soviet): First Fire Strength doubled if attacked by German overrun.

Instant Counterattack: First Fire Strength always used.

Ground Attack: First Fire Strength used when firing into a clear terrain hex or when firing with infantry, engineer, reconnaisance or worker unit types in same stack.

Other (German): Second Fire Strength used to determine chance of replacement.

Other (Soviet): Replacement units received in Final Soviet Reaction Phase if Krasny Oktyabr Works and/or Tractor Factory occupied by worker units (see Cases 12.22 and 12.23).

ANTI-TANK

Overrun (Soviet): First Fire Strength tripled if attacked by German overrun.

Instant Counterattack: May not initiate.

Ground Attack: Same as armor (see above).

Other (German): Second Fire Strength used to determine chance of replacement.

RECONNAISSANCE

Overrun (German): May overrun.

ARTILLERY

Air Attack: Must be eliminated first if in hex attacked by Level Bomber Air Points.

Bombardment (German): Only method of attacking TVA.

Bombardment and Indirect Fire: Terrain in hex being fired into may reduce effectiveness as noted in columns 4 and 5 of the Terrain Effects Chart, unless adjacent to hex (however, see Case 6.5, Mortars).

Bombardment (Soviet): May only fire at hexes that fulfill requirements of Case 6.2.

Bombardment and Indirect Fire (Soviet): Units must be stacked with or adjacent to one another in order to combine Fire Strengths.

Indirect Fire (Soviet): May only fire at German units being fired upon by adjacent Soviet units.

Movement (German): May be deployed after moving, prior to attacking.

Overrun and Instant Counterattack: May not conduct indirect fire.

Overrun and Instant Counterattack (German): Only self-propelled artillery may initiate.

Ground Attack: May not fire indirectly when owning Player is defender in a surprise attack.

Breakthrough: Are not involved when participating in a ground attack that earns Breakthrough Points.

Breakthrough (Soviet): May not use Indirect Fire during a Soviet ground attack initiated with a Breakthrough Point.

Other (German): May not be replaced.

Other (Soviet): Fire Strength of all artillery halved if 2289 Ammo Depot not in play. Trans Volga Artillery has special abilities and restrictions (see Section 16.0).

FLAK

Air Attack: May conduct anti-air attacks any number of times. Fire Strength doubled if attacking Air Points are committed to hex the unit occupies.

Air Attack (Soviet): May conduct anti-air attacks in one hex only. May not conduct an anti-air attack if flipped over.

Bombardment: May bombard if unit possesses printed artillery range.

Overrun (Soviet): First Fire Strength doubled if attacked by German overrun.

Ground Attack: May conduct anti-air attack against Enemy Air Points committed to a ground attack.

MILITIA (Soviet only) M

Bombardment: Does not satisfy first prerequisite for bombardment in Case 6.21.

Movement: May not move unless stacked with non-militia unit for duration of movement.

Overrun: Automatically eliminated if sole occupant of overrun hex.

Instant Counterattack: May not initiate.

Zone of Control: Has none.

Ground Attack: May not initiate unless stacked with participating non-militia unit. Subtract one from attack type die roll if sole defender in Enemy ground attack.

Other: May not be moved by strategic withdrawal. Eliminated if out of supply and not stacked with non-militia unit. All eliminated if collapse is in effect.

Use this summary during play as a reminder of any special characteristics the major unit types may possess. These notes do not supercede the rules. Refer to them when questions arise. The following Soviet units are not included in this summary: Worker brigades (12.2), the Volga River Flotilla (12.3), pontoon battalions (12.4), survivors (6.7) and General Chuikov (11.3). See the appropriate case for details on these special units.

[3.21] TERRAIN EFFECTS CHART

1 Terrain	2 German Cost[1]	3 Zone of Control extend into?	4 Effects on artillery and Air Points when firing into	5 Addition to die when conducting air attack, bombardment, or offensive fire into[2]	6 Effect on Soviet Defensive fire if Soviet unit occupies[3]	7 Effect on German Defensive fire if Soviet unit occupies
Clear	½	Yes	NA	0	NA	Double strength
Light Structure	1	No	NA	+1	−1 to die result	−1 to die result
Heavy Structure	2	No	½ Strength	+2	Double strength	NA
Fortified Structure[4,5]	4	No	¼ Strength if Soviet occupied ½ Strength if German occupied	+3 if Soviet occupied +2 if German occupied	Triple strength	NA
Special Structure	2	No	NA	See Case 14.41	Double strength	NA
Hill	1	Yes	NA	0	−1 to die result	−1 to die result
Woods	2	No	NA	+1	−1 to die result	NA
Park	1	Yes	NA	+1	NA	−1 to die result
River	+1	NA	NA	NA	NA	NA
Road[6]	½	NA	NA	NA	NA	NA
Railroad	NA	NA	NA	NA	NA	NA

Notes:

(1) Soviet units are *not* moved in accordance with these Movement Point costs. Each Soviet unit expends *one* Movement Point per hex entered, regardless of terrain.

(2) If an Offensive Fire is being conducted, and at least one participating unit is an engineer unit, all these die roll additions are ignored.

(3) Applies only to Defensive Fire conducted by Soviet units under attack; Soviet artillery firing indirectly do not receive these benefits.

(4) Volga River Bank hexes (including the Ferry hexes) are considered fortified structure hexes for all game purposes. In addition, the stacking limit per Volga River Bank hex is two units.

(5) Mamayev Kurgan (hex 1726) is considered a Fortified structure hex.

(6) Roads do not cross rivers.

NA = Not Applicable or No Effect.
See Case 14.3 for a detailed explanation of this chart.

[3.22] COMBAT RESULTS TABLE

Total Fire Strength or Air Points

DIE	1	2	3	4 5	6 7	8 9	10 11	12 14	15 17	18 21	22 25	26 29	30 35	36 41	42 49	50 59	60 71	72 more
0	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8	9
1	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8	8
2	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7	8
3	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7	7
4	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6	7
5	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6	6
6	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5	6
7	–	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5	5
8	–	–	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4	5
9	–	–	–	–	–	–	–	–	1	1	1	2	2	2	3	3	4	4

– = No Effect. # = Number of Enemy units eliminated (or Air Points lost, if an anti-air attack). Modified die roll results lower than 0 are treated as 0; higher than 9 are treated as 9. Use this table for all air attacks, anti-air attacks, bombardments, overruns, instant counterattacks and ground attacks.

Battle for Stalingrad

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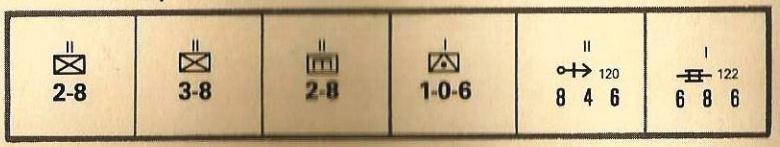
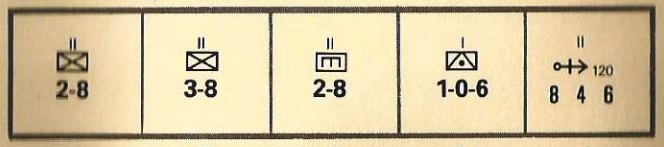
SOVIET DEPLOYMENT DISPLAY

244th Infantry Division



×4 ×2 ×1 ×1 ×1 ×1

131st Infantry Division



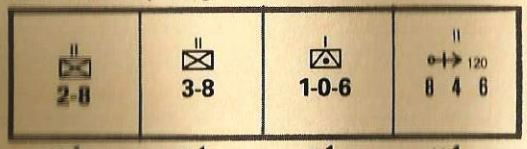
×4 ×2 ×1 ×1 ×1

10th Infantry Brigade



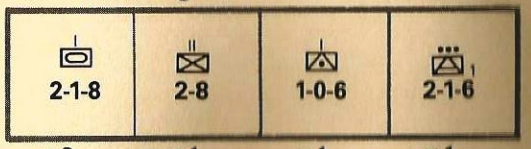
×2 ×2 ×1

42nd Infantry Brigade



×4 ×1 ×1 ×1

133rd Tank Brigade



×2 ×1 ×1 ×1

272nd NKVD Inf Rgt



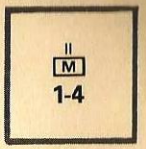
×2

35th Gd Inf Div



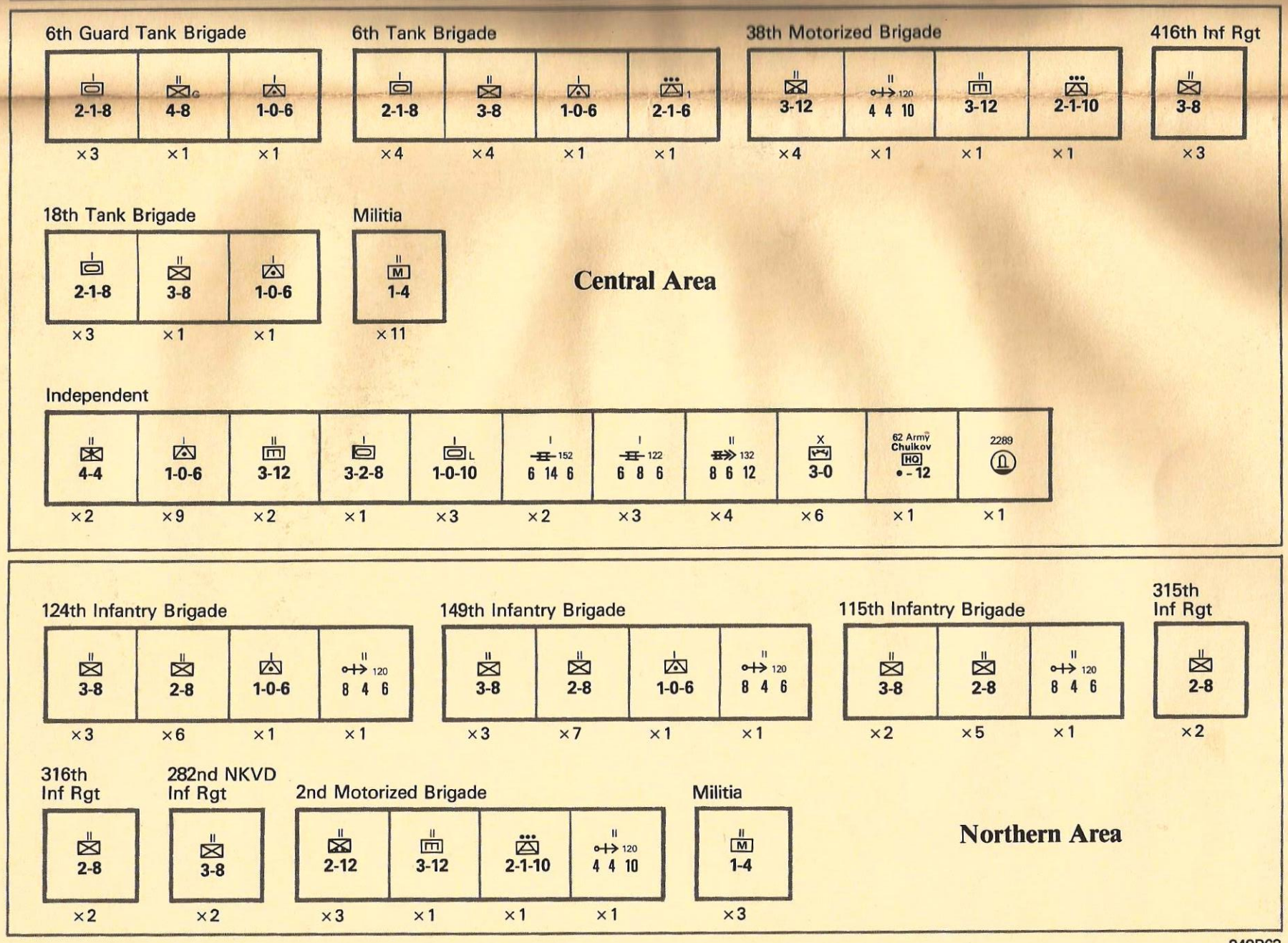
×3

Militia



×3

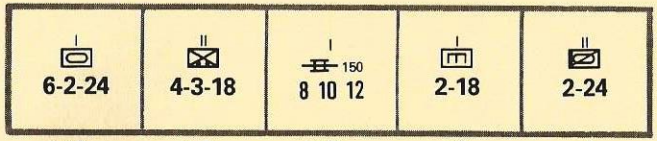
Southern Area


6th Guard Tank Brigade
2-1-8
4-8
1-0-6
×3
×1
×1
6th Tank Brigade
2-1-8
3-8
1-0-6
2-1-6
×4
×4
×1
×1
38th Motorized Brigade
3-12
4 4 10
3-12
2-1-10
×4
×1
×1
×1
416th Inf Rgt
3-8
×3
18th Tank Brigade
2-1-8
3-8
1-0-6
×3
×1
×1
Militia
1-4
×11
Central Area
Independent
4-4
1-0-6
3-12
3-2-8
1-0-10
6 14 6
6 8 6
8 6 12
3-0
62 Army
Chulkov
HQ
• - 12
2289
×2
×9
×2
×1
×3
×2
×3
×4
×6
×1
×1
124th Infantry Brigade
3-8
2-8
1-0-6
8 4 6
×3
×6
×1
×1
149th Infantry Brigade
3-8
2-8
1-0-6
8 4 6
×3
×7
×1
×1
115th Infantry Brigade
3-8
2-8
8 4 6
×2
×5
×1
315th Inf Rgt
2-8
×2
316th Inf Rgt
2-8
×2
282nd NKVD Inf Rgt
3-8
×2
2nd Motorized Brigade
2-12
3-12
2-1-10
4 4 10
×3
×1
×1
×1
Militia
1-4
×3
Northern Area

248P63

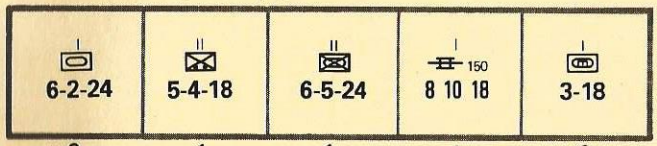
GERMAN DEPLOYMENT DISPLAY

29th Motorized Division



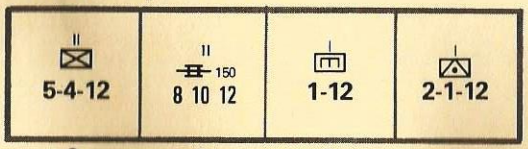
×4 ×7 ×2 ×3 ×1

14th Panzer Division (-)



×2 ×1 ×1 ×1 ×2

94th Infantry Division



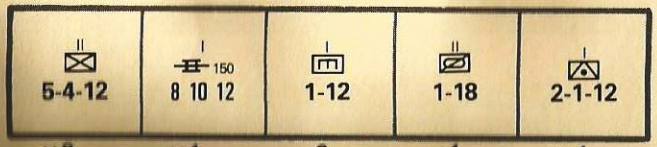
×9 ×1 ×3 ×1

24th Panzer Division



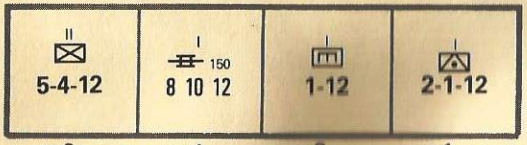
×6 ×2 ×2 ×2 ×3 ×1 ×1

71st Infantry Division



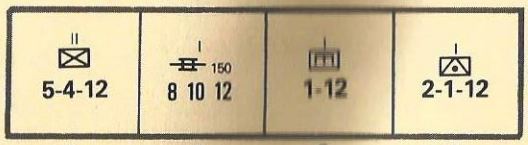
×9 ×1 ×3 ×1 ×1

295th Infantry Division



×9 ×1 ×3 ×1

389th Infantry Division



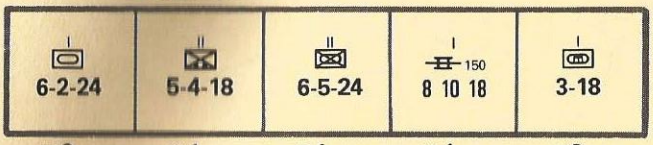
×9 ×1 ×3 ×1

60th Motorized Division (-)



×2 ×3 ×1 ×1

16th Panzer Division (-)



×2 ×1 ×1 ×1 ×2

Independent



×2 ×1 ×1

Battle for Stalingrad

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REINFORCEM

German Reinforcements

	Game-Turn
	1
100 Jaeger Infantry Division: 5-4-12 ×6; 8 10 12 (150) ×1; 1-18 ×1; 2-1-12 ×1; 1-12 ×3 9th Flak Division: 3-1-12 (L 2) ×4; 2 7 12 (3) ×4 51st Heavy Mortar Regiment: 8 4 12 (170) ×6	2
Withdraw 29th Motorized Division (See Case 15.3)	3

5th Hvy Prjctr Rgt



×5 ×1

45th Eng Bn



×3

50th Eng Bn



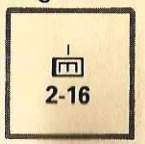
×3

162nd Eng Bn



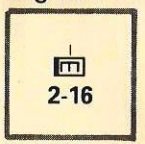
×3

294th Eng Bn



×3

366th Eng Bn



×3

4

14th Panzer Division (–)



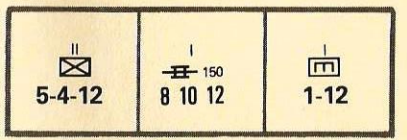
×4 ×1 ×1 ×1 ×1 ×1 ×1

305th Infantry Division



×9 ×1 ×3

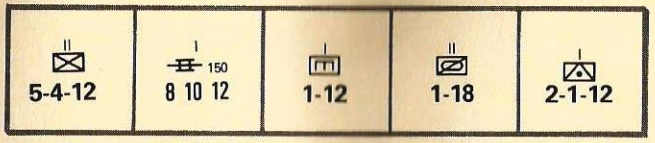
371st Infantry Division (see Case 15.15)



×5 ×1 ×1

5

79th Infantry Division



×9 ×1 ×2 ×1 ×1

6

7

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ENT DISPLAY



st Reaction hase	2nd Reaction Phase	3rd Reaction Phase	Final Reaction Phase	Soviet Reinforcements
13th Gd Inf Div 3-8 ×9 44th Pntn Bn +6 ×1	Baltic Marines 3-8 ×4 179th Eng Bn 1-8 ×3 137th Tk Bn 1-0-10 ×5	Independent 10 4 6 ×1	Trans Volga Artillery 2 6 0 ×1 2 6 0 ×1 2 4 0 ×1 ×1	
13th Gd Reserve 3-8 ×3 284 Inf Div 2-8 ×9 160th Pntn Bn +6 ×1	193rd Inf Div 2-8 ×9 95th Inf Div 2-8 ×7	Independent 8 4 6 ×2	Trans Volga Artillery 2 6 0 ×1 6 6 0 ×1 2 4 0 ×1	
39th Gd Inf Div (-) 3-8 ×4 308th Inf Div 2-8 ×9	37th Gd Inf Div 3-8 ×7 84th Lt Tk Bd 1-0-10 ×4	Independent 10 4 6 ×1 8 4 6 ×1	Trans Volga Artillery 3 6 0 ×1 3 8 0 ×2 3 14 0 ×1 2 6 0 ×1	

208th Inf Div (-)



×5

524 Inf Rgt



×3

84th Tk Bd



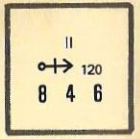
×3

89th Tk Bd



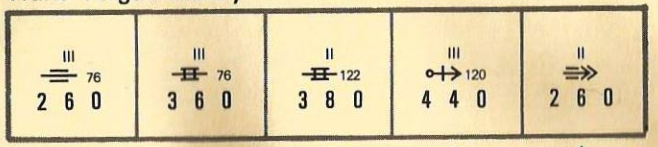
×2

Independent



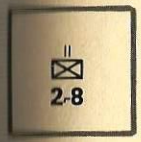
×1

Trans Volga Artillery



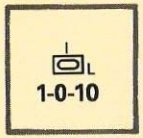
×2 ×1 ×1 ×1 ×1

138th Inf Div



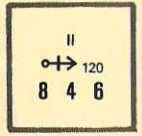
×9

90th Lt Tk Bd



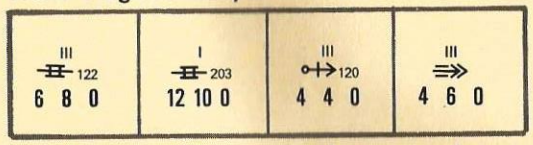
×4

Independent



×1

Trans Volga Artillery



×2 ×1 ×1 ×1

45th Inf Div



×9

Independent



×1

Trans Volga Artillery



×2 ×1 ×1 ×1

284th Gd Inf Rgt



×3

Pacific Marine Bd



×5

Stalingrad

Stalingrad

Battle for Stalingrad

80	76	72	68	64	60	56	52	48	44	40	36	32	28	24	20	16	12	8	4	0
GT1						GT2		GT3		GT4		GT5		GT6			GT7			

GERMAN AIR POWER TRACKS

26	24	22	20	18	16	14	12	10	8	6	4	2	0
GT1				GT2		GT3	GT4	GT5	GT6		GT7		

Dive Bomber Points

GERMAN REPLACEMENTS

GAME TURN RECORD TRACK	1	2	3	4	5	6	7
	15 Sept	22 Sept	1 Oct	8 Oct	15 Oct	22 Oct	1 Nov

SOVIET AIR POWER TRACKS

Dive Bomber Points

0	2	4	6
GT 1, 2, 3	GT 4, 5	GT 6	GT 7

Level Bomber Points

0	3	6	9	12
GT 1	GT 2, 3	GT 4, 5	GT 6	GT 7

Battle for Stalingrad

TERRAIN KEY

- Special Structures
- Woods
- TVA Emplacement
- German Divisional Boundary
- Fortified Structures
- Hill
- Soviet Mandatory Starting Position
- German Start Line
- Heavy Structures
- Road
- Victory Hex
- River
- Light Structures
- Railroad
- Ferry
- Volga
- Clear
- Park
- Volga Flotilla Placement Line
- Volga River Bank

Verkhne-Yelshanka
Zelenaya Polyana
Sadovaya
24thPz.Div.
29th Mot.Div.
14th Pz.Div.
94th Inf.Div.
Kuporosnoye
Yelshanka
Minina
71st Inf.Div.
Tsaritsa
Railroad Station Nr.2
Sarpinskiy
Bobyli
Grain Elevator
Oil Tanks
Grain Gully
Volga
Golodny
Stalingrad
Department Store
Railroad Station nr.1
Mamayev Kurgan
Red Square
Tennis Racket Railroad Yards
Lazur Chemical Works
Refinery
Alexandrovka
Gorodishche
389th Inf.Div.
295th Inf.Div.
Mokraya Mechetka
Orlovka
Orlovka
60th Mot.Div
October Garden
Stalingrad
Krasnyi Oktyabr Works
Ihnag Factory
Tractor Factory
Barrikady Factory
Sukaya Mevyemka
Zaitsevsky
Volga
Spartanovka
16th Pz.Div.
Rynok
Latochinka
Spomy

Battle for Stalingrad Counter Section Nr. 3 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 3.

5-4-18	5-4-18	5-4-18	6-5-24	6-5-24	6-5-24	6-5-24	6-5-24	1-12	1-12
1-12	1-12	1-12	1-12	1-12	1-12	1-12	1-12	1-12	1-12
1-12	1-12	1-12	1-12	1-12	1-12	1-12	2-16	2-16	2-16
2-16	2-16	2-16	2-16	2-16	2-16	2-16	2-16	2-16	2-16
2-16	2-16	2-18	2-18	2-18	2-18	3-18	3-18	3-18	3-18
3-18	3-18	3-18	3-18	1-18	1-18	1-18	2-24	2-24	2-24
6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24
6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24	6-2-24
2-1-12	2-1-12	2-1-12	2-1-12	2-1-12	10 22 7	8 4 12	8 4 12	8 4 12	8 4 12
8 4 12	8 4 12	8 10 12	8 10 12	8 10 12	8 10 12	8 10 12	8 10 12	8 10 12	8 10 12

8 10 12	8 10 12	8 10 12	8 10 12	8 18 8	8 18 8	12 12 6	8 10 18	8 10 18	8 10 18
8 10 18	8 10 18	10 7 12	10 7 12	10 7 12	10 7 12	10 7 12	16 3 12	2 7 12	2 7 12

GERMAN

2 7 12	2 7 12	3-1-12	3-1-12	3-1-12			Dpld	Dpld	Dpld	Dpld
3-1-12	3-1-18	3-1-18	Level Bmbr	Dive Bmbr			Dpld	Dpld	Dpld	Dpld

GERMAN MARKERS

No React	No React	No React	No React	No React			Dpld	Dpld	Dpld	Dpld
No React	No React	No React	No React	No React			Dpld	Dpld	Dpld	Dpld

SOVIET MARKERS

No React	No React	No React	No React	No React	No React	No React	No React	No React	No React
No React	No React	No React	No React	Soviet React	Soviet React	Soviet React	Soviet React	Soviet React	Soviet React

Game Turn	Burning Oil								

NEUTRAL MARKERS

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Battle for Stalingrad Counter Section Nr. 3 (200 pieces): Back

Battle for Stalingrad Counter Section Nr. 2 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 5.

1-0-10 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8

2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 2-1-8 | 3-2-8

1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6

1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 1-0-6 | 2-1-6

2-1-6 | 2-1-10 | 2-1-10

8 4 6 | 8 4 6 | 8 4 6 | 8 4 6 | 8 4 6 | 8 4 6 | 8 4 6

8 4 6 | 8 4 6 | 10 4 6 | 10 4 6 | 6 8 6 | 6 8 6 | 6 8 6 | 6 8 6 | 6 14 6 | 6 14 6

8 6 12 | 8 6 12 | 8 6 12 | 8 6 12 | 4 4 10 | 4 4 10 | Surv 1-0 | Surv 1-0 | Surv 1-0 | Surv 1-0

Surv 1-0 | +6 | +6 | 2289 | 62 Army Chuikov HQ • 12 | Level Bmbr | Dive Bmbr

2 6 0 | 2 6 0 | 2 6 0 | 2 6 0 | 2 6 0 | 2 6 0 | 2 4 0 | 2 4 0 | 6 8 0 | 6 8 0

6 8 0 | 3 6 0 | 3 6 0 | 4 4 0 | 4 4 0 | 6 14 0 | 3 8 0 | 3 8 0 | 3 8 0 | 3 8 0

SOVIET TRANS-VOLGA ARTILLERY

3 14 0 | 12 10 0 | 6 8 0 | 2 8 0 | 2 8 0

2 6 0 | 2 6 0 | 4 6 0

5-4-12 | 5-4-12 | 5-4-12 | 5-4-12

5-4-12 | 5-4-12 | 5-4-12 | 5-4-12

5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12

5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12

GERMAN

5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12

5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12

5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 5-4-12 | 4-3-18 | 4-3-18

4-3-18 | 4-3-18 | 4-3-18 | 4-3-18 | 4-3-18 | 4-3-18 | 4-3-18 | 4-3-18 | 5-4-18 | 5-4-18

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Battle for Stalingrad Counter Section Nr. 2 (200 pieces): Back

Battle for Stalingrad Counter Section Nr. 1 (200 pieces): Front

Quantity of Sections of this identical type: 1. Total quantity of Sections (all types) in game: 3.

SOVIET

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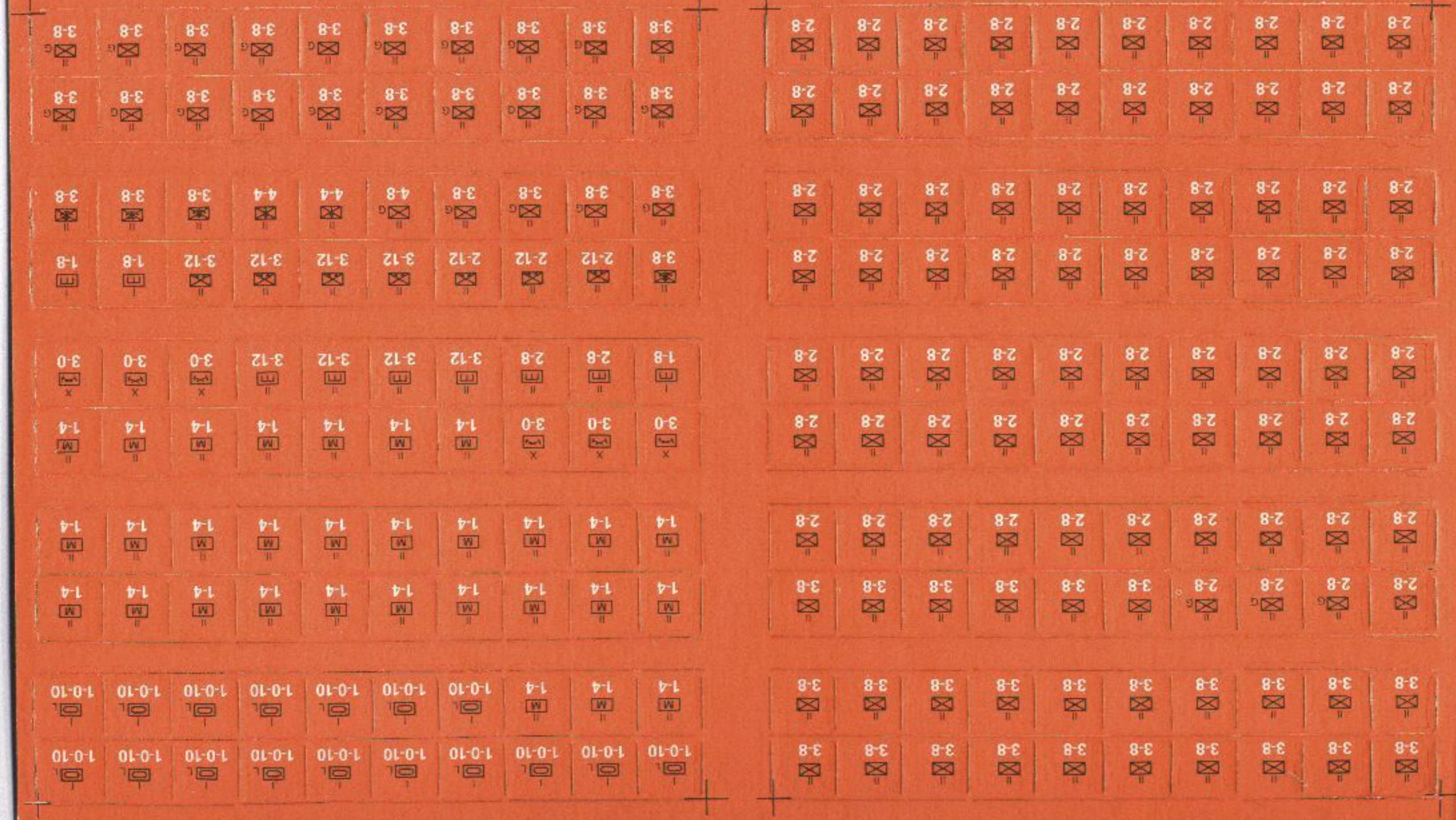
Battle for Stalingrad **Counter Section Nr. 1 (200 pieces): Back**



Battle for Stalingrad **Counter Section Nr. 2 (200 pieces): Back**